

GURPS®

Fourth Edition

LOW-TECH™

INSTANT ARMOR™



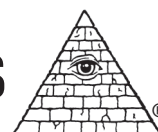
Written by **DAN HOWARD**
Edited by **SEAN PUNCH**
Illustrated by **JOYCE MAUREIRA**

An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

Stock #37-1666

Version 1.0 – December 2011



CONTENTS

INTRODUCTION	3	GLOVES AND FOOTWEAR	15
Publication History	3	<i>Armor Locations Table</i>	16
About the Author	3		
Visual Glossary	3	2. OPTIONAL ARMOR RULES	17
1. ARMOR TABLES	4	<i>Holdout</i>	17
<i>Armor Tables Notes</i>	4	Special Materials Table	17
BODY ARMOR	4	Special Modifications Table	18
LIMB ARMOR	7	Helmets	18
Arm Armor	7	<i>Helmet Padding</i>	18
Leg Armor	10	Optional Armor Rules	19
HEADGEAR AND NECK PROTECTION	13	<i>Looting Expertly Tailored Armor</i>	19
		<i>Sleeping in Armor</i>	20
		INDEX	21

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

New supplements and adventures. **GURPS** continues to grow – see what’s new at gurps.sjgames.com.

e23. Our e-publishing division offers **GURPS** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to e23.sjgames.com.

Pyramid (pyramid.sjgames.com). Our monthly PDF magazine includes new rules and articles for **GURPS**, systemless locations, adventures, and much more. Look for each themed issue from e23!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The web page for **GURPS Low-Tech: Instant Armor** can be found at gurps.sjgames.com/instantarmor.

Bibliographies. Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

GURPS System Design ■ STEVE JACKSON
GURPS Line Editor ■ SEAN PUNCH
 Managing Editor ■ PHILIP REED
 Page Design ■ PHIL REED and
 JUSTIN DE WITT

Art Director ■ SAMUEL MITSCHKE
 Editorial Assistant ■ JASON “PK” LEVINE
 Production Artist & Indexer ■ NIKOLA VRTIS
 Prepress Checker ■ MONICA STEPHENS

e23 Manager ■ STEVEN MARSH
 Marketing Director ■ MONICA VALENTINELLI
 Director of Sales ■ ROSS JEPSON
GURPS FAQ Maintainer ■
 VICKY “MOLOKH” KOLENKO

Additional Material: Hans-Christian Vortisch

Reviewers: Kenneth Peters and Emily Smirle

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Low-Tech*, *Instant Armor*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. **GURPS Low-Tech: Instant Armor** is copyright © 2011 by Steve Jackson Games Incorporated. Some art © 2011 JupiterImages Corporation. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author’s rights is appreciated.

INTRODUCTION

Some past **GURPS** publications included comprehensive tables that split up armor by body part, like those on pp. B283-284. For space reasons, however, **GURPS Low-Tech** features just the *Armor Table* (**Low-Tech**, pp. 110-111), which lists only torso protection. In place of dedicated tables for limb armor, headgear, etc., that book offers the *Armor Locations Table* (**Low-Tech**, p. 100), which enables players to start with torso armor and calculate the cost and weight of protection for *any* hit location.

This can get tiresome when equipping a character, though! For example, the *Armor Table* lists a light mail vest, protecting the torso, as \$500, 12 lbs. One must then use the *Armor Locations Table* to determine that long sleeves for all of both arms have 50% of this cost and weight (\$250, 6 lbs), that armor for all of both legs uses 100% of the torso figures (\$500, 12 lbs.), and that light mail covering both hands or both feet has 10% of the torso values (\$50, 1.2 lbs.). **GURPS Low-Tech: Instant Armor** tabulates *final* stats for such pieces of armor, eliminating calculations and reducing the number of lookups.

PUBLICATION HISTORY

GURPS Low-Tech: Instant Armor summarizes armor statistics from pp. 100-113 of **GURPS Low-Tech** and reiterates some of the rules for armor found there.

ABOUT THE AUTHOR

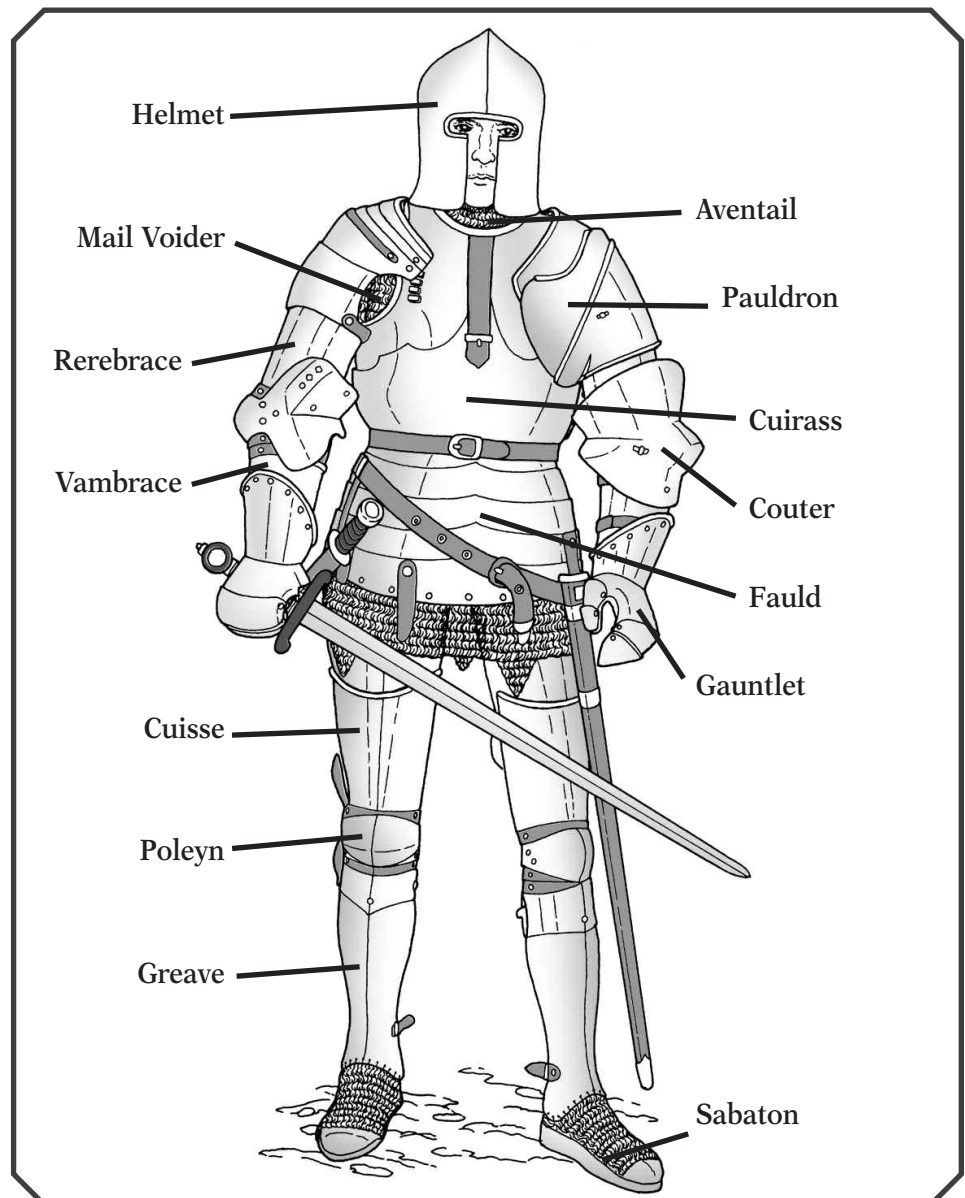
Dan Howard started roleplaying in 1984 with **Middle Earth Role Playing**, and quickly moved on to **Rolemaster**. He switched to **GURPS** shortly after its first edition; it has been his favorite system ever since. He started contributing to *Pyramid* magazine in 1998, and soon began playtesting **GURPS** publications. His first project was as co-author for **GURPS Low-Tech**.

Dan has an arts degree in history and classical studies. He holds a second dan black belt in

Oh Do Kwan Tae Kwon Do, and has competed internationally. Other interests include historical armor reconstruction, renewable energy, and permaculture gardening. He currently lives in Maitland, Australia, with his wife and three children.

VISUAL GLOSSARY

This diagram is labeled with common terms for various parts of a suit of armor, some of which are used in this work; the whole suit is called a *harness*. This image may prove helpful when visualizing your character's armor. It also illustrates how mail is used to cover body parts that are difficult to articulate with plate.



CHAPTER ONE

ARMOR TABLES

These tables let you outfit a character *quickly* by selecting armor by hit location and writing down its stats. Each notes the relevant percentage of the cost and weight of torso armor below the title – along with the result on 3d (or 1d, for sub-locations) to use when rolling for hit location, where applicable. Notation and abbreviations are as defined on p. B282 and expanded for the *Armor Table* (**GURPS Low-Tech**, pp. 110-111). In brief:

TL: The tech level at which the item is commonly available. Per p. 108 of **Low-Tech**, some *small* pieces of light and medium iron plate are TL2 or TL3, not TL4.

Description: The item's name.

DR: The amount of Damage Resistance the item gives. This varies with damage type for some armor (check the notes). A "*" indicates flexible armor that's susceptible to blunt trauma (p. B379).

Cost: The item's price, in \$.

Weight: The item's weight, in pounds.

Don: The time required to put on the armor; in seconds.

Holdout: The modifier explained in *Holdout* (p. 17).

Notes: Any special features or restrictions; see *Armor Tables Notes* (above).

For completeness, these tables include *light leather* (**Low-Tech**, p. 104), which **Low-Tech** omitted from the *Armor Table* because it's styled as clothing, not worn as armor. It's priced as clothing based on the cost of living (p. B265) for Status 0: \$600.

Not every armor type is offered for every location. Some types are only suitable for certain body parts. For example, the heaviest types suit only the torso, while greathelms were customarily made only from plate.

Armor Tables Notes

- [1] Combustible. See *Making Things Burn* (p. B433); treat as *resistant*.
- [2] +1 DR vs. *cutting*.
- [3] -1 DR vs. *impaling*.
- [4] Semi-ablative. Loses 1 DR per 10 points of basic damage it resists (see p. B47).
- [5] -1 DR vs. *crushing*.
- [6] -2 DR vs. *crushing*.
- [7] Gives -1 DX, except for Lance skill.
- [8] Required for suit of plate. *Light mail* protects armpits and inside elbows.
- [9] Enclosed *mittens* and *gloves* protect vs. cold, heat, contact poison, etc., but give Bad Grip 1 (p. B123). (*Gauntlets* lack this note – they're open-palmed, negating both the benefit and the drawback.)
- [10] Gives Ham-Fisted 2 (p. B138).
- [11] Gives Ham-Fisted 1 (p. B138).
- [12] Gives +1 to Stealth.
- [13] Erases -2 in Stealth penalties when walking on snow.
- [14] DR applies to *underside* only.
- [15] Lets wearer ignore -2 to attacks and -1 to defenses for bad terrain.

BODY ARMOR

Chest (pp. 5-6) and *Abdomen* (p. 6) are subsets of *Torso* (below), while *Groin* (p. 7) is a subset of *Abdomen*.

Torso

100%; locations 9-11

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$35	12	30	-4	[1]
0	Cloth, Padded	1*	\$50	6	15	0	
0	Horn	3	\$250	25	30	-4	
0	Layered Cloth, Light	2*	\$150	12	20	0	
0	Layered Cloth, Medium	3	\$350	20	30	-2	
0	Layered Cloth, Heavy	4	\$600	28	30	-4	
0	Leather, Light	0*	\$180	3.3	30	0	[2]
0	Leather, Medium	2*	\$100	12	30	-2	[3]
0	Leather, Heavy	3	\$200	20	30	-4	[3]

Torso (Continued)

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Straw	2	\$50	20	30	-9	[1]
0	Wood	3	\$100	30	30	-8	[4]
1	Hardened Leather, Medium	2	\$125	15	30	-3	
1	Hardened Leather, Heavy	3	\$250	25	30	-4	
1	Layered Leather, Light	2*	\$120	15	20	-1	
1	Layered Leather, Medium	3	\$220	26	30	-2	
1	Layered Leather, Heavy	4	\$525	35	30	-4	
1	Scale, Light	3	\$320	16	30	-3	[5]
1	Scale, Medium	4	\$550	28	30	-4	[5]
1	Scale, Heavy	5	\$1,100	40	30	-6	
2	Jack of Plates	3	\$300	18	30	-3	[5]
2	Mail, Light	3*	\$500	12	15	-1	[6]
2	Mail, Fine	4*	\$900	15	15	-2	[6]
2	Mail, Heavy	5*	\$1,200	18	15	-3	[6]
2	Segmented Plate, Light	3	\$600	16	45	-3	
2	Segmented Plate, Medium	4	\$900	24	45	-4	
2	Segmented Plate, Heavy	5	\$1,200	32	45	-5	
3	Mail and Plates	5	\$1,000	20	20	-3	[5]
3	Mail, Jousting	6	\$1,500	30	30	-3	[7]
4	Arming Doublet	0*	\$160	3	15	0	[8]
4	Brigandine, Light	3	\$900	10	30	-2	
4	Brigandine, Medium	5	\$1,800	20	30	-4	
4	Paper, Proofed	6	\$2,000	45	20	-6	[1]
4	Plate, Light	3	\$1,000	8	45	-3	
4	Plate, Medium	6	\$2,500	20	45	-5	
4	Plate, Heavy	9	\$4,000	32	45	-7	

And Goliath had a helmet of bronze upon his head, and he was armed with a coat of scales; and the weight of the coat was five thousand shekels of bronze.

– 1 Samuel 17:5-6

Chest

75%; locations 9-10

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$26	9	23	-4	[1]
0	Cloth, Padded	1*	\$38	4.5	11	0	
0	Horn	3	\$188	18.8	23	-4	
0	Layered Cloth, Light	2*	\$113	9	15	0	
0	Layered Cloth, Medium	3	\$263	15	23	-2	
0	Layered Cloth, Heavy	4	\$450	21	23	-4	
0	Leather, Light	0*	\$135	2.5	23	0	[2]
0	Leather, Medium	2*	\$75	9	23	-2	[3]
0	Leather, Heavy	3	\$150	15	23	-4	[3]
0	Straw	2	\$38	15	23	-9	[1]
0	Wood	3	\$75	22.5	23	-8	[4]
1	Hardened Leather, Medium	2	\$94	11.3	23	-3	
1	Hardened Leather, Heavy	3	\$188	18.8	23	-4	
1	Layered Leather, Light	2*	\$90	11.3	15	-1	
1	Layered Leather, Medium	3	\$165	19.5	23	-2	
1	Layered Leather, Heavy	4	\$394	26.3	23	-4	
1	Scale, Light	3	\$240	12	23	-3	[5]
1	Scale, Medium	4	\$413	21	23	-4	[5]

Chest (Continued)

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
1	Scale, Heavy	5	\$825	30	23	-6	
2	Jack of Plates	3	\$225	13.5	23	-3	[5]
2	Mail, Light	3*	\$375	9	11	-1	[6]
2	Mail, Fine	4*	\$675	11.3	11	-2	[6]
2	Mail, Heavy	5*	\$900	13.5	11	-3	[6]
2	Segmented Plate, Light	3	\$450	12	34	-3	
2	Segmented Plate, Medium	4	\$675	18	34	-4	
2	Segmented Plate, Heavy	5	\$900	24	34	-5	
3	Mail and Plates	5	\$750	15	15	-3	[5]
3	Mail, Jousting	6	\$1,125	22.5	23	-3	[7]
4	Brigandine, Light	3	\$675	7.5	23	-2	
4	Brigandine, Medium	5	\$1,350	15	23	-4	
4	Paper, Proofed	6	\$1,500	33.8	15	-6	[1]
4	Plate, Light	3	\$750	6	34	-3	
4	Plate, Medium	6	\$1,875	15	34	-5	
4	Plate, Heavy	9	\$3,000	24	34	-7	

Abdomen

25%; location 11

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$9	3	23	-4	[1]
0	Cloth, Padded	1*	\$13	1.5	11	0	
0	Horn	3	\$63	6.3	23	-4	
0	Layered Cloth, Light	2*	\$38	3	15	0	
0	Layered Cloth, Medium	3	\$88	5	23	-2	
0	Layered Cloth, Heavy	4	\$150	7	23	-4	
0	Leather, Light	0*	\$45	0.8	23	0	[2]
0	Leather, Medium	2*	\$25	3	23	-2	[3]
0	Leather, Heavy	3	\$50	5	23	-4	[3]
0	Wood	3	\$25	7.5	23	-8	[4]
1	Hardened Leather, Medium	2	\$31	3.8	23	-3	
1	Hardened Leather, Heavy	3	\$63	6.3	23	-4	
1	Layered Leather, Light	2*	\$30	3.8	15	-1	
1	Layered Leather, Medium	3	\$55	6.5	23	-2	
1	Layered Leather, Heavy	4	\$131	8.8	23	-4	
1	Scale, Light	3	\$80	4	23	-3	[5]
1	Scale, Medium	4	\$138	7	23	-4	[5]
1	Scale, Heavy	5	\$275	10	23	-6	
2	Jack of Plates	3	\$75	4.5	23	-3	[5]
2	Mail, Light	3*	\$125	3	11	-1	[6]
2	Mail, Fine	4*	\$225	3.8	11	-2	[6]
2	Mail, Heavy	5*	\$300	4.5	11	-3	[6]
2	Segmented Plate, Light	3	\$150	4	34	-3	
2	Segmented Plate, Medium	4	\$225	6	34	-4	
2	Segmented Plate, Heavy	5	\$300	8	34	-5	
3	Mail and Plates	5	\$250	5	15	-3	[5]
3	Mail, Jousting	6	\$375	7.5	23	-3	[7]
4	Brigandine, Light	3	\$225	2.5	23	-2	
4	Brigandine, Medium	5	\$450	5	23	-4	

For the Frankish defensive arms is this coat of mail, ring woven into ring, and the iron fabric is such excellent iron that it repels arrows and keeps the wearer's skin unhurt.

– Anna Comnena, *Alexiad*

Groin

5%							
TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cloth, Padded	1*	\$3	0.3	3	0	
0	Layered Cloth, Light	2*	\$8	0.6	3	0	
0	Layered Cloth, Medium	3	\$18	1	3	-2	
0	Layered Cloth, Heavy	4	\$30	1.4	3	-4	
0	Leather, Light	0*	\$9	0.2	3	0	[2]
0	Leather, Medium	2*	\$5	0.6	3	-2	[3]
0	Leather, Heavy	3*	\$10	1	3	-4	[3]
0	Wood	3	\$5	1.5	3	-8	[4]
1	Hardened Leather, Medium	2	\$6	0.8	3	-3	
1	Hardened Leather, Heavy	3	\$13	1.3	3	-4	
1	Layered Leather, Light	2*	\$6	0.8	3	-1	
1	Layered Leather, Medium	3	\$11	1.3	3	-2	
1	Layered Leather, Heavy	4	\$26	1.8	3	-4	
1	Scale, Light	3	\$16	0.8	3	-3	[5]
1	Scale, Medium	4	\$28	1.4	3	-4	[5]
1	Scale, Heavy	5	\$55	2	3	-6	
2	Mail, Light	3*	\$25	0.6	3	-1	[6]
2	Mail, Fine	4*	\$45	0.8	3	-2	[6]
2	Mail, Heavy	5*	\$60	0.9	3	-3	[6]
3	Mail and Plates	5	\$50	1	3	-3	[5]
3	Mail, Jousting	6	\$75	1.5	3	-3	[7]
3	Plate, Light	3	\$50	0.4	3	-3	
3	Plate, Medium	6	\$125	1	3	-5	
4	Brigandine, Light	3	\$45	0.5	3	-2	
4	Brigandine, Medium	5	\$90	1	3	-4	
4	Plate, Heavy	9	\$200	1.6	3	-7	

LIMB ARMOR

These tables assume matched pairs – two pieces of armor, one for either side of the body. *Halve* cost and weight for just one.

ARM ARMOR

Shoulders (p. 8), *Upper Arms* (pp. 8-9), *Elbows* (p. 9), and *Forearms* (p. 10) are subsets of *Arms* (below).

Arms

50%; locations 8, 12							
TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$18	6	15	-4	[1]
0	Cloth, Padded	1*	\$25	3	8	0	
0	Horn	3	\$125	12.5	15	-4	
0	Layered Cloth, Light	2*	\$75	6	10	0	
0	Layered Cloth, Medium	3	\$175	10	15	-2	
0	Leather, Light	0*	\$90	1.7	15	0	[2]
0	Leather, Medium	2*	\$50	6	15	-2	[3]
0	Leather, Heavy	3	\$100	10	15	-4	[3]
0	Wood	3	\$50	15	15	-8	[4]
1	Hardened Leather, Medium	2	\$63	7.5	15	-3	
1	Hardened Leather, Heavy	3	\$125	12.5	15	-4	
1	Layered Leather, Light	2*	\$60	7.5	10	-1	
1	Layered Leather, Medium	3	\$110	13	15	-2	
1	Scale, Light	3	\$160	8	15	-3	[5]
1	Scale, Medium	4	\$275	14	15	-4	[5]
2	Jack of Plates	3	\$150	9	15	-3	[5]
2	Mail, Light	3*	\$250	6	8	-1	[6]

Arms (Continued)

<i>TL</i>	<i>Description</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>Don</i>	<i>Holdout</i>	<i>Notes</i>
2	Mail, Fine	4*	\$450	7.5	8	-2	[6]
2	Mail, Heavy	5*	\$600	9	8	-3	[6]
2	Segmented Plate, Light	3	\$300	8	23	-3	
2	Segmented Plate, Medium	4	\$450	12	23	-4	
3	Mail and Plates	5	\$500	10	10	-3	[5]
4	Brigandine, Light	3	\$450	5	15	-2	
4	Brigandine, Medium	5	\$900	10	15	-4	
4	Plate, Light	3	\$500	4	23	-3	
4	Plate, Medium	6	\$1,250	10	23	-5	

Shoulders

10%; roll 1d on an arm hit; on 6, the armor is hit

<i>TL</i>	<i>Description</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>Don</i>	<i>Holdout</i>	<i>Notes</i>
0	Cane	1	\$4	1.2	3	-4	[1]
0	Cloth, Padded	1*	\$5	0.6	3	0	
0	Horn	3	\$25	2.5	3	-4	
0	Layered Cloth, Light	2*	\$15	1.2	3	0	
0	Layered Cloth, Medium	3	\$35	2	3	-2	
0	Leather, Light	0*	\$18	0.3	3	0	[2]
0	Leather, Medium	2*	\$10	1.2	3	-2	[3]
0	Leather, Heavy	3	\$20	2	3	-4	[3]
0	Wood	3	\$10	3	3	-8	[4]
1	Hardened Leather, Medium	2	\$13	1.5	3	-3	
1	Hardened Leather, Heavy	3	\$25	2.5	3	-4	
1	Layered Leather, Light	2*	\$12	1.5	3	-1	
1	Layered Leather, Medium	3	\$22	2.6	3	-2	
1	Scale, Light	3	\$32	1.6	3	-3	[5]
1	Scale, Medium	4	\$55	2.8	3	-4	[5]
2	Jack of Plates	3	\$30	1.8	3	-3	[5]
2	Mail, Light	3*	\$50	1.2	3	-1	[6]
2	Mail, Fine	4*	\$90	1.5	3	-2	[6]
2	Mail, Heavy	5*	\$120	1.8	3	-3	[6]
2	Segmented Plate, Light	3	\$60	1.6	5	-3	
2	Segmented Plate, Medium	4	\$90	2.4	5	-4	
3	Mail and Plates	5	\$100	2	3	-3	[5]
4	Brigandine, Light	3	\$90	1	3	-2	
4	Brigandine, Medium	5	\$180	2	3	-4	
4	Plate, Light	3	\$100	0.8	5	-3	
4	Plate, Medium	6	\$250	2	5	-5	

Upper Arms

10%; roll 1d on an arm hit; on 5, the armor is hit

<i>TL</i>	<i>Description</i>	<i>DR</i>	<i>Cost</i>	<i>Weight</i>	<i>Don</i>	<i>Holdout</i>	<i>Notes</i>
0	Cane	1	\$4	1.2	3	-4	[1]
0	Cloth, Padded	1*	\$5	0.6	3	0	
0	Horn	3	\$25	2.5	3	-4	
0	Layered Cloth, Light	2*	\$15	1.2	3	0	
0	Layered Cloth, Medium	3	\$35	2	3	-2	
0	Leather, Light	0*	\$18	0.3	3	0	[2]
0	Leather, Medium	2*	\$10	1.2	3	-2	[3]
0	Leather, Heavy	3	\$20	2	3	-4	[3]
0	Wood	3	\$10	3	3	-8	[4]
1	Hardened Leather, Medium	2	\$13	1.5	3	-3	
1	Hardened Leather, Heavy	3	\$25	2.5	3	-4	
1	Layered Leather, Light	2*	\$12	1.5	3	-1	
1	Layered Leather, Medium	3	\$22	2.6	3	-2	
1	Scale, Light	3	\$32	1.6	3	-3	[5]

Upper Arms (Continued)

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
1	Scale, Medium	4	\$55	2.8	3	-4	[5]
2	Jack of Plates	3	\$30	1.8	3	-3	[5]
2	Mail, Light	3*	\$50	1.2	3	-1	[6]
2	Mail, Fine	4*	\$90	1.5	3	-2	[6]
2	Mail, Heavy	5*	\$120	1.8	3	-3	[6]
2	Segmented Plate, Light	3	\$60	1.6	5	-3	
2	Segmented Plate, Medium	4	\$90	2.4	5	-4	
3	Mail and Plates	5	\$100	2	3	-3	[5]
4	Brigandine, Light	3	\$90	1	3	-2	
4	Brigandine, Medium	5	\$180	2	3	-4	
4	Plate, Light	3	\$100	0.8	5	-3	
4	Plate, Medium	6	\$250	2	5	-5	



Elbows

5%; roll 1d on an arm hit; on 4, the armor is hit

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$2	0.6	3	-4	[1]
0	Cloth, Padded	1*	\$3	0.3	3	0	
0	Horn	3	\$13	1.3	3	-4	
0	Layered Cloth, Light	2*	\$8	0.6	3	0	
0	Layered Cloth, Medium	3	\$18	1	3	-2	
0	Leather, Light	0*	\$9	0.2	3	0	[2]
0	Leather, Medium	2*	\$5	0.6	3	-2	[3]
0	Leather, Heavy	3	\$10	1	3	-4	[3]
0	Wood	3	\$5	1.5	3	-8	[4]
1	Hardened Leather, Medium	2	\$6	0.8	3	-3	
1	Hardened Leather, Heavy	3	\$13	1.3	3	-4	
1	Layered Leather, Light	2*	\$6	0.8	3	-1	
1	Layered Leather, Medium	3	\$11	1.3	3	-2	
1	Scale, Light	3	\$16	0.8	3	-3	[5]
1	Scale, Medium	4	\$28	1.4	3	-4	[5]
2	Jack of Plates	3	\$15	0.9	3	-3	[5]
2	Mail, Light	3*	\$25	0.6	3	-1	[6]
2	Mail, Fine	4*	\$45	0.8	3	-2	[6]
2	Mail, Heavy	5*	\$60	0.9	3	-3	[6]
2	Segmented Plate, Light	3	\$30	0.8	3	-3	
2	Segmented Plate, Medium	4	\$45	1.2	3	-4	
3	Mail and Plates	5	\$50	1	3	-3	[5]
3	Plate, Light	3	\$50	0.4	3	-3	
3	Plate, Medium	6	\$125	1	3	-5	
4	Brigandine, Light	3	\$45	0.5	3	-2	
4	Brigandine, Medium	5	\$90	1	3	-4	

Forearms

25%; roll 1d on an arm hit; on 1-3, the armor is hit

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$9	3	8	-4	[1]
0	Cloth, Padded	1*	\$13	1.5	4	0	
0	Horn	3	\$63	6.3	8	-4	
0	Layered Cloth, Light	2*	\$38	3	5	0	
0	Layered Cloth, Medium	3	\$88	5	8	-2	
0	Leather, Light	0*	\$45	0.8	8	0	[2]
0	Leather, Medium	2*	\$25	3	8	-2	[3]
0	Leather, Heavy	3	\$50	5	8	-4	[3]
0	Wood	3	\$25	7.5	8	-8	[4]
1	Hardened Leather, Medium	2	\$31	3.8	8	-3	
1	Hardened Leather, Heavy	3	\$63	6.3	8	-4	
1	Layered Leather, Light	2*	\$30	3.8	5	-1	
1	Layered Leather, Medium	3	\$55	6.5	8	-2	
1	Scale, Light	3	\$80	4	8	-3	[5]
1	Scale, Medium	4	\$138	7	8	-4	[5]
2	Jack of Plates	3	\$75	4.5	8	-3	[5]
2	Mail, Light	3*	\$125	3	4	-1	[6]
2	Mail, Fine	4*	\$225	3.8	4	-2	[6]
2	Mail, Heavy	5*	\$300	4.5	4	-3	[6]
2	Plate, Light	3	\$250	2	11	-3	
2	Plate, Medium	6	\$625	5	11	-5	
2	Segmented Plate, Light	3	\$150	4	11	-3	
2	Segmented Plate, Medium	4	\$225	6	11	-4	
3	Mail and Plates	5	\$250	5	5	-3	[5]
4	Brigandine, Light	3	\$225	2.5	8	-2	
4	Brigandine, Medium	5	\$450	5	8	-4	

Archers should wear either eyelet holed doublets that will resist the thrust of a sword or dagger and covered with some trim to the liking of the captain . . . or else jacks of mail quilted upon fustian.

– Sir John Smythe

LEG ARMOR

Thighs (p. 11), *Knees* (p. 12), and *Shins* (pp. 12-13) are subsets of *Legs* (below).

Legs

100%; locations 6-7, 13-14

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$35	12	30	-4	[1]
0	Cloth, Padded	1*	\$50	6	15	0	
0	Horn	3	\$250	25	30	-4	
0	Layered Cloth, Light	2*	\$150	12	20	0	
0	Layered Cloth, Medium	3	\$350	20	30	-2	
0	Leather, Light	0*	\$180	3.3	30	0	[2]
0	Leather, Medium	2*	\$100	12	30	-2	[3]
0	Leather, Heavy	3	\$200	20	30	-4	[3]
0	Wood	3	\$100	30	30	-9	[4]
1	Hardened Leather, Medium	2	\$125	15	30	-3	
1	Hardened Leather, Heavy	3	\$250	25	30	-4	

Legs (Continued)

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
1	Layered Leather, Light	2*	\$120	15	20	-1	
1	Layered Leather, Medium	3	\$220	26	30	-2	
1	Scale, Light	3	\$320	16	30	-3	[5]
1	Scale, Medium	4	\$550	28	30	-4	[5]
2	Jack of Plates	3	\$300	18	30	-3	[5]
2	Mail, Light	3*	\$500	12	15	-1	[6]
2	Mail, Fine	4*	\$900	15	15	-2	[6]
2	Mail, Heavy	5*	\$1,200	18	15	-3	[6]
2	Segmented Plate, Light	3	\$600	16	45	-3	
2	Segmented Plate, Medium	4	\$900	24	45	-4	
3	Mail and Plates	5	\$1,000	20	20	-3	[5]
4	Brigandine, Light	3	\$900	10	30	-2	
4	Brigandine, Medium	5	\$1,800	20	30	-4	
4	Plate, Light	3	\$1,000	8	45	-3	
4	Plate, Medium	6	\$2,500	20	45	-5	

Thighs

45%; roll 1d on a leg hit; on 5-6, the armor is hit

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$16	5.4	14	-4	[1]
0	Cloth, Padded	1*	\$23	2.7	7	0	
0	Horn	3	\$113	11.3	14	-4	
0	Layered Cloth, Light	2*	\$68	5.4	9	0	
0	Layered Cloth, Medium	3	\$158	9	14	-2	
0	Leather, Light	0*	\$81	1.5	14	0	[2]
0	Leather, Medium	2*	\$45	5.4	14	-2	[3]
0	Leather, Heavy	3	\$90	9	14	-4	[3]
0	Wood	3	\$45	13.5	14	-8	[4]
1	Hardened Leather, Medium	2	\$56	6.8	14	-3	
1	Hardened Leather, Heavy	3	\$113	11.3	14	-4	
1	Layered Leather, Light	2*	\$54	6.8	9	-1	
1	Layered Leather, Medium	3	\$99	11.7	14	-2	
1	Scale, Light	3	\$144	7.2	14	-3	[5]
1	Scale, Medium	4	\$248	12.6	14	-4	[5]
2	Jack of Plates	3	\$135	8.1	14	-3	[5]
2	Mail, Light	3*	\$225	5.4	7	-1	[6]
2	Mail, Fine	4*	\$405	6.8	7	-2	[6]
2	Mail, Heavy	5*	\$540	8.1	7	-3	[6]
2	Segmented Plate, Light	3	\$270	7.2	20	-3	
2	Segmented Plate, Medium	4	\$405	10.8	20	-4	
3	Mail and Plates	5	\$450	9	9	-3	[5]
4	Brigandine, Light	3	\$405	4.5	14	-2	
4	Brigandine, Medium	5	\$810	9	14	-4	
4	Plate, Light	3	\$450	3.6	20	-3	
4	Plate, Medium	6	\$1,125	9	20	-5	

Their hoofs they collect, clean, split, and make from them as it were python scales . . . These pieces they bore and stitch together with the sinews of horses and oxen, and then use them as breastplates that . . . can withstand blows of missiles and those struck in close combat.

– Pausanias

Knees

5%; roll 1d on a leg hit; on 4, the armor is hit

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$2	0.6	3	-4	[1]
0	Cloth, Padded	1*	\$3	0.3	3	0	
0	Horn	3	\$13	1.3	3	-4	
0	Layered Cloth, Light	2*	\$8	0.6	3	0	
0	Layered Cloth, Medium	3	\$18	1	3	-2	
0	Leather, Light	0*	\$9	0.2	3	0	[2]
0	Leather, Medium	2*	\$5	0.6	3	-2	[3]
0	Leather, Heavy	3	\$10	1	3	-4	[3]
0	Wood	3	\$5	1.5	3	-8	[4]
1	Hardened Leather, Medium	2	\$6	0.8	3	-3	
1	Hardened Leather, Heavy	3	\$13	1.3	3	-4	
1	Layered Leather, Light	2*	\$6	0.8	3	-1	
1	Layered Leather, Medium	3	\$11	1.3	3	-2	
1	Scale, Light	3	\$16	0.8	3	-3	[5]
1	Scale, Medium	4	\$28	1.4	3	-4	[5]
2	Jack of Plates	3	\$15	0.9	3	-3	[5]
2	Mail, Light	3*	\$25	0.6	3	-1	[6]
2	Mail, Fine	4*	\$45	0.8	3	-2	[6]
2	Mail, Heavy	5*	\$60	0.9	3	-3	[6]
2	Segmented Plate, Light	3	\$30	0.8	3	-3	
2	Segmented Plate, Medium	4	\$45	1.2	3	-4	
3	Mail and Plates	5	\$50	1	3	-3	[5]
3	Plate, Light	3	\$50	0.4	3	-3	
3	Plate, Medium	6	\$125	1	3	-5	
4	Brigandine, Light	3	\$45	0.5	3	-2	
4	Brigandine, Medium	5	\$90	1	3	-4	

But when Andrew of Dureboise was inside, upon his knees, the foe fell upon him with axes and swords and smote him sore; but since he wore his armor, thanks be to God, they wounded him not.

– Robert of Clari, “The Siege of Constantinople”

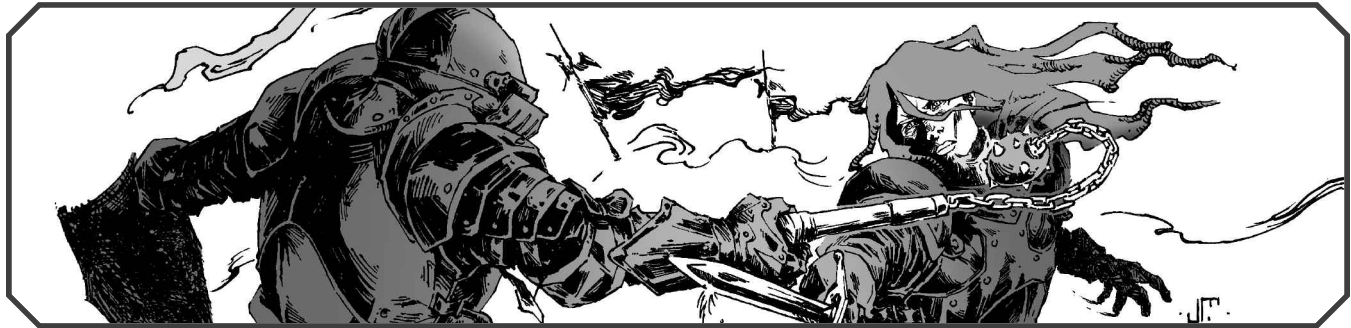
Shins

50%; roll 1d on a leg hit; on 1-3, the armor is hit

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$18	6	15	-4	[1]
0	Cloth, Padded	1*	\$25	3	8	0	
0	Horn	3	\$125	12.5	15	-4	
0	Layered Cloth, Light	2*	\$75	6	10	0	
0	Layered Cloth, Medium	3	\$175	10	15	-2	
0	Leather, Light	0*	\$90	1.7	10	0	[2]
0	Leather, Medium	2*	\$50	6	15	-2	[3]
0	Leather, Heavy	3	\$100	10	15	-4	[3]
0	Wood	3	\$50	15	15	-8	[4]
1	Hardened Leather, Medium	2	\$63	7.5	15	-3	
1	Hardened Leather, Heavy	3	\$125	12.5	15	-4	
1	Layered Leather, Light	2*	\$60	7.5	10	-1	
1	Layered Leather, Medium	3	\$110	13	15	-2	
1	Scale, Light	3	\$160	8	15	-3	[5]
1	Scale, Medium	4	\$275	14	15	-4	[5]
2	Jack of Plates	3	\$150	9	15	-3	[5]
2	Mail, Light	3*	\$250	6	8	-1	[6]
2	Mail, Fine	4*	\$450	7.5	8	-2	[6]

Shins (Continued)

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
2	Mail, Heavy	5*	\$600	9	8	-3	[6]
2	Plate, Light	3	\$500	4	23	-3	
2	Plate, Medium	6	\$1,250	10	23	-5	
2	Segmented Plate, Light	3	\$300	8	23	-3	
2	Segmented Plate, Medium	4	\$450	12	23	-4	
3	Mail and Plates	5	\$500	10	10	-5	[5]
4	Brigandine, Light	3	\$450	5	15	-2	
4	Brigandine, Medium	5	\$900	10	15	-4	



HEADGEAR AND NECK PROTECTION

For additional helmet constructions, see *Helmets* (pp. 18-19).

Pot Helm

20%; locations 3-4

Padding (+1 DR) adds \$10, 1.2 lbs.

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$7	2.4	6	-5	[1]
0	Cloth, Padded	1*	\$10	1.2	3	-1	
0	Horn	3	\$50	5	6	-5	
0	Layered Cloth, Light	2*	\$30	2.4	4	-1	
0	Layered Cloth, Medium	3	\$70	4	6	-3	
0	Layered Cloth, Heavy	4	\$120	5.6	6	-5	
0	Leather, Light	0*	\$36	0.7	6	-1	[2]
0	Leather, Medium	2*	\$20	2.4	6	-3	[3]
0	Leather, Heavy	3	\$40	4	6	-5	[3]
0	Wood	3	\$20	6	6	-9	[4]
1	Hardened Leather, Medium	2	\$25	3	6	-4	
1	Hardened Leather, Heavy	3	\$50	5	6	-5	
1	Layered Leather, Light	2*	\$24	3	4	-2	
1	Layered Leather, Medium	3	\$44	5.2	6	-3	
1	Layered Leather, Heavy	4	\$105	7	6	-5	
1	Scale, Light	3	\$64	3.2	6	-4	[5]
1	Scale, Medium	4	\$110	5.6	6	-5	[5]
1	Scale, Heavy	5	\$220	8	6	-7	
2	Plate, Light	3	\$200	1.6	9	-4	
2	Plate, Medium	6	\$500	4	9	-6	
4	Brigandine, Light	3	\$180	2	6	-3	
4	Brigandine, Medium	5	\$360	4	6	-5	
4	Paper, Proofed	6	\$400	9	4	-7	[1]
4	Plate, Heavy	9	\$800	6.4	9	-8	

Bascinet

25%; locations 3-4, 5 (back only)

Padding (+1 DR) adds \$13, 1.5 lbs.

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$9	3	8	-5	[1]
0	Cloth, Padded	1*	\$13	1.5	4	-1	
0	Horn	3	\$63	6.3	8	-5	
0	Layered Cloth, Light	2*	\$38	3	5	-1	
0	Layered Cloth, Medium	3	\$88	5	8	-3	
0	Leather, Light	0*	\$45	0.8	8	-1	[2]
0	Leather, Medium	2*	\$25	3	8	-3	[3]
0	Leather, Heavy	3	\$50	5	8	-5	[3]
0	Wood	3	\$25	7.5	8	-9	[4]
1	Hardened Leather, Medium	2	\$31	3.8	8	-4	
1	Hardened Leather, Heavy	3	\$63	6.3	8	-5	
1	Layered Leather, Light	2*	\$30	3.8	5	-2	
1	Layered Leather, Medium	3	\$55	6.5	8	-3	
1	Scale, Light	3	\$80	4	8	-4	[5]
1	Scale, Medium	4	\$138	7	8	-5	[5]
3	Plate, Light	3	\$250	2	11	-4	
3	Plate, Medium	6	\$625	5	11	-6	
4	Brigandine, Light	3	\$225	2.5	8	-3	
4	Brigandine, Medium	5	\$450	5	8	-5	
4	Plate, Heavy	9	\$1,000	8	11	-8	

Coif

30%; locations 3-4, 5 (back only), 17-18

Padding (+1 DR) adds \$15, 1.8 lbs.

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
2	Mail, Light	3*	\$150	3.6	5	-2	[6]
2	Mail, Fine	4*	\$270	4.5	5	-3	[6]
2	Mail, Heavy	5*	\$360	5.4	5	-4	[6]
3	Mail and Plates	5	\$300	6	6	-4	[5]
3	Mail, Jousting	6	\$450	9	9	-4	[7]

Full Helm

30%; locations 3-5

Padding (+1 DR) adds \$15, 1.8 lbs.

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Wood	3	\$30	9	9	-9	[4]
1	Hardened Leather, Medium	2	\$38	4.5	9	-4	
1	Hardened Leather, Heavy	3	\$75	7.5	9	-5	
3	Plate, Light	3	\$300	2.4	14	-4	
3	Plate, Medium	6	\$750	6	14	-6	
4	Plate, Heavy	9	\$1,200	9.6	14	-8	

Greathelm

35%; locations 3-5, 17-18

No padding required. Cannot be concealed!

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
3	Plate, Light	3	\$350	2.8	16	No	
3	Plate, Medium	6	\$875	7	16	No	
4	Plate, Heavy	9	\$1,400	11.2	16	No	

Upon her head she set the double-crested golden helm with its four horns wrought with the fighting men of a hundred cities.

– Homer, *The Iliad*

Neck

5%; locations 17-18

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Cane	1	\$2	0.6	3	-5	[1]
0	Cloth, Padded	1*	\$3	0.3	3	-1	
0	Layered Cloth, Light	2*	\$8	0.6	3	-1	
0	Layered Cloth, Medium	3	\$18	1	3	-3	
0	Leather, Light	0*	\$9	0.2	3	-1	[2]
0	Leather, Medium	2*	\$5	0.6	3	-3	[3]
0	Leather, Heavy	3	\$10	1	3	-5	[3]
0	Wood	3	\$5	1.5	3	-9	[4]
1	Hardened Leather, Medium	2	\$6	0.8	3	-4	
1	Hardened Leather, Heavy	3	\$13	1.3	3	-5	
1	Layered Leather, Light	2*	\$6	0.8	3	-2	
1	Layered Leather, Medium	3	\$11	1.3	3	-3	
1	Scale, Light	3	\$16	0.8	3	-4	[5]
1	Scale, Medium	4	\$28	1.4	3	-5	[5]
2	Jack of Plates	3	\$15	0.9	3	-4	[5]
2	Mail, Light	3*	\$25	0.6	3	-2	[6]
2	Mail, Fine	4*	\$45	0.8	3	-3	[6]
2	Mail, Heavy	5*	\$60	0.9	3	-4	[6]
2	Segmented Plate, Light	3	\$30	0.8	3	-4	
2	Segmented Plate, Medium	4	\$45	1.2	3	-5	
3	Mail and Plates	5	\$50	1	3	-4	[5]
4	Brigandine, Light	3	\$45	0.5	3	-3	
4	Brigandine, Medium	5	\$90	1	3	-5	
4	Plate, Light	3	\$50	0.4	3	-4	
4	Plate, Medium	6	\$125	1	3	-6	

GLOVES AND FOOTWEAR

These tables assume matched pairs, one piece of armor for each of two hands or feet. *Halve* cost and weight for just one.

Hands

10%; location 15

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Mittens	0*	\$8	0.5	6	-3	[2, 9, 10]
1	Gloves, Cloth	0*	\$15	0.5	10	-1	[2, 9, 11]
1	Gloves, Light Leather	0*	\$15	0.5	10	-1	[2, 9, 11]
1	Mittens, Padded Cloth	1*	\$20	1	6	-3	[9, 10]
1	Gauntlets, Padded Cloth	1*	\$5	0.6	10	-2	[11]
1	Gauntlets, Hardened Leather	2	\$13	1.5	10	-4	[10]
1	Gauntlets, Light Scale	3	\$32	1.6	10	-4	[5, 10]
2	Gauntlets, Light Mail	3*	\$50	1.2	10	-2	[6, 10]
2	Gauntlets, Fine Mail	4*	\$90	1.5	10	-3	[6, 10]
2	Gauntlets, Heavy Mail	5*	\$120	1.8	10	-4	[6, 10]
3	Gauntlets, Light Segmented	3	\$60	1.6	10	-4	[10]
3	Gauntlets, Medium Segmented	4	\$90	2.4	10	-5	[10]
4	Gauntlets, Light Plate	3	\$100	0.8	10	-4	[10]
4	Gauntlets, Medium Plate	6	\$250	2	10	-6	[10]

Feet

10%; location 16

TL	Description	DR	Cost	Weight	Don	Holdout	Notes
0	Moccasins	1*	\$40	1	6	-1	[12]
0	Mukluks	1*	\$50	2	6	-5	[13]
0	Sandals	1*	\$25	0.5	10	-2	[14]
1	Sandals, Hobnailed	1*	\$50	1.5	10	-2	[14, 15]
1	Shoes	1*	\$40	2	6	-3	[3]
1	Shoes, Hobnailed	1*	\$65	3	6	-3	[3, 15]
1	Shoes, Medium Leather	2*	\$45	2.5	6	-3	[3]
1	Boots, Light Leather	0*	\$50	1.5	6	-1	[2]
1	Boots, Leather	2*	\$80	3	6	-4	[3]
1	Sollerets, Light Scale	3	\$32	1.6	10	-4	[5]
2	Sollerets, Light Mail	3*	\$50	1.2	6	-2	[6]
2	Sollerets, Fine Mail	4*	\$90	1.5	6	-3	[6]
2	Sollerets, Heavy Mail	5*	\$120	1.8	6	-4	[6]
3	Sabatons, Light Segmented	3	\$60	1.6	10	-4	
3	Sabatons, Medium Segmented	4	\$90	2.4	10	-5	
4	Sabatons, Light Plate	3	\$100	0.8	10	-4	
4	Sabatons, Medium Plate	6	\$250	2	10	-6	

Armor Locations Table

To make it easier to interpret the armor tables and roll random hit locations without having *GURPS Low-Tech* open alongside *Instant Armor*, here's the *Armor Locations Table* from p. 100 of that book.

Location: The body part protected.

Cost and Weight: The percentage to apply to the cost and weight for complete torso armor on the *Armor Table* (*Low-Tech*, pp. 110-111) to get cost and weight for armor on this body part. For armor that covers only *half* of a location (e.g., "front only," like a breastplate) – or *one* arm, leg, hand, foot, etc. – *halve* cost and weight. These percentages can also be used to calculate figures such as manufacture time (*GURPS Low-Tech Companion 3*, pp. 22-26) and donning time (*Low-Tech*, p. 102).

Roll: The dice-roll results that mean a hit on the body part; for details, see *Human and Humanoid Hit Location Table* (p. B552).

Notes: Additional details on armor coverage; see *Notes* (below).

Location	Cost and Weight	Roll	Notes
Head	30%	3-5	[1]
Skull	20%	3-4	
Face	10%	5	
Neck	5%	17-18	
Torso	100%	9-11	[2, 3]
Chest	75%	9-10	[2]
Abdomen	25%	11	[2, 4]
Groin	5%	–	
Arms	50%	8, 12	[5]
Shoulders	10%	–	[6]
Upper Arms	10%	–	[7]
Elbows	5%	–	[8]
Forearms	25%	–	[9]

Location	Cost and Weight	Roll	Notes
Hands	10%	15	
Legs	100%	6-7, 13-14	[10]
Thighs	45%	–	[11]
Knees	5%	–	[8]
Shins	50%	–	[9]
Feet	10%	16	

Notes

[1] Includes *skull* and *face*.

[2] Roll 1d; on 1, the *vitals* are hit.

[3] Includes *chest* and *abdomen*.

[4] Includes *groin*.

[5] Include *shoulders*, *upper arms*, *elbows*, and *forearms*, but not hands.

[6] Roll 1d; on 6, the armor is hit.*

[7] Roll 1d; on 5, the armor is hit.*

[8] Roll 1d; on 4, the armor is hit.*

[9] Roll 1d; on 1-3, the armor is hit.*

[10] Include *thighs*, *knees*, and *shins*, but not feet.

[11] Roll 1d; on 5-6, the armor is hit.*

* For partial limb armor, roll 1d *once* to see where the attack hits. For an *arm*: (1-3) forearm; (4) elbow; (5) upper arm; (6) shoulder. For a *leg*: (1-3) shin; (4) knee; (5-6) thigh.

*The Bedouins' creed is this:
That no man can die, save on his
appointed day; and for this reason
they will not wear armour.*

– Jean de Joinville

CHAPTER TWO

OPTIONAL

ARMOR RULES

GURPS Low-Tech allows for even more customization than Chapter 1 suggests! It outlines different materials from which armor can be made and describes several ways to alter armor

that modify its performance. A few accessories and odd pieces of armor fall outside even *this* system . . .

Holdout

Some types of armor are easy to conceal; either they look like regular clothing or they can be hidden by wearing a tunic or a jacket over them. Typically, only a tactile search can detect such protection. Other, bulkier types are easily spotted even when worn under a large poncho or cloak.

The rules for concealing armor on p. 102 of **GURPS Low-Tech** give a generic Holdout penalty equal to DR for rigid armor or DR/3 for flexible armor. Bonus DR from better materials (silk, leather of quality, hardened steel, etc.) *doesn't* count toward this penalty. However, some armor types, like straw (**Low-Tech**, p. 106), are exceptionally thick

or bulky, and especially difficult to conceal; others, like brigandine (**Low-Tech**, p. 108), are particularly well-suited to concealment. As well, armor worn on extremities is harder to hide than that worn elsewhere; apply an extra -1 to Holdout for hand, foot, neck, or head armor. The tables in Chapter 1 suggest Holdout modifiers that take such factors into account.

In all cases, Holdout penalties apply when the armor is *worn*, not just carried. Expert tailoring can eliminate up to -1 in penalties, while masterful tailoring can remove up to -2; see *Expert Tailoring* (**Low-Tech**, p. 110). Conversely, cheap armor gives an extra -1.

SPECIAL MATERIALS TABLE

Armor was most commonly made from cloth, leather, and/or iron, but **GURPS Low-Tech** offers other options, which are summarized here.

TL: The tech level at which the material appears.

Description: The material's name.

Applicability: Types of armor that can be made from the material.

Cost: The cost modification for using the material – either a “cost factor” (CF) or a flat addition.

Effect: Material's modifications to DR, weight, durability, etc.

Page: Location of the relevant text in **Low-Tech**.

TL	Description	Applicability	Cost	Effect	Page
0	Bone	Horn armor	-0.6 CF	Ablative (p. B47)	106
0	Leather of Quality	Leather armor	+4 CF	+1 DR	105
0	Rawhide	Hardened leather armor*	-0.6 CF	0.5× HP	104
1	Bronze	Metal armor*	+3 CF	–	108
1	Copper	Metal armor*	No change	-1 DR	108
1	Feathers	Textile clothing/armor†	+\$2,000	+1 DR vs. light missiles	104
1	Jade	Heavy scale/lamellar armor	+4 CF	+2 reactions; 2× weight; semi-ablative (p. B47)	106
1	Jade, Gem-Quality	Heavy scale/lamellar armor	+9 CF	+3 reactions; 2× weight; semi-ablative (p. B47)	106
1	Stone	Heavy scale/lamellar armor	-0.5 CF	2× weight; semi-ablative (p. B47)	106
2	Paper	Textile clothing/armor†	-0.25 CF	Combustible (p. B433)	106
2	Silk	Textile clothing/armor†	+19 CF	+1 DR vs. <i>cutting</i> and <i>impaling</i>	104
4	Steel, Duplex	Plate/segmented plate armor	+8 CF	+1 DR; -10% weight	110
4	Steel, Hardened	Metal armor	+4 CF	+1 DR	110

* Armor of this type is available at the listed, earlier TL if made of this material.

† Layered cloth, padded cloth, etc.

SPECIAL MODIFICATIONS TABLE

GURPS Low-Tech also gives options for modifying various armor types by quality and construction technique. The headings below have similar definitions to those on the *Special Materials Table* (p. 17).

Some armor types are only suitable for certain body parts.

TL	Description	Applicability	Cost	Effect	Page
0	Cheap	Any armor	-0.6 CF	-1 DR	109
0	Reinforced	Textile* or leather armor	+0.25 CF	+1 DR vs. <i>cutting</i> ; +25% weight	105
1	Fluting	Scale/lamellar or plate armor	+4 CF	-10% weight	110
1	Mountain Scale	Light/medium scale armor	+1 CF	+1 DR vs. <i>crushing</i>	106
1	Tailoring, Expert	Any armor	+5 CF	-1 to target chinks; -15% weight	110
1	Tailoring, Masterful	Any armor	+29 CF	-1 to target chinks; -30% weight	110
2	Butted Mail	Heavy mail armor	-0.6 CF	-3 DR vs. <i>impaling</i>	107
3	Banded Mail	Light mail armor	+0.5 CF	+2 DR vs. <i>crushing</i> ; +50% weight	107

* Layered cloth, padded cloth, etc.

HELMETS

Rules for building helmets appear on pp. 111-113 of **GURPS Low-Tech**: Start with a basic type (e.g., “pot helm” or “full helm”) and add accessories such as a nasal and cheek guards, if necessary, to protect parts of the face. Several examples of historical helmets constructed this way appear below.

Helmet Padding

Helmets are the only pieces of armor where the padding is thick enough to provide additional DR. For other hit locations, the padding is lighter and already incorporated into the cost and weight of armor. Stats for helmet padding appear above the applicable tables in Chapter 1, and may represent either a separate arming cap or an integrated liner. The only helmet type worn without padding is the *greathelm* (**GURPS Low-Tech**, p. 112).

Example: A medium plate pot helm is listed as DR 6, \$500, 4 lbs. Its padding is DR 1, \$10, 1.2 lbs. In total, helmet and padding are DR 7, \$510, 5.2 lbs.

Arraphian Gurpisu (TL1)

As noted in the Nuzi Tablets (15th century B.C.), the Arraphian word for helmet is *gurpisu*. This Bronze Age helmet was assembled from scales made of rawhide or bronze, laced to a foundation of leather or felt. It was often crested and had cheek guards.

Start with a bronze medium scale pot helm (DR 4, \$440, 5.6 lbs.), and add a crest (\$20, 1 lb.) and full cheek guards (\$66, 0.84 lb.). Padding is DR 1, \$10, 1.2 lbs.

Stats: DR 5 on the skull. The cheek guards have a 3/6 chance of protecting the face with DR 4, but give the wearer Hard of Hearing (p. B138); the crest confers +1 SM for Intimidation (p. B202). \$536, 8.64 lbs.

Greek Corinthian Kranos (TL2)

This is the classical Greek crested full helm (*kranos* or *perikephalaïos*), known as a “Corinthian” today. It was made of fairly light bronze plate but covered the entire head. Cheek guards extended around to cover almost all of the face, resulting in only the eyes being exposed.

Start with a bronze light plate full helm fashioned as a single piece (**Low-Tech**, p. 112): DR 3, \$3,900, 1.8 lbs. Add a crest (\$20, 1 lb.) and padding covering only the skull (DR 1, \$10, 1.2 lbs.).

Stats: DR 4 on the skull; DR 3 over the entire face. The eyes can be targeted at -10; the wearer suffers from Hard of Hearing (p. B138) and No Peripheral Vision (p. B151); and the crest gives +1 SM for Intimidation (p. B202). \$3,930, 4 lbs.

Sasanian Khûd (TL2)

The Sasanids were the last pre-Islamic rulers of the Persian Empire (third through seventh centuries A.D.). Sasanian cataphracts were covered from head to toe in mail. Their helmets (*xûd*) were domed and crested, equipped with a nasal, and featured a mail aventail protecting the sides and back of the head. Some examples had mail covering the entire face, except for the eyes.

To model this, start with a medium plate pot helm: DR 6, \$500, 4 lbs. Add a nasal (\$25, 0.2 lb.) and a light mail aventail (DR 3/1*, \$25, 0.6 lb.). A light mail veil covering the face is DR 3/1*, \$37.50, 0.9 lb. A crest is \$20, 1 lb. and padding is DR 1, \$10, 1.2 lbs.

Stats: DR 7 on the skull; DR 3/1* on the face, back of the head, and neck. The eyes can be targeted at -10; the wearer suffers from No Peripheral Vision (p. B151); and the crest gives +1 SM for Intimidation (p. B202). \$617.50, 7.9 lbs.

Japanese Kabuto (TL3)

Japanese helmets (*kabuto*) consisted of a bowl (*hachi*), made using a *spangenhelm* construction (**Low-Tech**, p. 112), and a neck guard (*shikoro*), made of lamellar or segmented panels.

A decorative crest (*date*) was fixed to the front, while the face was protected by a separate mask called *men yoroi* ("face armor"). There were various types of masks, depending on which parts of the face were covered; the *menpô* covered the lower half of the face up to the eyes (including the nose), and is the one most commonly associated with samurai. Hanging from the bottom of the *men yoroi* was a throat guard (*nodowa*), usually made of lamellar.

Start with a medium plate pot helm (DR 6, \$500, 4 lbs.) and add a medium lamellar (scale) lobsterback (DR 4, \$16.50, 0.84 lb.). Then add a crest (\$20, 1 lb.) and padding (DR 1, \$10, 1.2 lbs.). Treat the *menpô* as a partial visor, with a 4/6 chance of protecting the face (DR 6, \$100, 0.8 lb.). The throat guard is light lamellar (scale) protection for the *front* of the neck: DR 3, \$8, 0.4 lb.

Stats: DR 7 on the skull; DR 4 on the back of the neck; DR 3 on the front of the neck. The half-visor has a 3/6 chance of protecting the face with DR 6; the wearer *doesn't* have No Peripheral Vision, but his eyes are targeted at the usual -9. The crest gives +1 SM for Intimidation (p. B202). \$654.50, 8.24 lbs.

European Tilting Heaume (TL3)

This was the first European helmet that completely enclosed the head. Early examples were barrel-shaped, with flat tops and narrow eye-slits. Some were crested but most were not. Under this *greathelm* was worn a skull cap (*cervelliere*) or a *bascinet* for additional protection. The greathelm was attached to the breastplate or saddle with a suspension chain. After charging with the lance, the knight would remove this and enter the melee with just the lesser helmet underneath.

The heaume is cumbersome: DR 7, \$1,050, 8.4 lbs. Flat-topped examples are cheaper but even heavier: \$840, 10.1 lbs. The greathelm doesn't require padding, but the helmet underneath *does*. A single-piece bascinet is DR 5, \$5,000, 3 lbs.; its padding is DR 1, \$12.50, 1.5 lbs. For rules for flat-topped and single-piece helms, see *Helmet Options* (**Low-Tech**, p. 112).

Stats: DR 13. While the greathelm is worn, the wearer suffers from Hard of Hearing (p. B138) and Tunnel Vision (p. B151). Removing it and relying on only the bascinet (DR 6, \$5,012.50, 4.5 lbs. by itself) restores his vision but not his hearing. The whole setup is \$5,852.50, 14.6 lbs. if flat-topped, or \$6,062.50, 12.9 lbs. if domed.

OPTIONAL ARMOR RULES

These *optional* rules and suggestions add a little more realism to wearing armor.

Abdomen

GURPS Low-Tech divides the torso into two hit locations: chest (locations 9-10; no penalty to hit) and abdomen (location 11, -1 to hit). The groin can be targeted at -3, but not struck at random. To fix this oddity, give the abdomen a random hit location roll, just like the arms and legs (see the notes beneath the *Armor Locations Table*, p. 16). On an abdomen hit, roll 1d

and consult the following table to see exactly where it landed. These sub-locations can also be targeted deliberately at the indicated penalties.

- 1 – *Vitals* (-3 to hit): Increase the wounding modifier for an *impaling* or any *piercing* attack to ×3.
- 2-4 – *Digestive Tract* (-2 to hit): On a major wound (p. B420), you must roll HT-3 to avoid a special infection (see *Infection*, p. B444).
- 5 – *Pelvis* (-3 to hit): On a major wound, you fall down! You cannot stand, and can only fight if you assume a sitting or lying posture. Until healed, you have *Lame* (Missing Legs) (p. B141).
- 6 – *Groin* (-3 to hit): Human males (and males of similar species) suffer *double* shock from crushing damage (to a maximum of -8), and get -5 to knockdown rolls.

Looting Expertly Tailored Armor

Expertly tailored armor (**GURPS Low-Tech**, p. 110) is designed to fit one specific individual. If you acquire expertly tailored armor that was designed for someone else, it won't fit unless you're *identical* in size and shape to the original owner. You'll suffer -1 to DR and -1 to DX, as outlined in *My Armor Doesn't Fit* (**Low-Tech**, p. 103). If you get an armorer to modify it to fit you, then its level of tailoring drops one level: masterfully tailored armor becomes expertly tailored, and expertly tailored armor ends up as regular armor.

Arming Garments

A suit of plate armor cannot be worn comfortably without an *arming doublet* (**Low-Tech**, pp. 101-102) underneath. This long-sleeved garment incorporates cords called *arming points* (twine or leather lacing) to attach small bits of plate and mail. It's very lightly padded and provides no additional DR. However, the patches of light mail – called *voiders* or *gussets* – *do* give DR, and are specifically located at gaps (see *Harsh Realism – Armor Gaps*, **Low-Tech**, p. 101); e.g., they're sewn over the armpit and inside elbows.

An arming doublet should be worn with any TL4 plate armor that includes arms and/or legs. It costs \$160 and weighs 3 lbs. It's possible to wear a suit of plate without an arming doublet, but this results in -1 to DX and DR, since it no longer fits correctly (see *My Armor Doesn't Fit*, **Low-Tech**, p. 103), and the gaps are now unprotected!

Arming hose performs a similar function for the legs, at the same cost and weight. Like voiders for the armpit and inside elbow, arming hose has patches of mail behind the knees to provide protection where the plates do not. Not all plate harnesses require this garment (that's why **Low-Tech** omits it); most thigh armor (*cuisses*) is pointed to the bottom of the arming doublet.

Boots

Boots have to be flexible. This makes light and medium leather suitable, but *not* heavy or hardened leather. The leather boots tabulated under *Feet* (p. 16) are assumed to be made of medium leather and so have -1 DR vs. impaling attacks. However, it would be reasonable to let the undersides provide DR 2 against *all* damage, since soles are generally a little thicker.

Boots cover not only the feet but part of the shins. If a leg is hit, roll 1d; on 1, the boot protects the leg. For boots that cover the *entire* shin, you must combine the entries for foot and shin armor. Medium leather shoes protect the feet (DR 2/1*, \$45, 2.5 lbs.) and medium leather greaves protect the shins (DR 2/1*, \$50, 6 lbs.), for a total of \$95, 8.5 lbs. Such knee-height boots would protect the legs on a roll of 1-3 on 1d.

Sleeping in Armor

A question that commonly arises in gaming is whether someone can sleep in armor. Lighter armor is fine once you're used to it (this includes PCs who enter play with such armor; adapting in play requires a successful HT roll, one attempt per sleep period). Heavier armor – anything with Holdout -3 or worse – definitely *isn't* comfortable. Count only *half* the hours spent trying to sleep in it as actual sleep; see p. B427 for effects. Moreover, each sleep period spent in heavy armor costs 1 FP which can only be recovered by resting for a full sleep period without armor.

Cloaks

According to p. 99 of **Low-Tech**, some cloaks are heavy enough to provide DR 1 against *cutting* attacks – but those rules don't discuss hit locations. Such details depend on the cloak's length and whether it has an integrated hood. The basic model discussed there is knee-length and lacks a hood. It covers the torso and thighs from the back only. If the wearer isn't moving and holds his arms by his sides, it covers his arms as well.

Treat a cloak that also covers the front as a poncho (**Low-Tech**, p. 99). If either kind of cloak is ankle-length and covers *all* of the legs, add 20% to cost and weight. Similarly, adding a hood that enables a cloak to cover the neck and head (the face remains exposed) increases cost and weight by 10%.

Gauntlets

Any hand covering thick enough to protect against damage will hamper manual dexterity. The mittens on p. 98 of **Low-Tech** give the wearer Bad Grip 1 (p. B123) and Ham-Fisted 2 (p. B138), while gloves impose Bad Grip 1 and Ham-Fisted 1. Gauntlets – unlike most gloves and mittens – are specifically designed for handling weapons, and so don't cause Bad Grip. Some intricately articulated plate gauntlets or finely made dueling gloves reinforced with fine mail (**Low-Tech**, p. 107) might also reduce manual dexterity penalties; on gauntlets, the +5 CF for expertly tailoring (**Low-Tech**, p. 110) doesn't just reduce weight, but also gives the wearer Ham-Fisted 1 instead of Ham-Fisted 2.

Layered Armor

The optional *Blunt Trauma and Edged Weapons* rule (**Low-Tech**, p. 102) improves armor's ability to resist cutting weapons by converting some cutting damage to crushing damage. This requires special treatment for layered armor (**Low-Tech**, p. 103). Instead of adding up all the DR values and using the total, apply damage to each layer separately, starting with the outermost armor.

If using *Damage to Armor* (**GURPS Low-Tech Companion** 2, p. 25), then most of the damage should be applied to the outer layer. Calculate damage to the armor beneath that from the damage that penetrates the first layer. For this purpose, always uses the armor's *highest* DR.

Example: Sir Gnaff is wearing a medium coat of plates over a light mail haubergeon. The coat of plates counts as segmented plate: DR 4, 24 lbs. The haubergeon is DR 3 (DR 1 vs. crushing), 12 lbs. If Sir Gnaff is struck with a sword for 7 points of cutting damage, then the coat of plates stops all but 3 points of cutting damage, which is converted to crushing. The mail has just DR 1 vs. crushing attacks, so Sir Gnaff suffers 2 HP of injury.

The *Object Hit Points Table* (p. B558) gives the coat of plates 20 HP and the haubergeon 18 HP. The coat of plates resists damage using its own DR at -1, or DR 3, which means that 7 - 3 = 4 points of damage penetrate. The mail resists using its highest DR at -1, or DR 2, resulting in 3 - 1 = 2 points of penetrating damage.

Pectorals

A *pectoral* is a small chest plate that guards against attacks on the vitals. It also has a chance of protecting the *upper* chest (location 9 but *not* 10), which can be targeted at -1; this increases with the plate's size. Historical examples usually covered the front, not the back, and were held in place by straps. Use this table to assess stats:

Odds of Protection	1/6	2/6	3/6	4/6	5/6
Cost/Weight	5%	7%	10%	13%	16%
Penalty	-1	-1	-2	-2	-3

Odds of Protection: Odds on 1d that the DR counts against a hit on location 9 from the front. It *always* protects the vitals from the front!

Cost/Weight: Percentage of cost and weight of equivalent torso armor (**Low-Tech**, pp. 110-111) for a plate this big.

Penalty: Additional penalty to avoid the pectoral, above and beyond that to target the upper chest (-1), for a net -2 to -4. If using *Targeting Chinks in Armor* (p. B400), vitals protected by a pectoral are targeted at -7 plus this penalty (so at -8 to -10); success halves DR.

Example: Bronze plate with DR 5 is \$8,000, 16 lbs. on the torso. A pectoral of this material with 2/6 odds of protecting location 9 from the front uses 7% of this cost and weight: \$560, 1.12 lbs. (An equivalent iron plate costs just \$140.) An attack to the upper chest aimed at avoiding it takes -2; one targeting "chinks in armor" on the vitals takes -8.

*The armor of Rhesos was golden
and gigantic, a wonder to look upon . . .
not like armor for mortal men to bear,
but for the immortal gods.*

– Homer, *The Iliad*

INDEX

Abdomen, *armor*, 6; *hit location*, 19.
Arm armor, 7-10; *entire*, 7-8; *forearm*, 10; *upper*, 8-9.
Arming garments, 19.
Arraphian helmets, 18.
Bascinet, 14.
Body armor, 4-7.
Boots, 19-20.
Chest armor, 5-6.
Cloaks, 20.
Coifs, 14.
Corinthian helmets, 18.
Digestive tract hit location, 19.
Elbow armor, 9.
European helmets, 19.
Expertly tailored armor, 19.
Footwear, 16; *cost note*, 15.
Gauntlets, 20.
Glossary, 3.
Gloves, 15.
Greathelms, 14.
Greek helmets, 18.
Groin, *armor*, 7; *hit location*, 19.

Gurpisu, 18.
GURPS Low-Tech, 3, 4, 16, 17, 18, 19, 20;
Low-Tech Companion 2: Weapons and Warriors, 20; *Low-Tech Companion 3: Daily Life and Economics*, 16.
Hand armor, 15.
Headgear, 13-14.
Heaumes, 19.
Helmets, 13-14; *new*, 18-19; *padding*, 18.
Helms, *full*, 14; *great*, 15; *pot*, 13.
Hit locations, *new*, 19.
Holdout modifiers, 17; *see also specific armor types*.
Japanese helmets, 18-19.
Kabuto, 18-19.
Khûd, 18.
Knee armor, 12.
Kranos, 18.
Layered armor, 20.
Leg armor, 10-13; *entire*, 10-11.
Limb armor, 7-13.
Locations, *armor*, 16; *hit*, 19.

Looting, 19.
Materials, 17.
Modifications, 18.
Neck protection, 14-15.
Pectorals, 20.
Pelvis hit location, 19.
Pot helms, 13.
Rules, optional new, 19-20.
Sasanian helmets, 18.
Shin armor, 12-13.
Shoulder armor, 8.
Sleeping in armor, 20.
Tables, *arm armor*, 7-10; *armor locations*, 16; *armor notes*, 4; *body armor*, 4-7; *hit locations*, 19; *foot armor*, 16; *hand armor*, 15; *headgear and neck protection*, 13-15; *leg armor*, 10-11; *limb armor*, 7-13; *pectoral*, 20; *special materials*, 17; *special modifications*, 18.
Thigh armor, 11.
Torso armor, 4-5.
Vitals hit location, 19.

STUCK FOR AN ADVENTURE? NO PROBLEM.

e23 sells high-quality game adventures and supplements in PDF format.

- Get complete sample adventures free for *GURPS*, *In Nomine*, and *Traveller*!
- PDFs from the major players in online publishing: Ronin Arts, Ken Hite, Atlas Games, and 01 Games.
- New gems from up-and-coming publishers, like Atomic Sock Monkey Press and Expeditious Retreat Press.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Original material for *Transhuman Space* and *In Nomine*, with new *GURPS* supplements from Phil Masters, Sean Punch, David Pulver, and William Stoddard!
- Buy it once, have it always. Download your purchases again whenever you need to.



Download ● Print ● Play
STEVE JACKSON GAMES

e23 is part of Warehouse 23, the online store at Steve Jackson Games. Warehouse 23 is also the official Internet retailer for Dork Storm Press, Atlas Games, and many other publishers. Visit us today at www.warehouse23.com for all your game STUFF!