


Interdiction is no longer permitted in the setting. This page is preserved for reference, and has no impact on the RP.



Anti-FTL Field

An anti-FTL field (sometimes called an *interdiction field* by [Nepleslian](#)) is a subspace interference field and/or gravity pull that interferes with the generation of hyperspace fold points, thus making [Hyperspace Travel](#) and other forms of FTL travel more difficult or impossible.

In the Star Army Role-Play, AF fields can be created by space stations, planetary installations, or by starships. For game purposes, *all AF fields are equal in strength*. The reason for this is to prevent competition and arguments in this area. Anti-FTL fields affect all ships in the area, including the one projecting the field.

Due to recent advancements in FTL technology, Anti-FTL fields (otherwise known as interdiction) no longer influence FTL Drives. Direct graviton beam projections however, continue to do so.

The chart below outlines the strength of Anti-FTL fields:

| Level | Type | Distortion Drive | Hyperspace Drive | Teleportation | Wormhole |
|--------------------------|-------------------------------|------------------|------------------|---------------|----------|
| Normal FTL Conditions | | | | | |
| 0 | Open Space | Normal | Normal | Normal | Normal |
| 1 | In a star system | 75% speed | 2% speed | Normal | Normal |
| 2 | Planetary Orbit | 50% speed | Disabled | Normal | Disabled |
| Hazardous FTL Conditions | | | | | |
| 3 | Inside nebula or debris field | 25% speed | Disabled | Normal | Disabled |
| 4 | Artificial Anti-FTL Field | Disabled | Disabled | Disabled | Disabled |
| 5 | FTL Deadzone | Disabled | Disabled | Disabled | Disabled |

Countermeasures

Many military ships have countermeasures of some sorts to restore some FTL ability. Using this ability allows a ship to behave as if was in the **next lowest level of anti-FTL**; however, **these systems can only be used at levels 3 and above**.

| Anti-FTL | AF Countermeasures | Result |
|-----------------------------|---------------------|------------------|
| Ship versus its environment | | |
| Level 3 | any number of ships | Level 2 Anti-FTL |
| When ships face off | | |
| 1 ship | None | Level 4 Anti-FTL |
| 1 ship | 1 ship | Level 3 Anti-FTL |

| Anti-FTL | AF Countermeasures | Result |
|---------------|-------------------------|------------------|
| 2+ ships | 1 ship | Level 4 Anti-FTL |
| 1 ship | 2+ ships | Level 3 Anti-FTL |
| many ships | smaller number of ships | Level 4 Anti-FTL |
| many of ships | even more ships | Level 3 Anti-FTL |

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