Starships D6 / Ship Mod: Shield Rebooter

SHIELD REBOOTER

When the Yuuzhan Vong invaded the galaxy, they were able to use their gravity-influencing dovin basals to rip the shields off of starships by causing gravitic stresses that caused them to collapse. While the ICFE would grant a ship a better chance of keeping this from happening, it was not full-proof. Another technique for countering the shield ripping was to modify a ship's shield generators and controls to drop the shields and bring them back up instantly, causing the dovin basals to 'lose their grip' on the ship's shields.

Model: Starship shield rebooter
Type: Starship shield modification
Scale: Starfighter or Capital (possibly others)
Skill: Starship shields or Capital ship shields
Cost: 5% base cost of ship (if base price is not available, multiply the Hull and Shield Dice by x1,000 for starfighters/x10,000 for capital ships, and charge 10% of this amount)
Availability: 1
Game Notes:

When a Yuuzhan Vong ship uses its dovin basal to rip shields from a target starship, the crew can feel it trying to get a hold on their shields, especially if they are fighter pilots. When the Shield Rebooter is equipped, the pilots can use their relevant Shields skill to defende against the shield ripping as a defensive action, like Dodging. They may make a Shields skill roll against the attacker's Biotech Operations skill (or whatever skill they are using), and if the defender rolls higher, then the shield ripping is stopped. The attacker must make another attempt to rip the shields.

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