



Equipment D6 / Lumnar Industries LS-

Lumnar LS-10 Light Shield

Light Shields use different technology than typical energy shields. It creates a field of invisible ionized static. It hangs loosely around the wearer. When an energy blast or high velocity projectile starts to pass through the field, it constricts and forms a crystal clear energy shield that can deflect the attacks. The effect is such that it looks like a glass bubble or the like suddenly appears around the wearer deflecting the attack. Because the field protects against firearms and has a much longer duration Light Shields are preferable to standard energy shields. They are however much more expensive and still do not deflect low velocity objects such as needle guns, thrown knives, or melee attacks. Also these don't work off actual powerpacks. They have rechargeable energy cells, and adapters come free with the purchase of the units so they can be recharged at home.

The LS-10 consists of the same forearm units as the LS-5, with the controls generally on the left forearm unit. It also has a band worn around either shoulder. These keep additional energy stored up and help distribute them more evenly over the user's body mass, providing for a stronger shield and longer duration.

Model: Lumnar Industries LS-10 Light Shield

Type: Personal shield generator

Scale: Character

Cost: 11,400

Availability 2, F

Effect: Adds +3D to character's Strength to resist damage from energy

weapons and firearms. The shield has enough energy for 3 minutes(36 rounds) of continuous use.

Note: If the wild-die comes up as a 1 on a resist with the Light-Shield active one of two things happens. On a re-roll of 1-5, the Light-Sheild shorts out and will not function until repaired. on a re-roll of 6 the Light-Shield overloads and explodes doing damage equal to the resist bonus offered by the shield unit.

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