



## Weapons D6 / Nercal Sky-Lancer Rep

### Nercal Sky-Lancer Repeating Plasma Emplacement

The Sky-Lancer RPE was designed to deal with enemy vehicles while fitting into a pillbox, bunker, or foxhole. The weapon first saw use against MetaCorp when MetaCorp tried to destroy an industrial complex. The RPEs managed to hammer the MC hunter-killer out of the air and help bring down one of the enemy tanks. The weapons are fast and powerful but incredibly hard to move and don't work well if the cryo-cooler gets damaged.

Model: Nercal Eiv-RPE

Type: Repeating plasma emplacement

Scale: Character

Skill: Plasma Weapons: Sky-lancer

Ammo: Unlimited (power generator), 5 rifle charge

Cost: 12,000

Availability: 2, X

Range: 3-70/200/450

Damage: 8D

Body: 2D (weapon), 1D (cryo-cooler/power generator)

Game Notes: If the cryo-cooler gets hit roll 1D. on a 6 it explodes doing 7D character scale damage in a 8 meter radius. If the roll was anything else the cryo-cooler simply fails and the emplacement can only fire three shots a round without overheating.

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

All text and stats by Dave Maloney, HTML and logos done by FreddyB

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