



Space Defenses

The basic details of available space defenses are shown here.

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Space Defenses	TL
G Meson Screen	11
J Jammer *	11
N Nuclear Damper	12
Q Mag Scrambler	14
R Proton Screen	19
T Black Globe	16
U White Globe	20
W Grav Scrambler	17
Z	

SPACE DEFENSE MOUNTS

Mount Type	Skill
In Internal	
Bo Bolt-In	
Console	Screens

Each Absolute Mode Defense requires an Internal or Bolt-In Mount (anywhere in the ship) and a Console (on the Bridge).

G MESON SCREEN

The Meson Screen interacts with all incoming high energy particles and disrupts their rate of decay: some decay instantly and harmlessly expend their energy; others do not decay and pass harmlessly through the ship.

G Meson Screen. Base TL = 11.

N NUCLEAR DAMPER

The Nuclear Damper creates an interference field which manipulates the Strong nuclear force causing nuclei to shed neutrons. The effect prevents nuclear explosions.

The Nuclear Damper requires two separate Mounts installed at different locations on the ship.

N Nuclear Damper. TL=12.

Q MAG SCRAMBLER

The Mag Scrambler interrupts magnetic effects in mechanisms.

It specifically counters the operation of the E Stasis Projector (A Stasis Field cannot be established around an operating Mag Scrambler).

The Mag Scrambler's interference with magnetic fields disrupts the protective encapsulating magnetic field around Anti-Matter. The Defense is used against Anti-Matter missile warheads.

Q Mag Scrambler. TL= 14.

R PROTON SCREEN

The Proton Screen is a defense field which interacts with anti-matter warheads.

R Proton Screen. TL = 19.

T BLACK GLOBE

The Black Globe generator produces an impenetrable black enveloping globe around its mechanism. Matter cannot penetrate the globe, and energy (including impact energy) is absorbed (the lack of reflection provides the characteristic black appearance).

The disadvantage of the Black Globe is that a ship is unable to use any sensors while the Black Globe is operational.

A Black Globe can absorb cumulative Damage equal to:

Hull Tons x Jump Drive Potential.

T Black Globe. TL= 16.

U WHITE GLOBE

The White Globe generator is an advanced version of the Black Globe generator.

The White Globe adds an ability to **flicker** the field so that sensors can be used, and the field reradiates absorbed energy immediately (creating the characteristics glowing white appearance).

A White Globe can absorb cumulative Damage equal to:

Hull Tons x Jump Drive Potential.

U White Globe. TL 20.

W GRAV SCRAMBLER

The Grav Scrambler interferes with the operating principles of Jump, Maneuver, and Gravitic drives.

It is a defense against Jump Projector and Jump Damper, and it prevents the operation of Maneuver and Gravitic drives within its operational field.

W Grav Scrambler. TL 17.