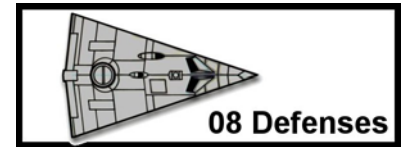


Space Defenses

Space defenses are created to reduce or stop the effects of space weapons. Like space weapons, they are produced in a variety of types and tech levels. Create defenses as needed from this page.



SPACE DEFENSE DESCRIPTION

Model	LongName = Stage- Defense -TL (C+S)

The basic information required to describe and use a space defense.

IDENTIFYING SPACE DEFENSES

Stage	Defense	-TL	(C+S)
	Imp Nuclear Damper	-11	(10)

SPACE DEFENSES

Space Defenses	TL	Absolute Mode vs	MCr
G Meson Screen	11	G	1.0
N Nuclear Damper*	12	Nukes	1.0
Q Mag Scrambler	14	E Magnetics	1.0
R Proton Screen	19	AM	1.0
T Black Globe	16	-all-	4.0
U White Globe	20	-all (except D)	10.0
W Grav Scrambler	17	H T Gravitics	2.0
Z			

* Nuclear Damper requires TWO separate Mounts.

** Vs Weapon (but not its fire).

SPACE DEFENSE MOUNTS

Mount Type	Tons	Mod	Skill	MCr
In Internal	1	+1	Screens	0.5
Bo Bolt-In	2	-1	Screens	0.5
Console	1		Screens	0.0

Each Absolute Mode Defense requires an Internal or Bolt-In Mount (anywhere in the ship) and a Console (on the Bridge).

SPACE WEAPONS DEFENSE MODE

Space Defenses	TL	Mode	Skill
> B Slug Launcher	9	AM	
> D DataCaster	10	AM	
> F Fusion Gun	12	AM	
> J Mining Laser	8	AM	Use:
> K Pulse Laser	9	AM	Weapon
> L Beam Laser	10	AM	Mount
> M Missile	8	AM	skill,
> P Plasma Gun	10	AM	or
> S SandCaster	9	AB	may use
> V Salvo Rack	10	AM	Screens
> X Hybrid K-S-M	9	AB AM	
> Y Hybrid L-S-M	10	AB AM	

Weapons are installed under Weapons but may be used in Defense Modes.

STAGE EFFECTS

Stage	TL	QREBS	Mod	Tons	Cost
Ex Experimental*	-3	Full	-4	x3	+10
Pr Prototype**	-2	3 of 5	-3	x2	+3
Er Early	-1	1 of 5			+2
St (Standard)	+0				
Im Improved	+1	+1 of 5			
Ad Advanced	+2	+3 of 5	+1		

Tons applies to Mount for non-Weapons.

GLOBES

A Globe absorbs cumulative Damage not to exceed:

Hull Tons x Jump Drive Potential

Overload. If Damage exceeds this value, the Black Globe Generator is destroyed and the Jump Drive is Destroyed.

Ejecting Accumulated Energy. A ship may eject accumulated energy by Jumping, or venting Energy = Hull Tons per Turn.

DEFENSE

ABSOLUTE MODE

Attacker	Defender
T+C+S+M < T+C+S+M	
G < G	
Nuke.M-5N < N	
E < Q	
AM < RQ	
-all- < T	
all (but D) < U	
HT G*M* < W	

Attack fails if Attacker T+C+S+M is less than Defender T+C+S+M.

* G-Drive or M-Drive.

DEFENSE

AB AM MODES

Attacker	Defender
1D < Mount	
< 1 = T1	
< 2 = T2 B1	
< 3 = T3	
< 4 = T4 B2	
< 5 = Bay	
< 6 = LBay	
< 7 = Main	
AFJKLPW < S	
MNQRV < BFGJKL	

Defender is a Weapon Mount. Defender rolls equal or less on 1D to stop the attack.