

## Enhanced Planetary Defense Shield

A relatively new innovation in planetary defense, the tachyon shield generator, is generally more powerful than the average planetary shield found on many planets today. The shield functions by manipulating the faster-than-light particles known as tachyons and "forging" them into a protective barrier.

Model: Welkret Engineering's PD-2 Tachyon Shield Generator

Type: Planetary shield generator

Scale: Capital

Skill: Planetary shields

Crew: 59, skeleton: 10/+5

Crew Skill: Planetary shields: Tachyon 6D

Cover: Full

Cost: 1,500,000 (new)

Availability: X

Body: 5D

Sensors: Sensor Baffle (adds +2D to Difficulty to detecting generator)

Game Notes: The PD-2 provides up to 5D Death Star scale shielding to a 150 kilometer area. Combined generators within 50 kilometers of each other can increase the total shield strength +2D per extra generator. Implementing such devices for full planetary coverage is often more than almost any local government can afford so these shields are generally reserved for major cities and/or important military bases.

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