

	Protection Types	Armor 4
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	Code	Type	TL	Mass	Armor	EMCage	Flashproof	RedProof	SoundProof	PsiShield	Insulated	Sealed	Comment	Cr
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Item	A	Armor	8	30	7	3	3	3	3	1	3	3		20,000
	D	Dress	10	40	9	6	6	6	6	1	6	6		40,000
	S	Suit	5	10	2	1	1	1	1	1	1	1		1,000
	U	Unit	9	200	4	2	2	2	2	1	2	2		60,000

Descriptor	O	(blank)	0	1	1	1	1	1	1	1	1	1		x 1
	Wpn	< > Carrier	1	2	8	1	1	1	1	1	1	1		x 3
	A	Assault	4	1.5	2	2	2	2	2	2	2	2		x 3
	B	Battle	3	2.5	5	5	5	5	5	5	5	5		x 5
	B	Boarding	3	1.2	4	1	4	1	2	1	1	3		x 4
	C	Cold	2	0.2	1	1	1	1	1	1	6	1		x 0.2
	P	Combat	3	2	4	4	4	4	4	4	4	4		x 4
	C	Combat Environ	7	2.5	7	4	5	5	5	1	5	5		x 6
	D	Drop	2	3	8	1	8	1	8	1	1	8		x 3
	En	Environ	2	0.5	4	4	4	1	4	1	20	10		x 1.5
	Exp	Exploration	1	1	5	1	1	1	5	1	8	8		x 7
	Haz	Hazmat	0	1.3	2	6	6	6	6	1	12	12		x 9
	HE	Hostile Environ	1	1.2	8	1	1	8	1	1	8	12		x 8
	H	Hot	1	0.3	2	7	5	5	5	1	5	5		x 0.6
	L	Labor	-1	0.7	1	1	1	1	1	1	6	6		x 4
	P	Police	0	0.6	3	1	5	1	1	1	1	2		x 1.7
	Pr	Prospector	2	2	2	2	1	1	1	1	3	5		x 6
	Pro	Protected	2	2	2	2	2	2	2	1	3	4		x 7
	S	Sapper	2	1.2	5	6	6	1	6	1	8	8		x 7
	V	Vacc	4	1	5	5	0	1	1	1	5	5		x 10

Burden		(blank)	0	1	0	0	0	0	0	0	0	0		x 1
	D	Disposable	3	0.9	-5	-5	-5	-5	-5	0	5	-5		x 0.5
	H	Heavy	1	1.3	8	10	10	10	10	0	15	10		x 2
	Lt	Light	0	0.7	-3	-3	-3	-3	-3	0	5	-3		x 1.1
	M	Medium	0	1	0	0	0	0	0	0	10	0		x 1
	S	Small	0	0.5	0	0	0	0	0	0	5	0		x 0.5
	VI	Vlight	1	0.6	-5	-5	-5	-5	-5	0	-2	-5		x 2
	OS	Oversize	1	8	12	8	8	8	8	0	8	8		x10
	T	Titan	3	27	16	8	8	8	8	0	8	8		x30

Stage		(blank)	0	1	0	0	0	0	0	0	0	0		x 1
	A	Advanced	3	0.8	10	10	10	10	10	3	30	10		x 2
	Alt	Alternate	1	1.1	5	5	5	5	5	0	15	5		x 1.1
	B	Basic	0	1.3	-5	-5	-5	-5	-5	0	-5	-5		x 0.7
	E	Early	-1	1.7	-2	-2	-2	-2	-2	0	-2	-2		x 1.2
	En	Enhanced	1	2	3	3	3	3	3	0	9	3		x 4
	X	Experimental	-2	2	-8	-8	-8	-8	-8	0	-8	-8		x 4
	Im	Improved	1	1	6	6	6	6	6	0	18	6		x 1.1
	Mod	Modified	2	0.9	3	3	3	3	3	0	9	3		x 1.2
	Ob	Obsolete	4	0.7	3	3	3	3	3	0	9	3		x 0.5
	P	Prototype	-1	1.9	-4	-4	-4	-4	-4	0	-4	-4		x 3
	St	Standard	1	1	0	0	0	0	0	0	0	0		x 1
	Re	Remote	2	1.5	0	0	0	0	0	0	0	0		x4
	Sl	Slaved	2	1.5	0	0	0	0	0	0	0	0		x4