

# Ta'tagen Field Generator

The Ta'tagen is a protective shield designed to protect [Neshaten](#) vessels from energy based weaponry while also providing minimal protection against particle and kinetic weapons, they also serve the same roll as a deflector shield. These shields entered service very late in EE 001-v, but are always being refitted and it found used on all ships, civilian and military.

## About

Ta'tagen Field Generators are the first actual attempt, and success, at creating a shield generator that was designed for more than just protecting a ship from the natural dangers of space along with providing minimal protection from weapons fire, the Ta'tagen accomplishes all of that and more, providing a ship with an increased amount of protection versus normal shield generators.

Neshaten shield generators follow a different concept of projecting a shield, instead of it being completely oval and entirely around a ship, the protective field is projected in up to ten different quadrants per shield generator; this allows Neshaten naval commanders to order shields to be reinforced in one quadrants and lowered in another; thus increasing a shields effectiveness. Shield quadrants are also randomized for each ship upon installation of the field generator, this means that no two ships are alike in their quadrant size.

Although the actual number of quadrants that a ship's shield may have also depends on the actual SIZE of that ship; smaller vessels such as gunships and corvettes may only have four quadrants, while larger vessels like carriers and battleships might have up to ten or even potentially more. The number of quadrants that a ships shield can have depends on both on its size and the number of Ta'tagen Field Generators that on board, this means that a ship such as the [Kith'sobashen Class](#) can have anywhere from ten to possibly forty different shield quadrants due both to its size and capability to mount multiple shield generators, potentially turning the ship into a defensive juggernaut. Stations can have more due to their much larger size.

However, while the number of quadrants can be increased based on the number of generators and size, there is a theoretical limit to the number of quadrants before the actual shield effectiveness could be impacted; this limit is currently theorized to be at thirty.

Unlike old shield generator designs, this type of field generator can be placed on anything from small vehicles, to ships and stations. The only limiting factor is that some of its specialized components, such as the Combat Randomizer, can only function on certain classes or ship sizes.

## Features

The Ta'tagen is a shield generator that has the following features:

## Automated Configuration

When a Ta'tagen is installed onto a ship, it goes through an automated configuration cycle which configures the quadrants to on a per-ship basis. This system is smart enough to recognize if there is more than 'one' field generator in the network, thus increasing the number of the quadrants and making the facing either bigger or smaller.

## Combat Randomiser

Found only on warships and other large installations is a combat randomiser that is capable of constantly shifting quadrants, this means that its possible for an enemy ship to not be firing at the same quadrant twice. <sup>1)</sup>

## Components

The following is a list of components found on the generator, some are unique and may only be found on certain ship classes.

### Generator

The actual main component of the field generator is where the generators primary computer is housed that helps control the distribution or redistribution of shields along with the monitoring equipment for said shields.

### Emitter Platform

Unlike most shield generators that are projected from a dome or small spherical object, the Ta'tegen has its emitter located beneath a transparent armoured platform that helps protect the emitters from enemy fire, while also allowing the field to be easily projected out into space.

### Backup Power

Found within the system is a backup fusion generator that is designed to provide a limited amount of power to the field generator in the event of major power loss. This backup can only provide up to 20% shield strength and is not ideal for protection.

## Capacitor (4)

Four Capacitors are used by a single field generator to help with a shields initial start up process, however, these capacitors can also provide power in the event of an emergency to reinforce shield quadrants. Ideally, two capacitors are dedicated to quadrant reinforcement and two are dedicated to start up and general power usage. However, ship crews can configure the capacitors to their likings.

## Allocated Damage

Specifications	
Shield Type	Standard 0.6x
Add an additional .2 for every extras generator	

The following lists how the shields react to certain types of weaponry, and how the damage is distributed across a single quadrant.

Bleed-through relates to how much of the affected weapon type goes through the shields.

### 100 Percent Shield Strength

One hundred percent shield strength refers to the shields operating at one hundred percent capacity.

Energy Type	Absorption	Bleed through
Energy Based	90%	10%
Plasma Based	60%	40%
Kinetic Based	50%	50%
Particle	30%	70%

### 50 Percent Shield Strength

This refers to the shields operating at only fifty percent of their normal capacity. This can be done to help conserve power on the ship, or for if the ship is running scientific equipment that might require shields to run at a lower strength.

Energy Type	Absorption	Bleed through
Energy Based	70%	30%
Plasma Based	50%	50%
Kinetic Based	20%	80%
Particle	10%	90%

## OOC Notes

This generator is retro-active; and is compatible with old ship designs due to its smaller size.

1)

This randomiser can't be used on large stations due to the consider amount of shield quadrants, it can however be used on defensive platforms. Ships between 520 and 1,580 meters can also use the randomiser, but any ship larger can't.

From:

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

Permanent link:

[https://wiki.stararmy.com/doku.php?id=faction:neshaten:tatagen\\_field\\_generator](https://wiki.stararmy.com/doku.php?id=faction:neshaten:tatagen_field_generator)

Last update: **2023/12/21 00:59**

