Armor Name	Defense	Soak	Price	Restricted	Rarity	Encum- brance	Hard Points
Adverse Environment Gear	0	1	500		1	2	1
Armored Clothing	1	1	1000		6	3	1
Beast-Hide Armor	0	1	300		2	3	0
Catch Vest	0	2	300		3	1	0
Charge Suit	0	2	2000		6	3	0
Combat Flight Suit	1	0	3000	\square	6	4	2
Creshaldyne Riot Armor	1	1	1850	\square	6	3	1
Enviro-Suit	0	2	750		2	2	1
Flak Vest	0	1	300		2	3	1
Heavy Battle Armor	1	2	5000	\square	7	6	4
Heavy Clothing	0	1	50		0	1	0
Kamperdine Armored Jacket	0	2	6200		7	1	0
Laminate	0	2	2500		5	4	3
Mountaineer Armor	1	1	1800		6	3	2
Nomad Greatcoat	0	1	100		4	1	0
Padded Armor	0	2	500		1	2	0
Personal Deflector Shield	2	0	10000		8	3	0
Powered Armor	1	3	9000	\square	9	3	3
Protector 1 Combat Armor	1	2	5500	V	7	4	3

Title:

Author: Brian Thompson Date: 10/12/15

Armor Name	Defense	Soak	Price	Restricted	Rarity	Encum- brance	Hard Points
Reinforced Environment Gear	0	1	850		4	2	2
Shockrider Crash Suit	0	2	3000		3	2	1
Steelskin Armor	0	3	6500		7	8	1
Tracker Utility Vest	0	0	100		2	0	1
Type III Berethron Armor	1	1	1250	\square	6	3	3