



# Weapons D6 / Anti-grav Mine

## Anti-grav Mine

This weapon is, as usual for RanCorp, very unorthodox. The weapon will catch its victim unaware. The mine will lift anything up to the size of a speeder way up into the air. These mines used against moving craft have an interesting result; the craft is thrown up and along a parallel trajectory at the speed it was at when it hit the anti-grav field. This is quite often a dangerous trap to fall into as when you land the entire speeder will, most likely, smash into pieces and kill all inside.

Model: RanCorp ESP-5000 Mine

Type: Anti-personnel weightlessness mine

Scale: speeder

Skill: Grenade

Weight: 0.5 kilograms

Cost: 1,000 credits (tracker: 500)

Range: 5 meters (without tracker)

Effect Radius: 3 meters

game notes: lifts vehicle 30 meters into the air in near weightlessness

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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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