

	Protection Items	Armor 3
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Code	Type	TL	Mass	Armor	EMCage	Flashproof	RadProof	SoundProof	PsiShield	Insulated	Sealed	Comment	Cr
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The Basic Body Armors

J	Jack	1	1	5						4			50
Ma	Mail	4	2	6									400
M	Mesh	7	1	10						2			150
K	Cloth	8	1	14						6			250
Q	Quilt	9	1	18						9			600
P	Plate	6	1	22								B=+2	900
A	Ablat	9	3	12						8		B=+3 2x vs K*	375
R	Reflec	10										deflects Laser	10
C	Coat	1	2							5			100
hC	Heavy Coat	2	3							10			200
Sh	Shield	2	3	12									100
aSh	Advanced Shield	8	2	14		8							400

The Breathers

Protects against:

F	Filter	3	1							6	Air-79 only vs T*	10
F	Filter	8	1							6	Air-79 only vs T*	40
F	Filter	10	0							6	Air-79 only vs T*	80
B	Breather	7	2	4						6	Air-23479A	200
B	Breather	8	2	8						6	Air-23479A	400
B	Breather	10	1	10						6	Air-23479A	600
C	Combination	5	1	4						12	Air-24 only vs T*	150
C	Combination	8	1	8						12	Air-24 only vs T*	300
C	Combination	10	1	10						12	Air-2, -4 only vs T*	500
R	Compressor/Respirator	5	1	4						12	Air-3	100
R	Compressor/Respirator	8	1	8						12	Air-3	100
R	Compressor/Respirator	10	1	10						12	Air-3	100
aT	Air Tanks	5	4							12	Air-234579A	500
aT	Air Tanks	9	3							12	Air-234579A	500
aT	Air Tanks	11	2							12	Air-234579A	500
rB	ReBreather	10	1	10						12	Air-234579A	200
G	Gill	11	4							18	Water	4000

Helmets and Head Protection

H	Military Helmet	4	1	8				5			B= +1	100
H+	Full Helmet with Visor	8	1	10	5	12	5	5		5	B= +2	300
cH	Crew Helmet	8	1	6	6					5	B=+1	300
eP	Ear Protectors	4						12				100
G	Goggles	4				6						50
fG	Flash Goggles	8				12						200
sG	Sunglasses	4				6						100
sG+	Cool Sunglasses	5				6						200
PsiS	Psionic Shield Hemet	12	1	3				4	15			3000
	Shemagh	2			2					2		
	Beret	4										

HazMat and HazSit Equipment

Thermal Blanket	8	1						12			50
Fire Shield	8	2						18		only vs KHQ	100
Rescue Ball	10	200	18	18	18	18	18	18	18	immobile	9000
Desert Cloak	3	1			5			5			200

*Some protections only operate against specific Effects (K= Burn).

