Weapons D6 / Proximity Charge

Proximity Charge

Proximity charges are common place antipersonnel weapons used by almost every military organization in the galaxy. The concept is simple, when an unsuspecting target wanders too near a proximity charge, it detonates, thus eliminating the target. Most proximity charges have a trigger range of two meters but this setting can easily be changed before priming.

Model: Merr-Sonn Munitions Proximity Charge
Type: All purpose explosive charge
Scale: Character
Skill: Demolitions
Cost: 250 credits
Availability: 2, X
Blast Radius: 0-2/4/6
Damage: 5D/3D/1D
Game Notes: Mishaps - such as rolling a "1" on the Wild Die - indicate premature explosion.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Ryan Matheny, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.