



Starships D6 / Ion Shields

Ion Shields

Model: RahlTech v-140 Ion Shield Generator

Type: Ion shielding

Scale: Starfighter

Skill: Starship shields

Cost: 10,000 credits

Availability: 4, X

Range: 10 meters

Damage: 7D (ionization)

Game Notes: Effect: produces an enlarged shield using ionized particles so it functions like an ion blast

Shields: reduces ship's shielding by 1/2 (radius from ship is increased to 10m; 0.1 space moves)

Charging: the shield charges +1D per round up to 7 rounds and 7D

Movement: Space move reduced by 3 while charging (cannot go below 2)

Ion shields are for those starfighter pilots that like to get up close and personal during dogfights. The ion shielding concept is a bit far fetched, considering that it is rare that one can get close enough to an enemy ship to actually hit it with the shields.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Kurt Roach, HTML and logos done by FreddyB

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