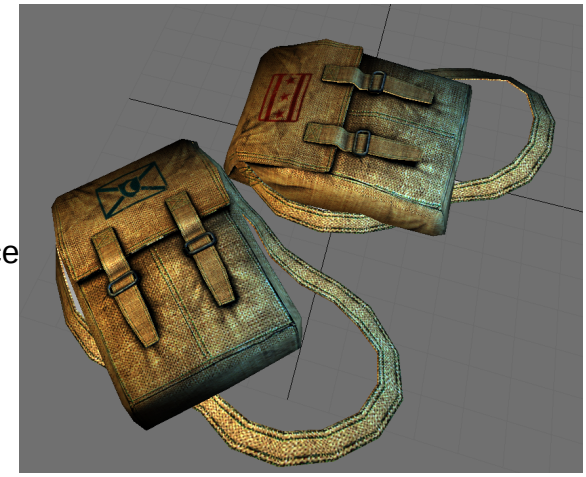
Weapons D6 / Satchel Charge



SATCHEL CHARGE

"Copy that. Somebody get a satchel on the gate!"
-Sergeant Avery J. Johnson.

?? The Satchel Charge is a United Nations Space Command ground explosive.

Model: UNSC Satchel Charge
Type: Demolition explosive device
Scale: Character
Skill: Demolitions: Satchel Charge
Cost: 500 cR
Availability: 2, R or X
Range: N/A (can but thrown at?+1 Difficulty)
Range Difficulty: Moderate/Difficult/Very Difficult)
Damage: 8D/7D/6D/5D/4D/3D
-Blast Radius: 0-1/2/4/6/8/10

GAME NOTES:

-DEMO: It's pretty much a self-explanatory thing. ?Roll Demolitions to place properly, get clear, go boom. ?Can be used against enemy infantry and vehicles, just make sure you get out of the blast radius. ?If more "boom" is needed, combine multiple satchel charges or explosives!

-EASY-BAKE: A satchel charge is pretty easy to make by someone with the right know-how (Demolitions skill). They are made by putting lots of handy explosive materials (commonly C-4) together in an easy-to-carry container of some kind (satchel [man-purse], purse, backpack, plastic/paper bag, etc.) and linked by a detonator that usually has a timer and/or remote switch. Satchel charges are usually constructed to produce as much widespread collateral damage and casualties as possible (hence the high damage and large blast radius!), but can still be used for concentrated demolition efforts such as destroying key locations like bunkers, vehicles and other structures (unlike other special explosives that have high damage, but limited blast radius and must be placed in more specific target locations to do the most damage). To construct a satchel charge requires a Demolitions skill roll of Easy Difficulty if all materials are readily available; If the detonator is absent then this is increased by +1 or +2 levels, depending on what is available (example: using a wrist-watch and some simple wires and other simple parts as an improvised detonator is +2, Difficult).

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NOTE: Pic used is for reference and coolness only, not official.

USAGE

???Marines use satchel charges to clear large, reinforced doors, or obstacles out of the way, although they are also often used as offensive weapons to dislodge dug-in enemy troops. They contain C9 plastic explosive and can penetrate through half a meter of Titanium-A.

?? Spartan-IIs Vinh-030 and Isaac-039 used satchel charges, during the Fall of Reach to hold back the Covenant entering ONI's CASTLE Base and allow the others time to retreat further into the base; however, they disappeared in the blast and were presumed dead.

?? It may be standard equipment for UNSC Marines.

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