

# Recon Armor

Using a revised form of the old Tri-Armor system, Recon Armor, design in AF 260 (YE 31), is designated for Military Recon Vehicles on the air, ground, and ocean. Instead of using the older materials from before, it uses many of the materials acquired from contact with CSEIA.

The primary layer of Armor is a solid shell of woven carbon filament. This is then followed up by a woven mesh layer of carbon nanotubes to protect against projectiles. Normally, a layer of tungsten-ceramics is used to protect against energy weapons, but this was sacrificed in order keep vehicle weight low. The final, inner most layer is a standard shell of titanium.

## Protection Variation

Vehicle Type	Base SP	Armor Type	Modifier	Effective SP
Ground Recon	20 Armor SP	Light	0.6	12 SP
Aerial Recon/Gunships	20 Armor SP	Light	0.6	12 SP
Naval Patrol Boats	10 Ship SP	Light	0.6	6 SP

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