Starships D6 / C.E.C. "Vambrace" Shield Gen

VCX-820 "VAMBRACE" SHIELD GENERATOR

* See below for more information

Model: Corellian Engineering Corporation VCX-820 Vambrace
Type: Space Transport Shield Generator
Scale: Starfighter
Skill: Starship Shields
Crew: 1
Cost: 120,000 credits (new); 80,000 (used)
Weight: 16 metric tons
Availability: 3, F*

GAME NOTES:

The VCX-820's shield generator is related to the technology used to make the shield generators for the YZ-775 medium transports sold during the Rise of the Empire era decades earlier. This one is more refined and compact, perfect for military grade ship designs. After all, C.E.C. did create both ships. When installed, the recipient ship has 6D shields!

There are older shield generators for space transports that can grant 6D shields, though few and far between. But they cost more during their time, and weighed more, due to the newness of such powerful technologies, and it took time to refine them to this one's current size and cost. While Galaxy Guide 6 Tramp Freighters mentions shields beyond 3D cannot be purchased due to technology limitations, there were exceptions on occasion....expensive, heavy exceptions.

Availability

During the New Jedi Order era, availability is 2 as these ships and their related components are more readily available throughout the galaxy as C.E.C. produces these ships in abundance to help in the war against the Yuuzhan Vong invasion. They do not become available until later in the New Republic era before the Imperial Remnant negotiated peace with the New Republic in the years before the Yuuzhan Vong invasion. They are not publicly available before this time, though rare prototypes may pop up on the black market.

Also during more peaceful eras, the availability may change to R or X, due to governments being fearful that such technologies may fall into the hands of pirates, raiders, and other ill-intentioned groups and organizations.

Availability Chart:

1 - Readily available throughout the galaxy.
2 - Available only in large cities or spaceports.
3 - Specialized item, normally available only on planet of origin.
4 - Rare item, difficult to find anywhere.
F - Fee or permit often required for purchase.
R - Restricted on most planets, and normally may not be bought or sold without appropriate Imperial or other relevant license.
X - Illegal on most planets. Possession or use often violates Imperial or local laws except for specially authorized individuals; penalties may be severe.

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