



Starship Armor

Starship hulls are constructed from the materials commonly available at the building Tech Level.

Starship Armor

IDENTIFYING SPACE ARMOR

Layers Stage Armor AV (TL)
Triple Std LiteMetal-9 (TL-15)

ARMOR PROTECTS

Starship hulls have a protective armor value. A hull may be made of any armor available at the TL of the building starport.

Armor is applied in layers. The first layer (at hull TL) is automatic and cost is included in the cost of the hull.

Additional Armor Layers

Hulls A-B-C-D-E-F-G-H-J = 1 ton

Hulls K-L-M-N-P-Q-R-S-T = 2 tons

Hulls U-V-W-X-Y-Z = 3 tons

per layer, per 100 tons of Hull.

ARMOR TYPES

TL	Type	Pen	Rad	Blast	Heat
7	Armor-1				
8	Ceram-2		/2		
9	Organic-3	SH			
10	Dense-4	LT/2	x2		
11	Polymer-5	SH			/2
12	Charged-6				
13	SDense-7	LT/3	x3		
14	Kinetic-8			x2	
15	LiteMetal-9				
16	VliteMetal-10				
17	Hullmetal-11				
18	Geneered-12	SH	/2		
19	Hydrogen-13		x2		
20	Strange-14		x3		
7	Composite-1	x2			
10	Crystaliron-4				

SH= Self Healing. LT= Layer Tonnage.

AVAILABLE ARMOR TYPES

TL	Experimental	Prototype	Early	Standard	Improved	Advanced	HullSteel
4	Armor-1 (/3)						
5	Ceram-1 (/3)	Armor-1 (/2)					
6	Organic-1 (/3)	Ceram-1 (/2)	Armor-1				
7	Dense-1 (/3)	Organic-2 (/2)	Ceram-2	Armor-1			
8	Polymer-2 (/3)	Dense-2 (/2)	Organic-3	Ceram-2	Armor-3		HullSteel-1
9	Charged-2 (/3)	Polymer-3 (/2)	Dense-4	Organic-3	Ceram-4	Armor-5	HullSteel-2
10	SDense-2 (/3)	Charged-3 (/2)	Polymer-5	Dense-4	Organic-5	Ceram-6	HullSteel-3
11	Kinetic-3 (/3)	SDense-4 (/2)	Charged-6	Polymer-5	Dense-6	Organic-7	HullSteel-4
12	LiteMetal-3 (/3)	Kinetic-4 (/2)	SDense-7	Charged-6	Polymer-7	Dense-8	HullSteel-5
13	VliteMetal-3 (/3)	LiteMetal-5 (/2)	Kinetic-8	SDense-7	Charged-8	Polymer-9	HullSteel-6
14	Hullmetal-3 (/3)	VliteMetal-5 (/2)	LiteMetal-9	Kinetic-8	SDense-9	Charged-10	HullSteel-7
15	Geneered-4 (/3)	Hullmetal-6 (/2)	VliteMetal-10	LiteMetal-9	Kinetic-10	SDense-11	HullSteel-8
16	Hydrogen-4 (/3)	Geneered-6 (/2)	Hullmetal-11	VliteMetal-10	LiteMetal-11	Kinetic-12	HullSteel-9
17	Strange-5 (/3)	Hydrogen-7 (/2)	Geneered-12	Hullmetal-11	VliteMetal-12	LiteMetal-13	HullSteel-10
18		Strange-7 (/2)	Hydrogen-13	Geneered-12	Hullmetal-13	VliteMetal-14	HullSteel-11
19			Strange-14	Hydrogen-13	Geneered-14	Hullmetal-15	HullSteel-12
20				Strange-14	Hydrogen-15	Geneered-16	HullSteel-13
21					Strange-16	Hydrogen-17	HullSteel-14
AV	AV=TL-6-			TL-6			=TL-7
KCr	TL x 10	TL x 3	TL x 2	TL	TL /2	TL /2	TL /2
	Full QREBS	3 of 5 QREBS	1 of 5 QREBS		+1 of 5 QREBS	+3 of 5 QREBS	QREBS=0

* Per 100 hull tons. For layers after the first. (/3) = Three layers required. (/2) = Two layers required.

