

	Armor Model	
	Model	LongName

The basic information required to describe armor.

Ax: ARMOR EXTENSION

Cost	Mass	QREBS	Ar=	Ca=	Fl=	Ra=	So=	Ps=	In=	Se=
Ax: KCr=	kg	B=	Ar=	Ca=	Fl=	Ra=	So=	Ps=	In=	Se=

The basic information required to use armor.

HIT LOCATIONS

Comms	2
Cargo	3
Sensors	4
Protections	5
Life Support	6
Body Panel	7
Power Source	8
Locomotion	9
Weaponry	10
Navigation	11
Software	12



Paste any **Traveller** armor image here.

Include a human figure for scale.

ARMOR / PROTECTION

Armor	
Cage	
FlashProof	
RadProof	
SoundProof	
PsiShield	
Insulated	
Sealed	

CHARACTERISTICS

C1		
C2		
C3		

