

Name:

Pulse Concussion Grenade Launcher

Model: Galactech Gh-50 Pulse Concussion  
Grenade Launcher

Scale: Character

Skill: Missile Weapons: Grenade Launcher

Ammo: 250

Cost: 3,000

Availability: 2, X

Range: 4-28/80/160

Blast Radius: 0-3/6/10 Damage: 8D/5D/2D



Description: The call for larger and larger explosives which can still be safely used has always been a strong drive in the munitions industry, and although no one has managed to excel the power of a thermal detonator as the ultimate personal explosive the danger of carrying these devices has always outweighed their usefulness. The Pulse Concussion Grenade uses some ancient techniques to maximise an explosion focussing its power at the blast point causing the damage to fall off rapidly towards the edge of the blast zone. Only slightly more expensive than conventional grenades these explosives would have been far more successful if they did not require the launcher to prime them before launch, but it has proven itself useful and powerful in combat and sales have been good although Galactech obviously wants to develop this market further.

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Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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