



# Weapons D6 / Seismi Mine 41

## Seismi Mine 41

The Seismi Mine 41 is one of the standard anti-personnel mines for the Imperial StormElite and Imperial Army. Extremely cheap and horrifically efficient, the Seismi Mine 41 is the perfect weapon for disallowing enemy infantry access to certain areas.

Model: Quavar Seismi Mine, Model 41

Type: Anti-personnel mine

Scale: Character

Skill: Demolitions

Cost: Not available for sale

Availability: 2, X

Blast Radius: 0-4/6/10 m

Damage: 7D/5D/3D

Game Notes:

Detection: The Seismi Mine 41 is made from composite materials and contains less than .01% metal. Therefore, the difficulty to detect a Seismi Mine 41 with sensors is the sensor difficulty +3D+2.

Detonation: Five minutes after armament, any character approaching within three meters of the mine has tripped the mine's fuse and the Seismi Mine 41 will explode that same round.

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All text and stats by Craig Marx, HTML and logos done by FreddyB

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