Sensor Dampening Technology

General	
Fielded by:	Kingdom of Neshaten
Producers:	Shukara Armaments and Manufacturing
Cost:	Check below
Damage Rating:	0 SDR

Designed in EE 002-v by Uiy'esee Jui'ke, the Sensor Dampening Technology is a kind of armour technology created by Or'ion for usage on important vessels - or - on objects that are designed to be traps, such as mines; although it is also used to hide sections of objects, such as a ships bridge or a stations armoury, from opposing scanners.

About

S.D.A. is an old, somewhat archaic, yet still effective method of blocking enemy scanners from penetrating into an objects hull, thus hiding what may or may not be there. The technology isn't intended to 'hide' the object in space, although on a planetary surface it accomplishes this feat better than most optical forms of camouflage.

S.D.A. is designed to absorb incoming radar and sensor signals, cancelling them out, and denying an opponent from being able to 'see' what is beneath the absorbent layer. Sensor Dampening Technology is not perfect, however, there is still a 8% chance that the technology will fail outright, although this is only on the first 'layer' of it; an object can have potentially multiple layers of this tech to protect not just the hull (such as an important ship like a diplomatic transport) but also sectors of an object, like a bridge, armoury, conference rooms, etc.

This kind tech can either be applied in the form of paint, or as panels. Paint is primarily used on small objects, such as mines and starfighters, while panels are found used in walls or on the hulls of ships and stations - although S.D.T. is not entirely effective on ships/stations. On an object, the paint form gives off a shiny - glossy look to the hull. While as panels it appears dull and boring.