

Unified Shield System

A variant of the [Sectional Defense Field](#) developed along with the [Umbrella Shield System](#), the Unified Shield System was developed in the Second Quarter of AF 260 ([YE 32](#)) as an answer to city defense. Much like the [Umbrella Shield System](#), the Unified Shield System creates a dome around the facilities it protects by using multiple generators around the perimeter in concert with generators in the center. However, the Unified Shield System relies upon [Planetary Defense Fortresses](#) as the perimeter generator sites instead of just burying generators around cities.

In essence, the plan revolves around constructing six to twelve [Planetary Defense Fortresses](#) around a city with a central facility in the city to provide room for the central generators. In the event of a planetary invasion, the Fortresses activate both their [Umbrella Shields](#) and the Unified Shield System to protect both military and civilian facilities. Unfortunately, the Unified Shield System can only go as far down as the location of [Planetary Defense Fortress](#). This means if Fortresses are built in mountainous terrain, the Unified Shield would only reach to the mountains and will leave the city vulnerable to ground assault (unless the city has ground defenses). The Unified Shield provides no protection for the [Planetary Defense Fortresses](#).

Shield System Type: Very Advanced (1.0 Modifier)

Effective Damage Rating: 250 Ship SP

From:

<https://wiki.starmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.starmy.com/doku.php?id=faction:abwehran_star_empire:technology:unified_shield_system

Last update: **2023/12/21 04:22**

