Armor

The following section lists many of the armors you might find or purchase in the game, denoted with the following format:

- **Armor Name** (Cost: # of credits): Armor Rating | Special Qualities or Notes

When you take damage, reduce it by your **Armor Rating** (maximum 18) against the damage type. **Special Qualities** can increase your Armor Rating against certain kinds of damage.

- **Kinetic Armor** resists physical weapons and concussive force.
- **Energy Armor** resists blasters and lightsabers.
- **Environmental Armor** resists heat, cold, chemicals, and sonic weapons.

PERSONAL ARMOR

- **Underlayer Flak** (Cost: 150cr): 3 | Flak, Concealed
- **Light Armor** (Cost: 350cr): 6 | Light Plating
- **Heavy Armor** (Cost: 1,000cr): 9 | Heavy Plating
- **Battle Armor** (Cost: 4,000cr): 15 | Battle Plating
- **Stormtrooper Armor** (Cost: 1,100cr): 6 | Light Plating, Absorptive
- **Purge Trooper Armor** (Cost: 2,000cr): 9 | Heavy Plating, Power Frame
- **Droideka Frame** (Cost: 2,500cr): 9 | Heavy Plating, Energy Shield
- **Bounty Hunter Street Gear** (Cost: 3,000): 3 | Concealed, Energy Shield, Kinetic Shield
- **Pirate Boarding Gear** (Cost: 4,500cr): 9 | Heavy Plating, Environmental Shield, Jet Pack
- **Mandalorian Hunter Plate** (Cost: 4,500) 9 | Heavy Plating, Absorptive, Jet Pack
- **Mandalorian War Plate** (Cost: 6,000cr): 15 | Battle Plating, Power Frame

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