Modular Armor System

The Modular Armor System was designed as a cost effective way to increase the survivability of Nepleslian ships and vastly reduce repair times. Though originally designed for the DD4, Modular Armor Systems can be applied to any starships provided sections are made shaped for that particular starship. The original system is designed to use Hephestium exclusively though later versions could incorporate more advanced armors.

The Modular Armor System is made of two parts. The first part is the armor panel itself, made out of two layers of Hephestium shaped to cover large portions of the hull without obstructing the line of slight of the ship's weapon systems, effectively equipping the ship with a second hull. For the DD4, the armor panels are designed to cover 1/4th of the hull each. The original layout calls for two armored panels on each side of the ship and one in the front which is augmented with an additional prow blade attachment and clamps to hold the panels to the hull.

The second part of the Modular Armor System are Hephestium clamps attached to the hull of the host ship. These clamps are rooted firmly in the host ship's armor and fasten the armor panels to the ship itself. They are designed to be used repeatedly and allow for quick changing out of armored sections by properly equipped ships. The metal clamps were designed to be retrofitted to the hull of the ship with no connection to the interior outside of a wireless computer connection with the ship's AI. There are no manual controls for releasing and attaching the additional armor panels. To facilitate communication and function of the clamps, powerful batteries are installed in each clamp along with a communication system designed for wireless interfacing with the host ship. In order to reduce bleed through of force between layers of armor the clamps utilize a cluster shock absorbers between the connecting maw of the clamp and the hull of the ship itself made out of Hephestium and filled with a liquid metal composite. The Shock absorbers are arranged in a pyramid like configuration designed to disperse impact shocks across a wider area of the hull to further minimize bleed through of force.

The Prow attachment was designed to maximize the forward armor of the ship and partially to facilitate a ramming maneuver should it be required. It connects to the ship via three extending arms that attach to the underside of the ship. It is shaped like an angled blade, sweeping off to the left and right side of the ship at a 30 degree angle. It is not tall enough to obstruct the ship's main turrets. The Prow attachment normally blocks the main cannon of the DD4, however it is designed to be lowered through use of bundles of synthetic muscle to allow the cannon to fire normally. Because the arms are self contained units, they must be operated through wireless communication and have their own self contained battery system for power.

The armor panels are designed to provide maximum protection for the DD4 so their use blocks external access to the top side power armor and fighter launch systems as well as the lower cargo bay access doors. The lower launch systems, external turrets, and upper communications array are some of the external features that are left uncovered by the armor panels. A fully armored DD4 experiences no loss in maximum speed, however its acceleration times are reduced moderately.

System List:

Side panels (2) Front panel Prow Attachment 25 hephestium clamps (9 on either side, 7 on the front) 17 battery units 2 hephestium support arms Communication system

Armor sections:

Left side : 7 Right side : 7 Front : 7 Prow Attachment : 7

SR cost :

(50×7) : 350SR points per panel. (100) : 100 SR for communication system Cost to Outfit a DD4: 1500 SR points.

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