Identifying Armor

The Universal Armor Profile can be deciphered using the table below.

Stage

Experimental	X
Prototype	P
Early	E
Basic	B
(blank)	
Standard	St
Improved	Im
Modified	Mod
Advanced	A
Obsolete	Ob
Alternate	Alt

Burden

Vl	Vlight
L	Light
	(blank)
M	Medium
H	Heavy
D	Disposable

Type

A	Armor
D	Dress
S	Suit
U	Unit
	Item*

Users

	(blank)
M	Man
V	Vargr
A	Aslan
K	K'kree
H	Hiver
D	Droyne
T	Vegan

Stage	Burden	Descriptor	Type	User	Tech Level	
St	**H**	**B**	**D**	**_**	**- 15**	**Standard Heavy Battle Dress-15**

Dress

Assault	A
Battle	B
Combat	C

Armor

Assault	A
Battle	B
Combat	C
Drop	D
Boarding	Bd
Police	P
Protected	Pr
Hazmat	Hz

Suit

A	Assault
B	Battle
C	Combat
C	Cold
Dr	Drop
Bd	Boarding
P	Police
Pr	Protected
HE	Hostile Environ
E	Environ
V	Vacc
H	Hot
C	Cold
Hz	Hazmat
Ex	Exploration
Pr	Prospector
L	Labor

Unit

A	Assault
B	Battle
C	Combat
Dr	Drop
Bd	Boarding
P	Police
S	Sapper
Pr	Protected
HE	Hostile Environ
E	Environ
V	Vacc
C	Weapon Carrier
Hz	Hazmat
Ex	Exploration
Pr	Prospector
L	Labor

Dress	Armor	Suit	Unit
Powered Morphic Braced	Powered Morphic Unbraced	Unpowered Morphic Unbraced	Powered Non-Morphic Braced