

# Battle Armor

An upgraded version from the old Tri-Armor System, Battle Armor, designed in AF 260 (YE 31), is specifically designated for Aerial Capital Ships, Naval Vessels, and Heavy Ground Units. Instead of using many of the old materials (depleted uranium, etc.), many of the new materials introduced after CSEIA contact have been introduced.

The first layer is a solid layer of [Durandium Alloy](#). A material much lighter than the old depleted uranium and without the slight radioactivity, it also makes vehicles much more durable. The middle layer of armor is the usual tungsten-ceramic used to protect against energy-based weaponry. This is made to ablate whenever stuck by energy weapons. The final layer before the vehicles hull/skin is a woven mesh of carbon nanotubes to create a resistant layer against projectiles. Of course, projectiles that have pierce previous layers would have slowed down enough for the nanotubes to do their job more effectively.

## Protection Variation

Vehicle Type	Base SP	Armor Type	Modifier	Effective SP
Armored Ground Vehicles	25 Armor SP	Medium	0.8	20 SP
Naval Escorts	10 Ship SP	Medium	0.8	8 SP
Naval Cruisers/Carriers	20 Ship SP	Medium	0.8	16 SP
Aerial Escorts	10 Ship SP	Medium	0.8	8 SP
Aerial Carriers	20 Ship SP	Medium	0.8	16 SP

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