

Weapons D6 / Rebel Grenade Conveyor

Model: Rebel Grenade Conveyor

Type: Grenade Conveyor

Scale: Character

Skill: Grenade

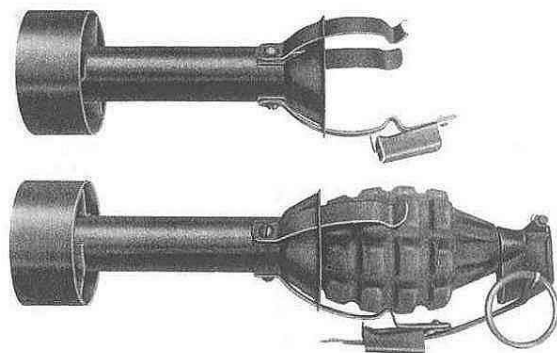
Cost: 50

Availability: 2, R

Range: 9-21/60/120

Blast Radius: As grenade

Damage: As grenade



Description: Originally designed by the Rebel Alliance to get more range out of their hand grenades, without access to proper grenade launchers, the Rebel Grenade Conveyor is a curious device consisting of a set of hooks to hold the grenade, a lever which holds down the grenade's spoon, and an airspeed sensor activated rocket engine. The user sets the grenade within the hooks, sets the lever to hold the spoon, and pulls the pin. Then the entire setup is thrown at the enemy, the rocket ignites and the force of acceleration frees the spoon, fully arming the grenade.

The conveyed grenade has three times the range of a thrown grenade, but an extra action is required to use a grenade conveyor. Also, an Easy grenade roll is needed to use the grenade conveyor properly (in addition to the normal roll to hit with it).

Rebels use grenade conveyors with moderate frequency, but prefer grenade launchers when they can get them. Third party or home made copies are common, and grenade conveyors are occasionally seen in use by just about anyone, though so far none of the major corporations has produced a grenade conveyor, and no large military has adopted them for official use. Thus, grenade conveyors vary widely, but the above is a fairly typical one.

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

All text and stats by Alex Panzerkit, HTML and logos done by FreddyB

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