



# Protection Items

## Armor 3

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).

