
 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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