

## Ablative Armor or Bio-Armor

Ablative Armor is armor that protects a starship hull from being destroyed or from evaporation from weapons fire. The armor works in two stages; in the event when the shields are down weapons or Electromagnetic Radiation is first dissipated over the hull surface, and in above an undisclosed threshold causes the molecular matrix to boil off at a controlled rate carrying away a large fraction of the energy. In most cases the additional boiled off material also helps disperse the incoming weapons fire. In basic terms Ablative Armor is an additional reactive plating imposing a counter force to incoming weapons fire, thereby dissipating its energy. Bio-Armor is basically the same way. A few races have Bio-Armor. Bio-Armor is the same as Ablative Armor. The Breen and Species 8472 have Bio-Armor. While the Tholian have what is called Crystal Armor. It is the same to them as Bio-Armor. The advantage to Bio-Armor is it can grow back while Ablative Armor, cannot which has to be replaced.

ABLATIVE ARMOR		
Class	Mass (mt)	# of Times
I	300	5
II	700	5
III	1100	6
IV	1500	6
V	1900	7
VI	2300	7
VII	2700	8
VIII	3100	8
IX	3500	9
X	3900	9
XI	4300	10
XII	4700	10
XIII	5100	11
XIV	5500	11
XV	5900	12
XVI	6300	12
XVII	6700	13
XVIII	7100	13
XIX	7500	14
XX	7900	14

When constructing a ship you will see on the chart three columns. The Class column, Mass column, and the # of Times column. In the Class column if you go down the column and you find your Class and follow the row to the right you will see how much the Ablative armor will weigh. If you notice there is nothing there for the Superstructure, since Ablative Armor is not part of the ship but more like a second skin of the ship. On the next column over you will see how many times you can use the Ablative Armor in combat. If it is not all gone in one turn and you have some left over; you have to keep track of how much is left over for the next turn. If all or some of the Ablative Armor is all gone and you are able to get back to a Starbase then you can see how much you can put back on. You can not put more on then that is shown in that class. Example if you have a Class XII and you are going to have Ablative Armor on it, then you can use it 10 times in the game, a.k.a. it can get hit 10 times before it is gone.

In game play when incoming fire hits the Ablative Armor all damage is cut in half. Example; if a torpedo or energy weapon strikes the Ablative Armor and the weapon does 14

points of Damage then you divide it by two and get 7 ( $14 / 2 = 7$  rounding to 7). Round all numbers to the nearest whole number.

For Bio-Armor it is a little different. Again all incoming fire is divided in half. You must keep track of how much is on the ship.

Once it is all gone on the ship you can not use it in the next turn since it is growing back. Once it has all grown back on the following turn then you are able to use it again.