



Hot and Cold Benchmarks

Hot and Cold Impact

Na HOT AND COLD BENCHMARKS				In D	Nb IMPACT DAMAGE				In D
K	C	Hits	Descriptor		Speed	kph	Hits	Descriptor	Alt Descriptor
0	-273	144	Absolute Zero		0	0	0	Still	Not Moving
25	-250	121	Hydrogen Ice		1	5	1	Creep	Walking
50	-225	100	Oxygen Ice		2	10	4	Crawl	Running
75	-200	81	Nitrogen Ice		3	20	9	Xslow	
100	-175	64		Cold	4	30	16	Vslow	Sprint 100 m
125	-150	49			5	50	25	Slow	Gallop (horse)
150	-125	36			6	100	36	Standard	
175	-100	25			7	300	49	Cruise	
200	-75	16	Radon Ice		8	500	64	Fast	
225	-50	9			9	700	81	Vfast	
250	-25	4			10	1000	100	Sonic	
275	0	1	Cold		11	2000	121	Supersonic	
300	25	0	Human Temperate		12	3000	144	Hypersonic	
325	50	1	Hot		13	5000	169		
350	75	4		14	10000	196			
375	100	9	Boiling Water	15	20000	225			
400	125	16	Sulfur melts	16	40000	256	Meteoric		
425	150	25		17		289			
450	175	36		18		324			
475	200	49		19		361			
500	225	64	Tin melts	20		400			
525	250	81	Fire						
550	275	100							
575	300	121							
675	400	225							
775	500	361							
875	600	529							
975	700	729							
1075	800	961							
1175	900	1225							
1275	1000	1521							
1375	1100	1849							
1475	1200	2209							
1875	1500	3481							

Hits upon impact.
 Hits calculated based on (S= Speed):

$$\text{Hits} = S^2$$

Multiply by tons (or fractional Tons) of impacting object.
 Space Combat uses Size instead of Tons.

INSULATION PROTECTION RANGES

In=	usually protects against	for absolute protection
510	-275 to 325	In= 810
430	-250 to 300	In= 730
360	-225 to 275	In= 610
290	-200 to 250	In= 490
230	-175 to 225	In= 390
180	-150 to 200	In= 300
130	-125 to 175	In= 220
90	-100 to 150	In= 160
60	-75 to 125	In= 100
40	-50 to 100	In= 60
20	-25 to 75	In= 30
10	0 to 50	In= 10

For Cold Protection, an On-Board Heater increases the Cold Protected temperature - 100 C.