

General	
Fielded by:	Kingdom of Neshaten
Producers:	Shukara Armaments and Manufacturing
Cost:	Very expensive due to complex methods
Damage Rating:	Depends on the armour used.

Multi-layered Composite Armour System

The Multi-layered Composite Armour System is a complex system designed by the Kingdom of Neshaten to be placed on objects of significant importance. The system was put into service in EE 002-v.

About

Designed by a Navy engineer who goes by the name of Uiy'ese, the M.C.A.S. is a system designed to incorporate several different armour types into one - completed - armour system. This provides an object with an increased defensive capability and a better chance of surviving direct hits that would normally cripple or even destroy an object outright. However, the system comes with its own set of drawbacks, the most notable being that - unless it is used on a station - a ship can't have any weapons of any kind since said weapons would interfere with the systems method of layering the light, medium, and heavy armour across the hull, which is done in a rather complex pattern.

One of the notable advantages is that an object with this kind of a system also has a better defense against enemy sensors, making it harder for sensors to piece through the armour and detect whats beneath it - this wasn't an intended effect, but rather, a side effect of the multi-layering.

From:
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=faction:neshaten:multi_composite_armour

Last update: **2023/12/21 00:59**

