

Ablative Armor Projection System

The ablative armor projection system is an innovation developed by the [United Manufacturing Cooperative](#) through the examination and reapplication of an already widely used technology which has been brought to a new light by the Lorath Matriarchy.

About The Ablative Armor Projection System

The ablative armor projection system has been designed to be utilized by ships which are able to be equipped with the energy-to-matter technology found aboard modern starships such as those utilized by the Lorath Matriarchy. The system utilizes an energy-to-matter field projector dedicated to the ablative armor projection system process.

The ablative armor projection system is deployed by utilizing a controlled release of energy to the exterior of the vessel in pre-designated positions upon the hull. Once energy is projected, the specialized energy-to-matter system converts the ejected energy into a high strength armor plating, often [Durandium Alloy](#) or [Nerimium](#) alloys are favored for the system projection. Other materials can be created depending on the mission profile. The system must be programmed with the layout of the hull of the ship as not to obstruct critical system access. Starships which are equipped with the system in most cases have a series of specialized mounts placed upon the exterior of the hull to serve as mounting points for the created armor when it is materialized.

Statistics

Damage Rating Limitations

Due to the lack of a proper frame or permanent mounting solution, mounted armor materials take a 1 DR penalty to their normal DR.

Deployment Information

Fifteen seconds are required to properly deploy the ablative armor layer. Due to the power requirements for the armor projection, thirty minutes are required before the armor can be redeployed or repaired.

Additional Note

Highly complex materials such as [Sitearium and Stellarium](#), [Zesuaium](#), [Yamataium](#), [Xiulurium](#), [Structol](#), and [Duremium Alloy](#) can **NOT** be materialized by the system.

However, common materials such as; [Durandium Alloy](#), [Nerimium](#), Zanarium, Carbon-Ring, and other such materials are capable of being projected as armor. Simple additions can also be made such as placing a layer of OLED material or unit markings upon the projected material.

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