



Weapons D6 / Neral Neo-YR71 Stun B

Stun Barricade

The Stun Barricade resembles a short barreled E-Web cannon. It emits a force field type energy wall that emits stun energy. It can appear anywhere from 1 to 8 meters away from the projector and may be "walked back" to push rioters down. The power of the stun charge is also adjustable. This device is useful for pushing mobs back and keeping them away from certain areas such as people protesting a weapons factory.

Model: Neral Neo-YR71 Stun Barricade

Type: Adjustable Stun Force-Field

Scale: Speeder

Skill: Blaster Artillery: Stun Barricade

Crew: 2;

Ammo: Unlimited (power generator)

Cost: 6,000

Availability: 3, X

Field Range: 1-8 meters

Damage Range: Contact

Damage: 3-8D stun (If walking the barricade back everyone in it's ways are pushed back and if a person remains in contact with the field they take damage each round)

Game Notes:

Walking it Back: Walking it back is when the person manning the projector adjusts the distance control moving the field farther away effectively shoving everyone behind it back. The field can be moved 2 meters forward or back per action.

ForceField: because it acts also like a physical barrier all physical objects bounce off this field and blaster shots are absorbed. This is to stop rioters from attacking the people manning the projectors.

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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