



Weapons D6 / Seismi Mine 42

Seismi Mine 42

The Seismi Mine 42 is one of the standard anti-personnel mines for the Imperial StormElite and Imperial Army. With a larger, more destructive blast radius than the Seismi Mine 41, the Model 42 is a potent anti-infantry weapon, especially when used in conjunction with Tele Mines to stop anti-tankers from defusing minefields.

Model: Quavar Seismi Mine, Model 42

Type: Anti-personnel mine

Scale: Character

Skill: Demolitions

Cost: Not available for sale

Availability: 2, X

Blast Radius: 0-4/8/12 m

Damage: 7D+1/6D+1/5D+1

Game Notes:

Detection: The Seismi Mine 42 is made from composite materials and contains less than .01% metal. Therefore, the difficulty to detect a Seismi Mine 42 with sensors is the sensor difficulty +3D+2.

Detonation: Five minutes after armament, any character approaching within three meters of the mine has tripped the mine's fuse and the Seismi Mine 42 will explode that same round.

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