

Sectional Defense Field

Developed in early AF 260 (YE 31), [Kaiserlich F&E](#) began work on the Sectional Defense Field in mid-YE 30 as they tried to develop a stronger shield for their stations and any large warships they planned on building in the future. While the [Hard Bubble Shield](#) could have done the job, problems were found when the construction of the [Ulican-class Mobile Construction Ship](#) was finished. The [Hard Bubble Shield](#) seemed to become a less effective defense screen as the size of the vessel was increased.

In order to counter this, the newly developed Sectional Defense Field wouldn't be a complete bubble. Each generator would produce a electromagnetic force field that was just a percentage of its host vessel's surface area. While not very strong by themselves, when a number of generators used their sections at the same time, the resulting bubble was actually stronger than the [Hard Bubble Shield](#). Unfortunately, test on the shield system found a flaw in the design. Whenever a section of the field was struck, the force of impact would actually be transferred into the generator itself and caused the generator to be force off its emplacement and through bulkheads. To counter this flaw, each generator is place upon a series of shock absorbers to counter the forces of impact.

It was also found that when a section of the field collapses, the other sections weaken to a degree. While it is possible for each section to regenerate after collapse, it requires a 'hard reboot' of shutting the generator down and warming it up again. This can take as long as thirty minutes and leaves that section open to attack.

Due to the amount of generators needed for the defense field to be complete and a substantial power cost to run them, the Sectional Defense Field is left for Stations and Warships of the Very Heavy or Heavy classification because of their large volumes.

Shield System Type: Advanced (0.8 Modifier)

Effective Damage Rating:

- Stations: $250 \text{ Ship SP} * 0.8 = 200 \text{ SP}$
- Very Heavy Starships: $50 \text{ Ship SP} * 0.8 = 40 \text{ SP}$
- Heavy Starships: $40 \text{ Ship SP} * 0.8 = 32 \text{ SP}$

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