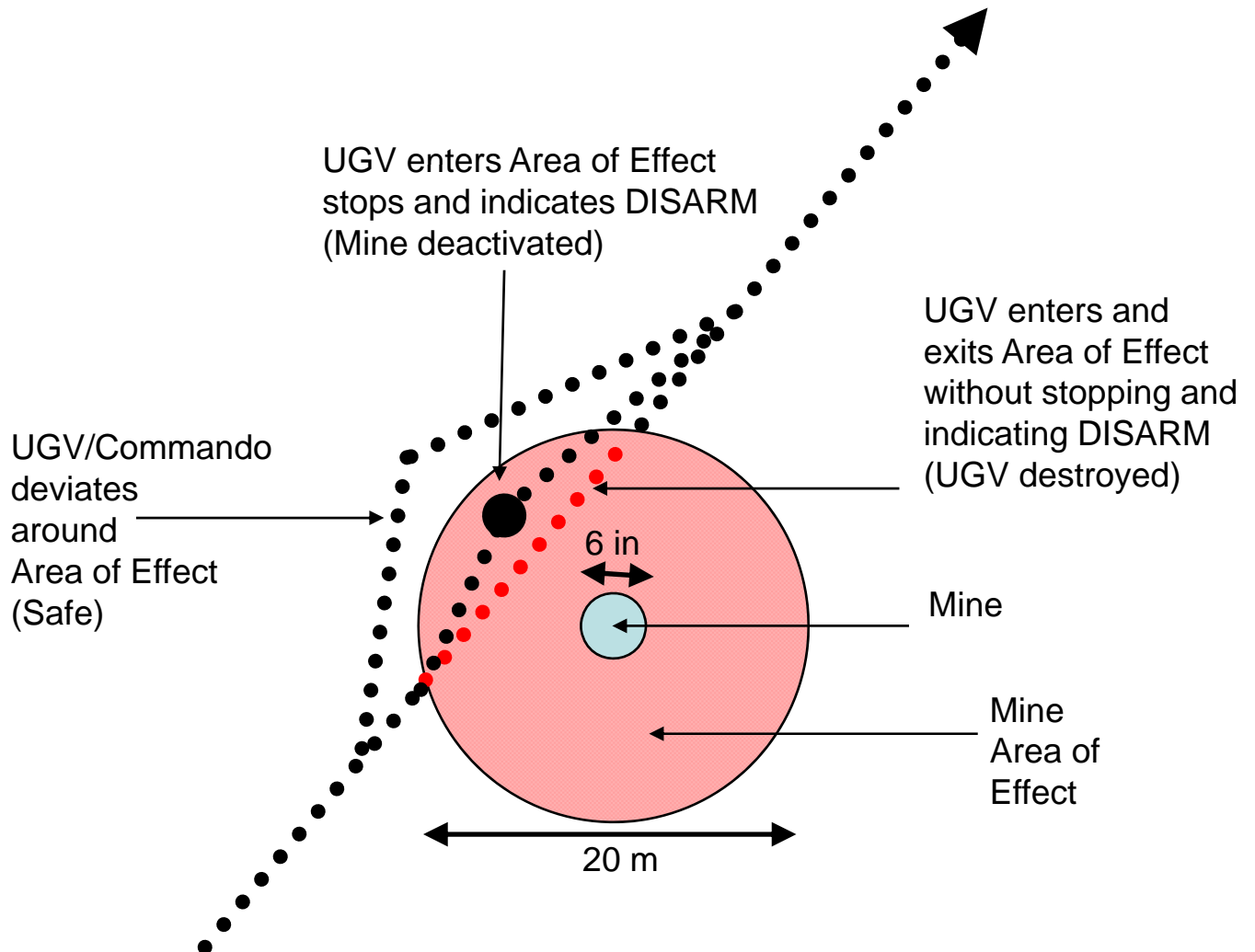


Mine Concept



Mine Material: 6 in diameter metal disc with grating on top of a small pot. Grating allows vapor to pass through. Pot either empty (normal mine) or full of liquid (chemical mine)

Mine Area of Effect: 10m radius circle around the mine

Method of Employment: Mine is dug into the ground flush or slightly lower than ground level

Restrictions: (1) UGV destroyed if it enters and exits the Area of Effect without stopping and indicating DISARM while inside the marked boundary; (2) Commando is killed if they enter the Area of Effect of an active mine; (3) Mine deactivated if UGV enters Area of Effect, stops, and indicates DISARM; (4) Commando is safe if they enter the Area of Effect of a deactivated mine.