



# Space Defenses and Armor

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A starship defends itself with a variety of systems each designed to reduce or eliminate an attack before it can inflict damage.

Space defenses include active systems (which attack incoming weapons) and passive systems (which reduce or block the force of attacks). Each has its place, and a well-designed starship has a variety of defenses.

## UNDERSTANDING SPACE DEFENSES

Space defenses are designed to reduce or eliminate attacks.

**Active Systems.** Some space weapons have defensive abilities; for example, a laser turret may attack and destroy incoming missiles. Active systems are space weapons previously created which are assigned defensive roles.

**Passive Systems.** Passive defense systems block attacks, usually by interposing some effect which interferes with the attacking system. For example, a Meson Screen blocks the effects of a Meson Gun.

**Armor.** The oldest form of defense is Armor. Ships may be equipped with layers of defensive armor to block attacks (and to block natural effects such as temperature or pressure).

## IDENTIFYING SPACE DEFENSES

Space Defenses can be identified by Name, LongName, Letter, or Model.

**By Name.** Defenses carry simple names that generally identify the principle or purpose.

**By Letter.** Each Defense is assigned a single letter identifier. This letter suffices as an abbreviation when additional information is not required. For example, Nuclear Damper is N.

**By LongName.** Specifically created Defenses are given a LongName which includes its stage, type and other information. For example, an Advanced Nuclear Damper-14.

**By Model.** Abbreviations for the elements of the LongName are used to create the Model of a specific Defense. For example, ImpN-14.

## USING SPACE DEFENSES

Defenses function in reaction to an attack.

**Active Defenses** which have been assigned an AB Anti-Beam Mode or AM Anti-Missile Mode respond to such attacks.

**Absolute Defenses** are interposed between the attacker and the target (the ship). Each related attack must pass through its Absolute Defenses before it may attack the ship.

For example, a G Meson Screen is an Absolute Defense against a meson Gun attack. Every Meson Gun shot must successfully pass through the Meson Screen before reach the target.

**Armor** is the last line of defense: any attack which has passed through Active and Passive Defenses finally attacks the ship's Armor. If that Armor is penetrated, damage is inflicted on the Target.

## THE MOUNTS

Mounts are the physical structures in which defenses are installed.

**Weapons As Defenses.** Some weapons may be used as in the defensive Anti-Beam mode or the defensive Anti-Missile mode. They operate from their standard weapons mounts.

## Defense Mounts

Absolute Mode Defenses may be installed in two different types of Mount: Internal or Bolt-In.

An **Internal Mount** is a location within the hull for the defensive mechanism. It is created during ship design specifically for the Defense.

A **Bolt-In Mount** is a retrofit location for the installation of a Defense at some point after construction.

## Consoles

The operating position for a Defense is its Console.

The operating position for weapons used in defense is the weapon crew position (the turret or weapons mount).

Each Absolute Mode Defense requires a 1-ton Console on the Bridge. The console contains the Local Computer for the Defense and a display for the operator.