

### Old Armour Rating

	Base	Naked	Hits	LA	Light Armour	Hits	Helmet	LA & Helmet	Hits	Bsuit	Battlesuit	Hits
Nonlocalational		100%	2		56%	3		35%	5		22%	7
Head	1,50	150%	2	1,00	150%	2	0,40	60%	5	0,27	41%	7
Back	1,00	100%	3	0,40	40%	7	1,00	40%	7	0,20	20%	14
Chest	1,00	100%	3	0,35	35%	8	1,00	35%	8	0,20	20%	14
Sides	1,00	100%	3	0,30	30%	10	1,00	30%	10	0,20	20%	14
Legs	0,50	50%	6	0,30	15%	19	1,00	15%	19	0,20	10%	28
Avg. Locational		87%	4		48%	6		30%	10		19%	15
Avg. Loc. Red.		13%			52%			70%			81%	
Price					70			160			400	
Red./Credit					0,74%			0,44%			0,20%	

### New Armour Rating

	Region	Naked	Hits	Region	Light	Hits	Region	Medium	Hits	Region	Battlesuit	Hits
Nonlocalational	1,00	100%	2	0,50	50%	3	0,30	30%	5	0,20	20%	8
Head	1,50	150%	2	0,80	80%	4	0,60	60%	5	0,40	40%	7
Back	1,00	100%	3	0,50	50%	6	0,35	35%	8	0,20	20%	14
Chest	1,00	100%	3	0,35	35%	8	0,30	30%	10	0,20	20%	14
Sides	1,00	100%	3	0,35	35%	8	0,30	30%	10	0,20	20%	14
Legs	0,60	60%	5	0,25	25%	12	0,20	20%	14	0,15	15%	19
Avg. Locational		92%	4		41%	7		32%	9		22%	13
Avg. Loc. Red.		8%			59%			68%			78%	
Price					200			300			400	
Red./Credit					0,30%			0,23%			0,20%	

### Configuration

	Ratio
Head	20,00%
Back	8,33%
Chest	8,33%
Sides	15,00%
Legs	50,00%

	Value
Head Ratio	0,2
Torso Ratio	0,3
Legs Ratio	0,5
Back Angle	100
Chest Angle	100
Sides Angle	180

	Value
Loc. Damage	36
Nonloc. Dmg.	70