# 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 |