SAMPLE OBJECTS AND STRUCTURES Armor Destru

30/40

25/20

4/8

4/6

70/50+

80/60+

0/2

10/5

6/10

25/15

40/30

10/15

7/5

100/100+

Wound Threshold

15 30 8

6

10

10

6 5

50+

75 +

150 +

8

15

20

30

50

5

10

100

100

60

50

500+

750 +

1,500+

80

150

200

300

500

50

100

AND OTHEOTOTIES		
Object/Structure/Material	Armor (E/K)	Destruction Rating
Airlock Door (Standard, 2 person)	25/15	150
Airlock Door (Service, 10 person)	25/20	300
Electronics Console	6/4	80
Dome, Inflated	10/20	60

(Spiderweave, 3 x 3 m)

Dome, Structural (3 x 3 m)

Door (Metallic Foam)

Furniture (Polymer)

Hull, Aerostat/Light

(Metallic Foam)

Wall (Aerogel, 3 x 3 m)

Wall. Reinforced

1 x 3 m)

Wall (Concrete, 3 x 3 m)

Wall (Metal Alloys, 3 x 3 m)

(Metal Alloys, 3 x 3 m)
Window (Aerogel, 1 x 3 m)

Window (Transparent Aluminum,

(Advanced Composites)
Hull, Heavy (Reinforced)

Door (Polymer)

Hull. Standard

Tree