# Elanus Risk Control Services: Guardian Armor (Levels I–III)

Manufacturer: Elanus Risk Control Services (ERCS)  
Armor Type: Medium  
Allowed Users: Human, Turian  
  
Description: Guardian Armor is a cost-effective armor series designed for affordability and practical defense. Ideal for budget-conscious operatives, it provides decent protection without sacrificing mobility or simplicity. Level III armor includes Shock Absorption Padding for added combat resilience.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 6 | None | None | Human, Turian | ERCS | 1,250 |
| II | 4 | 8 | None | None | Human, Turian | ERCS | 3,000 |
| III | 6 | 10 | None | Shock Absorption Padding: Once per mission, negate a Stun or Knockdown effect immediately after it is applied to the wearer. | Human, Turian | ERCS | 7,000 |

# Elanus Risk Control Services: Warlord Armor (Levels I–III)

Manufacturer: Elanus Risk Control Services (ERCS)  
Armor Type: Heavy  
Allowed Users: Krogan  
  
Description: Warlord Armor, produced by ERCS, is an affordable yet sturdy heavy armor specifically designed for Krogan warriors. The armor provides reliable kinetic protection at the expense of advanced shielding and mobility. The Level III variant introduces the 'Heavyweight Build' trait, enhancing melee combat capabilities.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 3 | 7 | None | None | Krogan | ERCS | 2,500 |
| II | 5 | 9 | None | None | Krogan | ERCS | 5,500 |
| III | 7 | 11 | None | Heavyweight Build: Passive effect. Wearer suffers -1” movement but gains +1 melee damage permanently. | Krogan | ERCS | 12,000 |

# Geth Armory: Battlemaster Armor (Levels I–III)

Manufacturer: Geth Armory  
Armor Type: Heavy  
Allowed Users: Krogan  
  
Description: Battlemaster Armor is an elite heavy armor produced by Geth Armory, designed exclusively for Krogan warriors. It provides exceptional kinetic barriers and outstanding tech/biotic protection. Level III armor includes the 'Geth Shielding' trait, making it highly resilient against tech and biotic threats.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 5 | 9 | +3 | None | Krogan | Geth Armory | 70,000 |
| II | 7 | 11 | +4 | None | Krogan | Geth Armory | 350,000 |
| III | 9 | 13 | +5 | Geth Shielding: Once per mission, negate one tech or biotic attack completely. | Krogan | Geth Armory | 800,000 |

# Geth Armory: Berserker Armor (Levels I–III)

Manufacturer: Geth Armory  
Armor Type: Heavy  
Allowed Users: Krogan  
  
Description: Berserker Armor is elite heavy armor, designed specifically for Krogan warriors by Geth Armory. It provides exceptional protection, superior kinetic barriers, and strong tech/biotic defenses. The Level III armor variant includes the revised 'Berserker Rage' trait, significantly boosting melee attack power temporarily.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 5 | 9 | +3 | None | Krogan | Geth Armory | 70,000 |
| II | 7 | 11 | +4 | None | Krogan | Geth Armory | 350,000 |
| III | 9 | 13 | +5 | Berserker Rage: Once per mission, gain +2 melee damage on the next melee attack made this turn. | Krogan | Geth Armory | 800,000 |

# Geth Armory: Rage Armor (Levels I–III)

Manufacturer: Geth Armory  
Armor Type: Heavy  
Allowed Users: Krogan only  
  
Description: Rage Armor is a premium Krogan-exclusive armor set produced by Geth Armory. It's designed with superior shields and exceptional tech/biotic resistance, ideal for elite Krogan warriors.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Trait | Allowed Users | Manufacturer | Cost (Credits) |
| I | 5 | 9 | +3 | None | Krogan | 70,000 |  |
| II | 7 | 11 | +4 | None | Krogan | 350,000 |  |
| III | 9 | 13 | +5 | Emergency Barrier: Once per mission, when KB is depleted, instantly gain 3 temporary KB. | Krogan | 800,000 |  |

# Hahne-Kedar: Mantis Armor (Levels I–III)

Manufacturer: Hahne-Kedar  
Armor Type: Medium  
Allowed Users: Human, Turian  
  
Description: Mantis Armor by Hahne-Kedar is versatile medium armor designed for operatives engaged in direct combat situations. Offering balanced protection, kinetic barriers, and moderate tech/biotic resistance, the Level III variant features the 'Precision Targeting Suite,' temporarily enhancing offensive accuracy in critical combat moments.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 3 | 7 | None | None | Human, Turian | Hahne-Kedar | 2,500 |
| II | 5 | 9 | +1 | None | Human, Turian | Hahne-Kedar | 5,500 |
| III | 7 | 11 | +2 | Precision Targeting Suite: Once per mission, add +1 to your combat rolls for the remainder of the turn. | Human, Turian | Hahne-Kedar | 12,000 |

# Hahne-Kedar: Scorpion Armor (Levels I–III)

Manufacturer: Hahne-Kedar  
Armor Type: Heavy  
Allowed Users: Human, Krogan  
  
Description: Scorpion Armor by Hahne-Kedar is a rugged, frontline armor set designed to withstand disorienting force and stay operational. It provides solid physical and kinetic protection with moderate tech/biotic resistance. The Level III variant includes the 'Shock Stabilizers' trait, which allows the wearer to remain standing through effects that would otherwise disable them.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 4 | 8 | None | None | Human, Krogan | Hahne-Kedar | 3,000 |
| II | 6 | 10 | +1 | None | Human, Krogan | Hahne-Kedar | 6,000 |
| III | 8 | 12 | +2 | Shock Stabilizers: Once per mission, ignore the effects of being Stunned or made Prone. | Human, Krogan | Hahne-Kedar | 14,000 |

# Hahne-Kedar: Silverback Armor (Levels I–III)

Manufacturer: Hahne-Kedar  
Armor Type: Medium  
Allowed Users: Human, Turian  
  
Description: Silverback Armor by Hahne-Kedar is a sturdy and dependable medium armor designed for frontline command and battlefield leadership. It provides strong kinetic protection and superior tech/biotic resistance. The Level III variant introduces 'Hold the Line,' a trait that enhances the survivability of nearby allies in moments of crisis.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 3 | 7 | +1 | None | Human, Turian | Hahne-Kedar | 2,500 |
| II | 5 | 9 | +2 | None | Human, Turian | Hahne-Kedar | 5,500 |
| III | 7 | 11 | +3 | Hold the Line: Once per mission, you and all allies within 3” gain +1 Armor until the start of your next turn. | Human, Turian | Hahne-Kedar | 12,000 |

# Kassa Fabrication: Colossus Armor (Levels I–III)

Manufacturer: Kassa Fabrication  
Armor Type: Heavy  
Allowed Users: Human, Krogan  
  
Description: The Colossus Armor series represents the pinnacle of personal protection. Known for outstanding durability and superior kinetic barrier regeneration, it's the top choice for elite operatives.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 5 | 9 | +1 | None | Human, Krogan | Kassa Fabrication | 174,000 |
| II | 7 | 11 | +2 | None | Human, Krogan | Kassa Fabrication | 420,000 |
| III | 9 | 13 | +3 | Micro-Generator Shielding: Once per mission, instantly restore 5 KB. | Human, Krogan | Kassa Fabrication | 560,000 |

# Rosenkov Materials: Thermal Armor (Levels I–III)

Manufacturer: Rosenkov Materials  
Armor Type: Medium  
Allowed Users: Human, Turian  
  
Description: Thermal Armor by Rosenkov Materials is engineered for operatives working in hazardous environments. Its integrated environmental shielding and thermal regulation systems make it ideal for survival in extreme planetary or vacuum conditions. At Level III, it provides the passive trait 'Thermal Conditioning,' offering continuous protection from environmental hazard damage.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 3 | 7 | +1 | None | Human, Turian | Rosenkov Materials | 3,000 |
| II | 5 | 9 | +2 | None | Human, Turian | Rosenkov Materials | 6,500 |
| III | 7 | 11 | +3 | Thermal Conditioning: Ignore damage from environmental hazards or hazard-based effects. | Human, Turian | Rosenkov Materials | 14,000 |

# Rosenkov Materials: Titan Armor (Levels I–III)

Manufacturer: Rosenkov Materials  
Armor Type: Heavy  
Allowed Users: Human, Krogan  
  
Description: Titan Armor, manufactured by Rosenkov Materials, is highly durable heavy armor known for robust and reactive defenses. Ideal for front-line operatives, Titan Armor provides substantial kinetic barriers and armor protection. The Level III variant introduces the 'Reactive Plating' trait, further enhancing durability after sustaining damage.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 4 | 8 | 0 | None | Human, Krogan | Rosenkov Materials | 3,500 |
| II | 6 | 10 | +1 | None | Human, Krogan | Rosenkov Materials | 8,000 |
| III | 8 | 12 | +2 | Reactive Plating: Once per mission, after taking damage, gain +2 Armor for the rest of the turn. | Human, Krogan | Rosenkov Materials | 18,000 |

# Rosenkov Materials: Ursa Armor (Levels I–III)

Manufacturer: Rosenkov Materials  
Armor Type: Heavy  
Allowed Users: Human, Krogan  
  
Description: Ursa Armor is Rosenkov Materials’ premier tank-class armor. Forged for maximum battlefield resilience, it allows frontline units to absorb punishment and keep pressing forward. The Level III variant features the 'Unstoppable Bulk' trait, making it ideal for combatants who refuse to be slowed or taken down.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 5 | 9 | +1 | None | Human, Krogan | Rosenkov Materials | 6,000 |
| II | 7 | 11 | +2 | None | Human, Krogan | Rosenkov Materials | 13,000 |
| III | 9 | 13 | +3 | Unstoppable Bulk: Once per mission, when you take damage, reduce it by 2 and become immune to being Stunned or made Prone for the rest of the turn. | Human, Krogan | Rosenkov Materials | 28,000 |

# Serrice Council: Phantom Armor (Levels I–III)

Manufacturer: Serrice Council  
Armor Type: Light  
Allowed Users: Human, Turian, Asari  
  
Description: Phantom Armor, crafted by the Serrice Council, specializes in providing strong resistance against tech and biotic attacks. Designed specifically for operatives facing high-tech and biotic threats, this armor provides reliable kinetic protection and enhanced tech/biotic defenses. The Level III armor introduces the 'Biotic Attunement' trait, significantly reducing biotic damage received.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 6 | +2 | None | Human, Turian, Asari | Serrice Council | 1,500 |
| II | 4 | 8 | +3 | None | Human, Turian, Asari | Serrice Council | 3,500 |
| III | 6 | 10 | +4 | Biotic Attunement: Once per mission, reduce incoming biotic damage by 50% for one turn. | Human, Turian, Asari | Serrice Council | 8,000 |

# Sirta Foundation: Phoenix Armor (Levels I–III)

Manufacturer: Sirta Foundation  
Armor Type: Light  
Allowed Users: Human, Turian, Quarian  
  
Description: Phoenix Armor from Sirta Foundation emphasizes medical and survival enhancements. Ideal for support and medical roles, it provides modest protection and kinetic barriers, supplemented by passive health regeneration. The Level III variant introduces the 'Medical Enhancement' trait, enhancing survivability through in-combat healing.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 1 | 5 | +1 | None | Human, Turian, Quarian | Sirta Foundation | 1,000 |
| II | 3 | 7 | +2 | None | Human, Turian, Quarian | Sirta Foundation | 2,500 |
| III | 5 | 9 | +3 | Medical Enhancement: Once per mission, restore 3 HP at the start of your turn. | Human, Turian, Quarian | Sirta Foundation | 6,000 |

# Aldrin Labs: Hydra Armor (Levels I–III)

Manufacturer: Aldrin Labs  
Armor Type: Light  
Allowed Users: Human, Quarian  
  
Description: Hydra Armor by Aldrin Labs is a practical, mass-produced armor designed for operatives requiring balanced defense and mobility. The Level III variant features the 'Energy Efficiency' trait, which assists biotic users in managing their energy reserves, enhancing tactical flexibility in extended engagements.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 6 | None | None | Human, Quarian | Aldrin Labs | 1,500 |
| II | 4 | 8 | None | None | Human, Quarian | Aldrin Labs | 3,500 |
| III | 6 | 10 | None | Energy Efficiency: Once per mission, reduce the Biotic Energy cost of your next biotic power by 5. | Human, Quarian | Aldrin Labs | 8,000 |

# Aldrin Labs: Agent Armor (Levels I–III)

Manufacturer: Aldrin Labs  
Armor Type: Light  
Allowed Users: Turian only  
  
Description: Agent Armor is a versatile, mass-produced Turian-exclusive light armor set from Aldrin Labs. It’s reliable and affordable but slightly less protective compared to premium armor brands. The Level III variant grants the wearer enhanced movement after melee eliminations, ideal for agile combatants.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Armor (Damage Reduction) | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 6 | None | None | Turian | Aldrin Labs | 1,500 |
| II | 4 | 8 | None | None | Turian | Aldrin Labs | 3,500 |
| III | 6 | 10 | None | Cloak and Dagger: When wearer eliminates an enemy in melee, gain +2” movement. | Turian | Aldrin Labs | 8,000 |

# Aldrin Labs: Onyx Armor (Levels I–III)

Manufacturer: Aldrin Labs  
Armor Type: Medium  
Allowed Users: Human, Turian, Quarian  
  
Description: Onyx Armor, produced by Aldrin Labs, is medium armor known for its reliability and affordability. Favored by versatile operatives, it provides balanced kinetic protection and barrier strength without specialized tech or biotic protection. The Level III variant adds 'Lightweight Build,' granting additional movement for enhanced maneuverability.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 6 | None | None | Human, Turian, Quarian | Aldrin Labs | 1,500 |
| II | 4 | 8 | None | None | Human, Turian, Quarian | Aldrin Labs | 3,500 |
| III | 6 | 10 | None | Lightweight Build: Passive effect. Gain +1” movement while wearing this armor. | Human, Turian, Quarian | Aldrin Labs | 8,000 |

# Ariake Technologies: Mercenary Armor (Levels I–III)

Manufacturer: Ariake Technologies  
Armor Type: Light  
Allowed Users: Human, Turian  
  
Description: Mercenary Armor, produced by Ariake Technologies, is renowned for its high-grade ablative weave technology. This armor excels in offering balanced protection and improved survivability through damage mitigation. The Level III variant introduces the 'Enhanced Ablative Weave' trait, greatly reducing incoming weapon damage temporarily.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 6 | None | None | Human, Turian | Ariake Technologies | 1,500 |
| II | 4 | 8 | None | None | Human, Turian | Ariake Technologies | 3,500 |
| III | 6 | 10 | None | Enhanced Ablative Weave: Once per mission, reduce incoming weapon damage by 50% for one turn. | Human, Turian | Ariake Technologies | 8,000 |

# Armax Arsenal: Predator Armor (Levels I–III)

Manufacturer: Armax Arsenal  
Armor Type: Medium  
Allowed Users: Human, Turian, Krogan  
  
Description: Predator Armor from Armax Arsenal is a high-performance, military-grade medium armor set designed for intense combat scenarios. It features strong kinetic barriers, solid armor plating, and considerable tech and biotic defense. The Level III variant includes the 'Shield Overload' trait, providing critical emergency shielding in the heat of battle.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 4 | 8 | +1 | None | Human, Turian, Krogan | Armax Arsenal | 5,000 |
| II | 6 | 10 | +2 | None | Human, Turian, Krogan | Armax Arsenal | 10,000 |
| III | 8 | 12 | +3 | Shield Overload: Once per mission, when your KB drops to 0, instantly regain 3 KB. | Human, Turian, Krogan | Armax Arsenal | 20,000 |

# Armax Arsenal: Predator X Armor (Levels I–III)

Manufacturer: Armax Arsenal  
Armor Type: Heavy  
Allowed Users: Human, Krogan  
  
Description: Predator X Armor by Armax Arsenal is a heavy-duty variant designed for maximum frontline durability and combat resilience. This armor excels in providing substantial physical protection, robust kinetic barriers, and advanced tech/biotic defenses. The Level III variant features the enhanced 'Fortress Protocol' trait, significantly bolstering protection at the cost of mobility for two turns.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 5 | 9 | +1 | None | Human, Krogan | Armax Arsenal | 7,500 |
| II | 7 | 11 | +2 | None | Human, Krogan | Armax Arsenal | 15,000 |
| III | 9 | 13 | +3 | Fortress Protocol: Once per mission, gain +2 Armor but -1” movement for the next 2 turns. | Human, Krogan | Armax Arsenal | 30,000 |

# Devlon Industries: Explorer Armor (Levels I–III)

Manufacturer: Devlon Industries  
Armor Type: Light  
Allowed Users: Human, Turian, Quarian, Asari  
  
Description: Explorer Armor, produced by Devlon Industries, is designed specifically for environmental resilience. Favored by adventurers and explorers, this armor provides balanced kinetic protection and barrier strength. The Level III variant introduces the 'Environmental Seals' trait, offering enhanced resistance to environmental hazards.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 1 | 4 | +1 | None | Human, Turian, Quarian, Asari | Devlon Industries | 1,000 |
| II | 2 | 6 | +2 | None | Human, Turian, Quarian, Asari | Devlon Industries | 2,500 |
| III | 3 | 8 | +3 | Environmental Seals: Grants resistance to Level 1 environmental hazards (e.g., toxic atmospheres, extreme temperatures). | Human, Turian, Quarian, Asari | Devlon Industries | 5,500 |

# Devlon Industries: Liberator Armor (Levels I–III)

Manufacturer: Devlon Industries  
Armor Type: Medium  
Allowed Users: Human, Turian, Krogan  
  
Description: Liberator Armor from Devlon Industries provides robust environmental hazard resistance, suitable for operatives engaging in varied planetary operations. Balanced armor protection combined with reliable kinetic barriers make it versatile for various field conditions. The Level III variant features the 'Environmental Seals' trait, granting additional resilience against environmental hazards.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 5 | None | None | Human, Turian, Krogan | Devlon Industries | 1,500 |
| II | 4 | 7 | +1 | None | Human, Turian, Krogan | Devlon Industries | 3,500 |
| III | 6 | 9 | +2 | Environmental Seals: Provides resistance to environmental hazards. | Human, Turian, Krogan | Devlon Industries | 8,000 |

# Elkoss Combine: Assassin Armor (Levels I–III)

Manufacturer: Elkoss Combine  
Armor Type: Light  
Allowed Users: Human  
  
Description: Assassin Armor by Elkoss Combine is a budget-friendly, functional armor that prioritizes simplicity and effectiveness. Designed for human operatives, it offers reliable protection at an affordable price. The Level III variant features the unique 'Shadow Operative' trait, allowing the wearer to reroll a failed hit roll once per mission.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 5 | None | None | Human | Elkoss Combine | 900 |
| II | 4 | 7 | None | None | Human | Elkoss Combine | 2,200 |
| III | 6 | 9 | None | Shadow Operative: Once per mission, reroll one failed hit roll. | Human | Elkoss Combine | 5,000 |

# Elkoss Combine: Gladiator Armor (Levels I–III)

Manufacturer: Elkoss Combine  
Armor Type: Medium  
Allowed Users: Human, Turian  
  
Description: Gladiator Armor by Elkoss Combine provides affordable and functional protection for frontline operatives. The armor emphasizes resilience and combat effectiveness. The Level III variant introduces the unique 'Gladiator's Guard' trait, allowing wearers to proactively bolster their defenses in anticipation of incoming attacks.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 5 | None | None | Human, Turian | Elkoss Combine | 900 |
| II | 4 | 7 | None | None | Human, Turian | Elkoss Combine | 2,200 |
| III | 6 | 9 | None | Gladiator's Guard: Once per mission, when targeted by an attack but before damage is rolled, gain +1 Armor for the rest of the turn. | Human, Turian | Elkoss Combine | 5,000 |

# Elanus Risk Control Services: Duelist Armor (Levels I–III)

Manufacturer: Elanus Risk Control Services (ERCS)  
Armor Type: Light  
Allowed Users: Human, Turian  
  
Description: Duelist Armor, provided by ERCS, is a budget-friendly option emphasizing mobility and agile defense. Designed for operatives who rely more on avoiding attacks rather than enduring them. The Level III variant includes the 'Quick Reflexes' trait, enhancing evasion capabilities.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Armor Level | Damage Reduction | Kinetic Barriers (KB) | Tech/Biotic Protection | Special Traits | Allowed Users | Manufacturer | Cost (Credits) |
| I | 2 | 6 | None | None | Human, Turian | ERCS | 1,250 |
| II | 4 | 8 | None | None | Human, Turian | ERCS | 3,000 |
| III | 6 | 10 | None | Quick Reflexes: Once per mission, after an attack is declared against you but before it is rolled, gain +2 Evasion for the rest of the turn. | Human, Turian | ERCS | 7,000 |