

Occhestan Republic Armors

This is a list of the Personnel Armor, Power Armor, and Exo-Armors used within the Occhestan Republic.

Personnel Armor

These armors are meant for rear-echelon on non-combat use. It includes unpowered and powered armors.

Unpowered Armor

These are armors that are simple body armors, including no significant augmentatory systems. This is the armor type most commonly available to civilians. They are rarely used within the military except for rear echelon personnel.

- [M37/38 Environmental Battledress Uniform](#)

Powered Armor

These are armors that include augmetory systems. They are distinguished from Power Armors by the much lower (comparable) level of augmentation and armor protection provided. Excluding extreme-environment armors, Powered Armor is the heaviest type that is generally available to civilians. Within the military, Powered Armor is generally used by personnel operating in a combat environment but not expected to see direct combat (such as starship crews).

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Power Armor

Power armor is the most common heavy combat armor found in the Occhestan Republic. They generally provide heavy armor and substantial augmentory systems including physical augmentation, sensors, and weaponry. Power Armor is not available to the civilians with the exception of extreme-environment armors.

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Exo Armor

The heaviest armor systems found within the Republic fall under this classification. These armors are

differentiated from Power Armor by the much increased offensive and deffensive capabilities and many of them fall on the boarder between Armors and Auxiliary Craft. Armors of this classification are generally known as Mecha amongst the other nations.

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