

THESE NUMBERS ARE NOT FINAL, WE CAN AJUST THEM IF NEED BE.

Type	Class Range	Mass	Damage Ratio	# of Hits
Type I	I - VII	80/1	4/1	6
Type II	VIII - XIV	85/1	6/1	8
Type III	XV - XX	90/1	8/1	10
Type IV	I - X	90/1	10/1	12
Type V	XI - XX	110/1	12/1	14

There are thee different types for the ablative armor. If you also note there are two more, these are they type of armor we saw in the last episode of Voyager. I like to refer to it as "Batman" armor. If you have seen the movie you would understand why I call it that. The first three is the same as what is on the USS DEFIANT, regular ablative armor.

With the Class Range, you can see that certain types can go on certain class ranges. In this case if you see Type I one can go on Class I- VII. Type II can go on VIII-XIV, etc...

The mass is in a ratio. For instance if the mass of a vessel is 23,850mt, then the ablative armor would weigh 298mt (round to the nearest decimal). Now I have based the ablative armor on the mass and not the SS for a few good reasons. As graylingnator in his email on Friday, April, 26, he stated "*In some ways, acts like a double hull found in oil tankers.*" Which is true, it would be like that. In this case it would be one hull would be the normal hull of the ship while the second would be the ablative armor. A double hull.

Now in another email dated Friday, April 26, Graylingnator had also stated "*The Weight of the Armor would be based upon material used for the armor. More than likely it would not be the same material used for the hull.... There are materials out there now that can stop a bullet but they suck for SS material and weigh less then metal.*" This and other reasons why I am agreement with treating it as mass and not as SS. The ablative armor has nothing to deal with the SS during construction.

Now WALRUSFOLKS in Friday, April 26, 2002 he stated "*Armor would up the total superstructure and there fore, using standard rules, reduce the total number of casualties from damage. This is a key factor in the functioning of a ship, when a loss of 75% or more of the crew renders the ship incapable of combat*"

True I would have to agree with him on this matter but that is what the ablative armor is for, to protect the ship without having to up the SS. Now this leads to the Damage Ratio.

The Damage Ratio shows how much damage the ablative armor is taking before it is transferred to the SS. in this case on a Type II the ratio is 6/1. This means for every 6 points of damage done to the ablative armor 1 point of damage is done to the SS. (All fractions are rounded up to the nearest whole number).

Example: Bryan is going to shoot at Chris's ship. Bryan is using a Whitewind. Chris is using a Wilkerson Destroyer. The Wilkerson Destroyer has Type II ablative Armor. Bryan fires a RB-5 which does 5 points of damage. The beam hits Chris's ship. The amount of damage done to the ship is 1 point of damage to the SS. (5 points of damage / 6 = 0.8333), rounding up to 1 point of damage to the SS.

This is where the SS comes into play. In the email on Friday, April 26, 2002, by Chuck & Nancy he states "*I would see it as a second layer of shielding like material that would absorb damage and maybe transfer the remaining damage to the crew in the form of shock damage*" Well he was on the right track but instead of transferring the damage to the crew it would be transferred to the SS in stead. Now the ablative armor can not stop all damage so there is some damage done to the SS. This way you do not have to up the SS and the ablative armor takes most of the damage.

The # of Hits, says how many consecutive hits it will take before it is all gone and the ship will have to go back to get the armor replaced. In this case the Type I can with stand 6 hits before it is all gone and the ships needs to go back to get it replaced. Once all 6 hits are taken then we treat the ship normally.