



Equipment D6 / Lumnar Industries LS-

Lumnar LS-30 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-30 was another military release of the Light Shield series. The shield included a full -25 unit as well as a fairly light weight backpack power source. All the units from the -25 then had their power supplies tripped and made to be solely energy distributors across the wearer's body. This is meant to be worn by one member of a squad and when needed the wearer turns the shield on and the entire squad can take cover from within it. Because light shields protect from the outside, the squad can fire from inside the shield while enjoying its protection.

Model: Lumnar Industries LS-30 Light Shield

Type: Squad Shield Generator

Scale: Character

Cost: Not Available For Sale

Availability: 3, R

Effect: Adds +8D to character's Strength to resist damage from energy weapons and firearms. The shield has enough energy for 6 minutes(60 rounds) of continuous use.

Game Notes: The Energy shield may be extended out around the user in meter increments. For every meter he extends the area of his shield, 1D is subtracted from the shield's strength. It has a starting diameter of one meter already. Everyone under the shield gains the shield's bonus to resist.

It takes a Difficult lifting roll every round to carry the backpack power source. Because of the encumbrance the wearer is at -1D Dexterity.

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