

Ablative armor is essentially material strapped to the outer hull of a vehicle with the intent to redirect the energy of a weapons strike. In the case of Star Trek the armor is a material that dissipates the energy by boiling away. This armor protects the ship until it has been depleted, then must be replaced. The # of Hits listed is per hex side. The mass listed is the entire cost for the whole system.

Static Ablative Armor				
Type	Class Range	Mass	Damage Ratio	# of Hits
Type I	I - VII	80/1	1/4	1
Type II	VIII - XIV	85/1	1/6	2
Type III	XV - XX	90/1	1/8	3

In the final episode of voyager, We encounter a new form of ablative armor. This kind is erected in a manner similar to a shield. It is created by replicating ablative armor on the outer hull of the ship, thereby making it possible to regenerate the armor. However this costs energy. The APR is the cost to activate one point of ablative armor with this system. However once active, regenerative ablative armor is permanent until destroyed or deactivated. Max # of hits is listed per hex side. This is the strongest any one side can be charged to at any given time.

Regenerative Ablative Armor					
Type	Class Range	Mass	Damage Ratio	APR	Max # of Hits
Type I	I - VII	100/1	1/6	4/1	1
Type II	VIII - XIV	120/1	1/8	4/1	2
Type III	XV - XX	140/1	1/10	4/1	3