



Weapons D6 / Proton Charge

Proton Charge

Proton charges are specifically manufactured for controlled demolitions for construction purposes. However, they do also prove quite useful in the military sense in that they are easy to carry, easy to set as they self adhere to almost any metallic surface via magnets and their destructive power can cause immense devastation to almost any structure.

Model: Merr-Sonn Munitions Proton Charge

Type: Demolitions explosive

Scale: Speeder

Skill: Demolitions

Cost: 850 credits

Availability: 3, X

Blast Radius: 0-3/6/10/15

Damage: 9D/7D/5D/2D

Game Notes: Mishaps - such as rolling a "1" on the Wild Die - indicate premature explosion.

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

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).