

# ARMOR

## Armor types explained:

As you enter the mechwarrior mercenaries "Mech lab" you might have noticed that when you click on armor tab there is a section where you can chose between different armor types. This will focus on that section.

There are 3 different types of armor: Ferro-Fibrous, Reactive, and Reflective.

### 1. Ferro-Fibrous:

**Ferro-Fibrous armor (FF)** is a special type of armor used by vehicles and BattleMechs.

Utilizing a weave of ferro-steel, ferro-titanium, and diamond weave fibers which boosts the tensile strength of the plating.

**BASIC=** It is the default armor for majority of the mechs. The armor takes normal damage from all types of weapons beam and ballistic.

**NOTE!** If you are not sure which weapons are beam and which are ballistic, click on the weapons tab and under category change it to "Beam weapons" or "Ballistic weapons".

### 2. Reactive:

**Ferro-Lamellor** armor is based on Ferro-Carbide armor. Scaled down for use on Mechs, AeroSpace Fighters, and tanks. It offers improved protection, beyond even that of the Ferro-Fibrous armor family against ballistic weapons. This includes all sizes of Machine Guns, Gauss Rifles, Auto-Cannons, and Long Tom artillery.

**BASIC=** Reactive armor takes reduced damage from ballistic type weapons, and takes normal damage from energy and missile weapons. It is important when switching from Ferro-Fibrous to Reactive that you use the maximum amount allowed. Only in that instance will you have the full damage reduction against ballistics, and take normal damage from energy and missile weapons.

**NOTE!**

-Reactive armor provides 33% more resistance to ballistic damage versus a mech with an equal tonnage of Ferro-Fibrous armor, but provides 33% less protection against energy and missile weapons.

-A mech with full reactive armor has 50% more resistance to ballistic weapons and an equal amount of protection against energy and missile weapons versus a mech with full Ferro-Fibrous armor. However, full reactive armor weighs 50% more than full Ferro-Fibrous armor.

### 3. Reflective:

**Laser Reflective Armor**, Also known as Glazed or Reflective armor. Laser Reflective Armor dissipates energy weapon attacks more efficiently than other armor types, reducing the amount of damage taken by the Mech mounting it. Despite the name, it is effective against all energy weapons, not just lasers. PPCs, Flamers, Plasma Rifles and Plasma Cannon are all less effective against it.

**BASIC=** Reflective armor is just like Reactive armor but provides increased protection against energy weapons instead of ballistics. It is important when switching from Ferro-Fibrous to Reflective armor that you use the maximum amount allowed. Only in that instance will you have the full damage reduction against energy weapons, and take normal damage from ballistic and missile weapons.

**NOTE!**

-Reflective armor provides 33% more resistance to energy weapons damage versus a mech with an equal tonnage of Ferro-Fibrous armor, but provides 33% less protection against ballistic

and missile weapons.

-A mech with full reflective armor has 50% more resistance to energy weapons and an equal amount of protection against ballistic and missile weapons versus a mech with full Ferro-Fibrous armor. However, full reactive armor weighs 50% more than full Ferro-Fibrous armor.

\*\*\*Note: When you are looking at your armor levels, armor status is displayed in three colors. Green, Yellow, and Orange. If a section is red or flashing red, then all armor has been removed and only the internals of that section are left.