



## Weapons D6 / Vetricon EMP Mine

### Vetricon EMP Mine

The END-9 was another attempt at using a different approach to deal with enemy vehicle. Like the EN-4, the END-9 cannot be picked up by typical mine detectors because it doesn't use metal and uses no explosives. Instead the END-9 uses special ceramic casing around a burst EMP emitter which can be recovered and recharged. The END-9 responds to both pressure and repulsorfields over it. Though the EMP blast can't hurt an infantryman who accidentally steps on one, his equipment will suffer from the blast he touches off. The ED-9 is every effective at disabling its victimized vehicles, shutting down almost all electrical signals in a matter of seconds.

Model: Vetricon Enterprises END-9 EMP Mine

Type: Anti-vehicle mine

Scale: Speeder

Skill: Demolitions

Cost: 1,800

Availability: 2, X

Blast Radius: 4 meters

Damage: 6D (ionization)

Game Notes: the END-9 is not picked up by typical mine detectors.

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

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