



# Starships D6 / ALQ-131 ECM Pod

## ALQ-131 ECM Pod

Model: Mestic Munitions ALQ-131

Type: ECM pod

Cost: 7,900 credits

Game Notes: Add +2D to Sensor operator's difficulty to target the ship.

The ECM (Electronic Countermeasure) pod produces a noise signal with deception modulation to jam SAM guidance systems and prevent lock-on. It can also confuse the targeting systems on enemy craft - but not reliably.

---

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

All text and stats by Ryan Matheny, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).