Equipment D6 / Deflector shield generator



Model: Deflector shield generator
Type: Security Shield generator
Scale: Character
Cost: 4200
Availability 2, F
Effect: Creates an energy shield which encloses a small area (usually under 5 meters diameter) which impedes all movement out of the enclosed area, and resists attacks from inside the area. It adds +4D to resist all attacks made from inside the enclosed area, to outside the area.

Description: A deflector shield generator, or simply a shield generator, was any device used to create a deflector shield, including both particle and ray shielding.

Deflector shield generators were produced in a variety of sizes, ranging from small personal projectors to large units used on capital ships. In some cases, the generator could project the shield a great distance and without need for line of sight, by using a focusing dish. Variants included planetary shield generators, such as the SLD-26 planetary shield generator used to protect the second Death Star in orbit over the moon of Endor, and the DSS-02 shield generator used to protect Echo Base during the Battle of Hoth. The Gungans used handheld shield generators along with shield generators on the backs of their fambaas. The Imperial Army used a force shield projector to protect their base on Borleias around 7 ABY.

Shield generators were used on Podracers as well, both custom and factory-built models. Typically low-output, these shield generators were installed within the cockpit and were meant to protect the pilot from exhaust wash and debris kicked up by the engines. In most instances, the shields were useless in the event of a crash, though some racers invested in full-spectrum generators to protect themselves and their vehicle from destruction.

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