

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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