

Hardfields:

These systems can mitigate or completely defeat impacts or various energy projections against a ship. They accomplish this by projecting a flat 2 dimensional field that is in the shape of a square or rectangle. This field is impenetrable to physical objects and energy based weapons. Their primary issue is heat which is represented in the Genesys system as system strain. Engines also produce internal heat, along with reactors. Weapons produce heat when fired. Ships have compensating mechanisms for this, but it varies. Large ships will carry multiple hardfield generators on board, and simply eject overheated ones in order to maintain their defenses. Hardfields are prevalent on most modern ships. Curved hardfields have been in development for years, but no one has publicly announced success.

Most ships carry a hardfield generator that projects a field to the bow of the ship to mitigate impacts as it travels through STL space. Hardfield generators do not provide any benefit to FTL travel, as the Alcubierre engines will simply move smaller objects around the ship as it moves at FTL speeds.

Cheaper ships may opt to run hardfields on their front only to deal with micro-impacts in normal space. If a ship doesn't have hardfields at all, it may mitigate micro-impacts with extremely large ice caps located on the front of the ship or with anti-collision lasers if they are in-system ships only. A ship lacking in either an ice cap or a bow facing hardfield will be limited in it's speed, an accurate targeting module for it's computer, or require insane amounts of luck to move without sustaining damage.