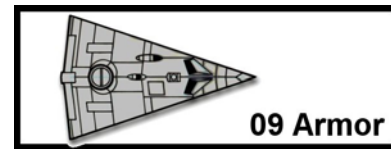


Starship Armor

Starship hulls are constructed from the materials commonly available at the building Tech Level. Armor is installed in layers based on the information presented on this page.



ARMOR PROTECTS

Armor is applied to ships in layers. Any number of layers, may be allocated. Layer1 is automatic and its cost is included in the cost of the hull.

Additional layers of the same or different armor/material can be added at a cost in tonnage and KCr.

Hulls A-B-C-D-E-F-G-H-J add layers at a cost of 1 ton per 100 tons per additional layer.

Hulls K-L-M-N-P-Q-R-S-T add layers at a cost of 2 tons per 100 tons per additional layer.

Hulls U-V-W-X-Y-Z add layers at a cost of 3 tons per 100 tons per additional layer.

STANDARD STARSHIP ARMOR VALUE

$$\text{Standard AV} = \text{TL} \text{ minus } 6$$

Armor cost is based on Tech Level, Tonnage, and Stage.

$$\text{KCr} = \text{TL} \times \text{Hull Tons}/100 \times \text{Stage}$$

Space AV x 10 equals each Personal AV:

$$\text{Ar} = \text{Ca} = \text{Ra} = \text{So} = \text{In} = \text{Se} =$$

(FlashProof= TL minus 6)

STAGE EFFECTS

	Stage	TL	QREBS	AV=	Layers	Cost
Ex	Experimental	- 3	Full	-3	3	X 10
Pr	Prototype	- 2	3 of 5	-4	2	x 3
Er	Early	- 1	1 of 5	-5	1	x 2
	(Standard)	+0		-6	1	x 1
Im	Improved	+1	+1 of 5	-5	1	/ 2
Ad	Advanced	+2	+3 of 5	-4	1	/ 2

AV= TL minus this value.

ARMOR TYPES

TL	Type	Characteristics
7	Armor-1	Basic Armor.
8	Ceram-2	
9	Organic-3	Self-Healing. Layer tonnage x2.
10	Dense-4	Layer tonnage /2.
11	Polymer-5	Self-Healing.
12	Charged-6	
13	SDense-7	Layer Tonnage /3
14	Kinetic-8	
15	LiteMetal-9	
16	VliteMetal-10	
17	Hullmetal-11	
18	Geneered-12	Self-Healing.
19	Hydrogen-13	
20	Strange-14	
7	Composite-1	Doubled against Pen.
10	Crystaliron-4	

Base Standard Armor types.

AVAILABLE ARMOR TYPES

TL	Experimental	Prototype	Early	Standard	Improved	Advanced	TL
4	Armor-1 (/3)						4
5	Ceram-1 (/3)	Armor-1 (/2)					5
6	Organic-1 (/3)	Ceram-1 (/2)	Armor-1				6
7	Dense-1 (/3)	Organic-2 (/2)	Ceram-2	Armor-1			7
8	Polymer-2 (/3)	Dense-2 (/2)	Organic-3	Ceram-2	Armor-3		8
9	Charged-2 (/3)	Polymer-3 (/2)	Dense-4	Organic-3	Ceram-4	Armor-5	9
10	SDense-2 (/3)	Charged-3 (/2)	Polymer-5	Dense-4	Organic-5	Ceram-6	10
11	Kinetic-3 (/3)	SDense-4 (/2)	Charged-6	Polymer-5	Dense-6	Organic-7	11
12	LiteMetal-3 (/3)	Kinetic-4 (/2)	SDense-7	Charged-6	Polymer-7	Dense-8	12
13	VliteMetal-3 (/3)	LiteMetal-5 (/2)	Kinetic-8	SDense-7	Charged-8	Polymer-9	13
14	Hullmetal-3 (/3)	VliteMetal-5 (/2)	LiteMetal-9	Kinetic-8	SDense-9	Charged-10	14
15	Geneered-4 (/3)	Hullmetal-6 (/2)	VliteMetal-10	LiteMetal-9	Kinetic-10	SDense-11	15
16	Hydrogen-4 (/3)	Geneered-6 (/2)	Hullmetal-11	VliteMetal-10	LiteMetal-11	Kinetic-12	16
17	Strange-5 (/3)	Hydrogen-7 (/2)	Geneered-12	Hullmetal-11	VliteMetal-12	LiteMetal-13	17
18		Strange-7 (/2)	Hydrogen-13	Geneered-12	Hullmetal-13	VliteMetal-14	18
19			Strange-14	Hydrogen-13	Geneered-14	Hullmetal-15	19
20				Strange-14	Hydrogen-15	Geneered-16	20
21					Strange-16	Hydrogen-17	21

(/2) =2 layers required (value shown = two layers). If Layer1 is penetrated, Layer2 is automatically penetrated.

(/3) =3 layers required (value shown = three layers). If Layer1 is penetrated, Layer2 and Layer3 are automatically penetrated.

