

There are five tabs in the HMK Armour Builder spreadsheet. See New Armour Summary at the end of the READ ME for specifics on how the spreadsheet differs slightly from the HMK rulebook.

Tab 1: Standard Suits: this tab displays the twelve Armour Suits from the HMK rulebook (pages 113–116). Each material-and-article is called an “Item” in the spreadsheet. See Tab 3: Item Builder, below, for comments on new material terms.

Tab 2: Suit Builder: players may construct entirely new suits or copy the articles from a Standard Suit (as listed in the green-shaded columns in the Standard Suits tab) and make a **special paste (text only)** of them into the green-shaded columns of the Suit Builder tab. This could require a right-click > Paste Special > Text only sequence, and the procedure might vary according to operating system.

Add additional articles to the suit by selecting them from a pull down in an available blank green-shaded cell of Column B. As each article is added, a running total of the corresponding data is displayed in Columns D through G. Note the new Bulk Penalty summary in Column E starting on Row 26.

FRONT/BACK AV: for articles that protect to only the front or back (such as Cloaks) use the pull down in Cell G25 to toggle between the respective Front and Back AV values.

TO REMOVE AN ARTICLE: highlight its cell in Column B and hit Delete. The cell reverts to empty (if you had pasted in articles/items, then the pull-down will disappear if you did not make use of the special text paste). You may also ‘reset’ Column B by copying an unused, blank green cell from below and pasting it into the cells you wish to empty.

ADDITIONAL NOTES: See Column EX for additional comments by Andy Gibson.

HIDDEN COLUMNS: J through DN.

Tab 3: Item Builder: this tab contains the data of all materials and articles (“Items”). The material called Cloth in the HMK rulebook is represented here by the name Buckram; Leather in the rulebook is here called Rawhide. You will also find additional Cloth alternatives starting in Row 97, such as Linen and Serge.

See also Rows 234-238 for examples of new items, including those with Master Work Successes (MWS) added in Column W.

ADDITIONAL NOTES: see Column FJ (Row 4) for the glossary of article abbreviations as well as additional comments by Andy Gibson (Row 25).

HIDDEN COLUMNS: X through FH

Tab 4: Suit Store: place newly created suits here (four of Andy’s examples are given). Move this tab closer to the Standard Suits or paste them there for a unified Suits tab.

Tab 5: Tables: this tab summarises the Materials data, including several new Cloth alternatives (e.g. Linen, Serge, Silk), as well as Materials not given discrete data in the HMK Rulebook (e.g. Light and Heavy Fur, Calfskin).

The materials in the HMK rulebook have their first two columns shaded in tan.

ADDITIONAL NOTES: see Row 41 through Row 54 for Andy Gibson's summary of his new quantified Layer rules.

NEW ARMOUR SUMMARY

Consider these underlying assumptions and functions in the spreadsheet:

- 1) ENC is calculated quantitatively, with the effective weight in pounds modified by the specific Body Location (see Item Builder tab, Columns CK through CY, especially Row 1). However, these ENC results for an entire suit **duplicate** the ENC that results from the assigned approach of ENC as found in the HMK rulebook, so the systems are essentially interchangeable (for example, Plate & Mail produces 40 ENC in both approaches).
- 2) The Bulk penalty is calculated quantitatively as well (see Suit Builder tab, Row 36, Columns DT through DW). Any resulting Bulk penalty will appear in the four cells of Column E in the outlined section of the Suit Builder tab.
- 3) When a combination of layers and materials is not allowed, the Suit Builder tab will display a red message in a yellowed cell: 'Suit is NOT LEGAL!!' (Row 4, Columns C to G). See also the Suit Builder tab, Cells F26 through F29 for explanations as to why the suit is illegal. These messages are triggered by the various calculations in the Suit Builder tab in Rows 30 through 40 in (the hidden) Columns DT through DZ.