

## Enhanced Planetary Defense Shield

Welkret Engineering's PD-7 tachyon field generator, The ultimate advancement in planetary defense, can alter naturally occurring tachyons into a protective barrier around almost any world. The actual technology involved is extremely advanced, and Welkret refuses to sell any generators to any worlds unless they are crewed exclusively by Welkret engineers.

Model: Welkret Engineering's PD-7 Tachyon Field Generator

Type: Planetary shield generator

Scale: Capital

Skill: Planetary shields

Crew: 149, skeleton: 23/+15

Crew Skill: Planetary shields: Tachyon 6D

Cover: Full

Cost: 129,810,000 (new)

Availability: R

Body: 5D+2

Game Notes: The PD-7 is perhaps the galaxy's most advanced planetary defense system ever created. It can create a tachyon field large enough to surround most average sized worlds which can vary from 1D to 50D capital scale strength (strength is controlled by operators). The shield can only charge 1D per round (taking 50 rounds to reach 50D) Any ships attempting to pass through the field receive the same amount of damage as the shield's current strength. Cloaked ships that come in contact with the shield automatically decloak.

Technical Notes: Particles which bear mass can be either below or above lightspeed. The former are called bradyons and the latter are tachyons. The fundamental particles of the tachyonic realm are the same as those of the bradyonic world, because the only difference is the velocity of an observer's point of view. From the vantage of a tachyon it is the rest of the universe which is moving at superluminal speed in a certain direction. However the interaction of tachyons with bradyons is in many ways unlike the familiar interactions of bradyons with other bradyons. Some of the specific consequences are rather bizarre. (Curtis Saxton)

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