Starships D6 / C.E.C. "Platemail" Shield Gene

"PLATEMAIL" SHIELD GENERATOR

A product of the time during the Rise of the Empire era before the Galactic Civil War, the "Platemail" shield generator is one of the few, if not the only, model of shield generator of this strength to ever be released on the market for starfighter scale starships, for either civilian or military grade ships. As such, it is bulkier than probably any other shield generator of this scale, and usually cannot get through Imperial scrutiny without be sold with the YZ-775 Medium transport as a whole package.

The power of this impressive device is due to C.E.C. attempting (and for the most part succeeding) in incorporating capital scale starhip shield technology into a starfighter scale package. The YZ-775 Medium Transport it was installed in and sold with pushing starfighter scaled freighter boundaries, as well as the ship's similarly impressive power source, helped immensely in this, and not many ships of the same scale can boast of such powerful shields and reactors.

Players may wish to acquire this shield generator (6D) separately for their own ships. The shield generator itself costs 75,000 credits or more (and more still on the black market), and requires Cargo Capacity of 35 metric tons to install. Further, due to its energy requirements, GMs may wish to have players either modify their ship's existing power source, or install a new one that can handle the power load (if the desired ship does not have the heft of a near-capital scale ship like the YZ-775 Medium transport, otherwise there may be no need for such modifications).

Model: Corellian Engineering Corporation YZ-775 "Platemail"
Type: Shield Generator
Scale: Starfighter
Skill: Starship Shields
Crew: 1
Cost: 75,000 credits
Weight: 35 metric tons
Availability:
Strength: 6D

GAME NOTES:

-Modify Existing Power Source: 3,000 credits per Hull Die (500 per pip); +3 metric tons per Hull Die (+1 metric ton per pip); Difficult Space Transports Repair skill roll for a similar sized ship to a YZ-775 (around 50 meters long); Very Difficult skill roll for ships between 1/2 to 3/4 the YZ-775 size (25m to 40m long); Heroic skill roll for ships between 1/4 to 1/2 the size (15m to 25m long);

Moderate skill roll for larger ships up to half +1 1/2 the size (60m-100m long); smaller ships and starfighters cannot install this shield generator. Larger ships can install it with easier Difficulty, but if they are capital scale, they may be better off purchasing a capital scale shield generator.

-Purchase New Power Source: 5,000 credits per Hull Die (1,000 per pip); +5 metric tons per Hull Die (+1 metric ton per pip); Installation Difficulty is 1 level lower than those stated above as long as the crew has the proper facilities and equipment and a technician/engineer crew to aid the process, or the GM could allow installation to be part of the purchase price (or charge more for it).

-Old Power Source: The old power source can be sold to reduce the price of the new one. 1,000 credits per Hull Die (200 per pip); 3 metric tons per Hull Die (1 metric ton per pip).

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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