



## Equipment D6 / RanCorp SK-8L Shack

### RanCorp "Shackle" Stun Cuffs

These stun cuffs are preferred by bounty hunters. Instead of being attached by a chain

the cuffs are free of each other but send out a range finding signal to each other. If the

distance is more than what it is set to allow the cuffs will release a stun charge

to their captive. These are very easy to conceal making it less obvious the person

is being taken prisoner. Also if

the prisoner was unconscious at time of capture

he may not realize what the

cuffs are....at first.

Model: RanCorp SK-8L "Shackle" Stun Cuffs

Type: Restraining Devices

Cost: 1,200

Availability: 2, R

Range(Inches): 2/5/6+

Damage: 3D/4D+2/6D (Stun)

Game Notes: Range listed here is how much the prisoner moves their wrists from the maximum distance of separation. When a prisoner moves their wrists farther apart than the max allowed distance the cuffs release a stun charge.

---

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

All text and stats by Dave Maloney, Set Anu-bith, 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](#).