# Armour:

Wearing armour is often inconvenient but being dead is certainly even more so.

## Modular armour:

In these rules, a suit of armour is constructed from individual pieces and layers, for each body part individually. The rules support anthropomorphous characters and creatures, for which we abstract the body into six regions: Left leg, right leg, left arm, right arm, torso, and the head (but protecting the head follows separate rules; see the section on helmets).

There are different types of armour, differing by materials used and the technique of construction. Each type has an Armour Value (AV – how well it protects), a Bulk Value   
(BV – how much in hinders the wearer) and a layer it belongs to. Each type can also be applied to each body part individually, except the head (again, see the section on helmets). Note that when a type of armour is applied to the torso, its bulk value is multiplied by 2.

**Example:** You can have cloth armour for your torso and limbs, then a boiled leather cuirass for your torso – over the cloth.

## Layers:

Each body part can be equipped with up to three layers of armour. Each type of armour can only go into its corresponding ‘slot’ (Exceptions will be explicitly noted).

Armour types belonging to the second or third layer need to have layer 1 armour or some other kind of suitable padding under them, to cushion the received blows. Any equipped piece of armour without proper padding has its BV increased by 1, and its AV reduced by 1/3 (round down the remaining AV).

## GM Notes:

1) If the players want to mix-and-match different types of armour they should be ready to explain how all the pieces are interconnected.

2) Some types of amour, especially metal ones, work much better if they are tailored to the wearer, so the GM may want to increase BV for armours whose size doesn’t match the wearer.

3) Some armour types, for example full plate armour, cannot be donned or taken off without help.

## Effects of Armour:

Armour protects the wearer but can also hinder him.

**Protection:** Each body part receives Damage Reduction equal to the total Armour Value of all armour pieces covering it. Increase total Damage Reduction for the torso by 25%.

**Hindrance:** See the “Encumbrance” section for more details.

# Classical Armour:

Medieval and renaissance armour types.

|  |  |  |  |
| --- | --- | --- | --- |
| Armour Type / Layer | AV | BV | Note |
| LAYER 1: |  |  |  |
| * Buff Leather, Light | 1 | 1 | Can be Layer 2 |
| * Linen, Light | 2 | 1 | Can be layer 2 |
| * Padded, Light | 3 | 1 | Can be Layer 2 |
| * Buff Leather | 4 | 2 | Can be Layer 2/3 |
| * Linen | 5 | 2 | Can be Layer 2/3 |
| * Padded | 6 | 2 | Can be Layer 2/3 |
| LAYER 2: |  |  |  |
| * Mail\* | 7 (4) | 3 |  |
| * Plated Mail\* | 8 (4) | 3 |  |
| LAYER 2/3: \*\* |  |  |  |
| * Wooden, Light | 4 | 2 |  |
| * Boiled Leather | 5 | 3 |  |
| * Wooden | 6 | 4 |  |
| * Rawhide Lamellar | 7 | 2 |  |
| * Metal Lamellar | 8 | 2 |  |
| * Scale | 9 | 3 |  |
| * Splint/Mail | 10 | 3 |  |
| * Double Layered Mail | 12 | 5 |  |
| LAYER 3: |  |  |  |
| * Jack of Plates | 7 | 3 |  |
| * Brigandine | 8 | 3 |  |
| * Full Plate | 10 | 4 |  |
| * Gothic Full Plate | 11 | 4 |  |
| * Jousting Full Plate | 13 | 5 |  |

**\*Note:** Use AV given in the parenthesis only if worn under a 3rd layer of armour. This is because mail relies on flexibility for protection.

**\*\*Note:** These types are bulkier than usual, either because they have multiple layers or because they are made from thick materials, so they occupy both the second and third layer when worn.

## Classical Armour Descriptions:

Descriptions are mostly ordered as armour types are ordered in their table.

**Buff Leather:** Buff leather is a strong and soft, but somewhat inflexible material produced from animal hides (usually cattle) through a process known as oil-tanning. Armours made from buff leather often have softer materials (like silk or cloth) replacing the leather in areas where freedom of movement is needed. Either way, coats made from buff leather (buff coats) are comfortable to wear under armour and are also weather-resistant.

**Buff Leather, Light:** As buff leather needs to be really thick to provide effective protection, making it thinner to reduce the weight and increase flexibility also massively degrades its performance as a protective item. It remains good against unpleasant weather, though.

**Linen:** Made from multiple layers of linen (up to 20) glued with animal fat, this (relatively) light, cheap and flexible armour is more effective than one might expect. It can often stop arrows and slashing attacks but is less effective against blunt force. It is also easy to repair if damaged (just sow it together). A chestplate made of this material is called a Linothorax.

**Linen, Light:** Linen armour follows the basic principles of armour – less layers equals less protection (and less weight).

**Padded:** Similar to linen armour, but additionally stuffed (or padded, if you will) with wool, cloth or animal hair. It provides excellent protection, even against blunt hits, while being affordable and flexible. It can also be used as regular clothes and keeps wearers warm in cold weather. Like buff leather or linen armours, it’s regularly worn under more durable but less pleasant layers of armour. It is easy to repair, same as linen armour. A padded jacket is commonly known as a Gambeson.

**Padded, Light:** Thinner than regular padded armour, it’s not as good at cushioning blows, but it’s not too bad either.

**Mail:** (Also known as Maille or Chainmail.) Made from small, interlocking metal rings that form a patterned mesh, it is one of the best types of armour ever invented. It offers admirable protection against most types of attacks (though not bludgeoning damage, but that why it’s worn over softer layers of armour) and is very flexible, and not too heavy if properly constructed. However, it takes a lot of time, skill and expensive material to make, so it can be very expensive. A mail coat is commonly called a Hauberk.

Since mail relies on its flexibility, it’s not as durable when closely pressed between two other layers of armour. Because of that, when it’s worn under a third layer of armour, its armour value is halved (from 7 to 4).

**Plated Mail:** It’s basically mail armour with certain parts replaced with solid metal plates, making it a little tougher but not noticeably heavier.

Same as with regular mail armour, its AV is halved (from 8 to 4) when worn under a third layer of armour, for the same reasons.

**Boiled Leather:** Made from large and thick plates of leather hardened by boiling, this armour can provide solid protection if you can’t afford anything better. However, it’s terribly heavy and bulky. It’s also difficult to repair, because separated pieces of leather can’t be sown together without compromising structural toughness.

**Wooden:** One advantage of wood is that it’s cheap and easy to get a hold of. Other than that, it’s not a great material for making armour because it’s not very strong for its volume or weight. That’s why wooden plates need to be very thick (and thus cumbersome) to provide any significant protection. Wood is also susceptible to rot and fire. But hey, at least it floats.

The GM may want to consider granting a bonus to swim tests for characters with lots of wooden armour pieces.

**Wooden, Light:** Wood is already a lousy material for making armours, and even worse when cut into thinner pieces, but that at least allows it to be of bearable weight.

**Rawhide Lamellar:** This armour type is constructed from multiple horizontal rows of small, overlapping rawhide plates, which are then laced together. Due to the overlap, the armour is considerably tough, but it is also flexible because the plates are not firmly fixed to one another. It is also very easy to repair, because individual plates can be unlaced and replaced.

**Metal Lamellar:** This type is very similar to rawhide lamellar armour, with the only difference being that the rawhide plates get replaced with somewhat sturdier metal plates.

**Scale:** A form of armour consisting of many individual small armour scales (plates) of various shapes attached to each other and to a backing of cloth or leather in overlapping rows.

**Splint/Mail:** This type differs from “regular” mail in that it has strips of metal ("splints") attached on top. The splints are narrow metal strips arranged longitudinally, rivetied or sewed to the foundation.

**Double Layered Mail:** It’s just two layers of mail armour one over the other, like the name suggests. It’s twice as heavy but offers considerable protection.

**Jack of Plates:** (Despite being called a jack, it can be worn on any part of the body.) This type of armour is constructed by sewing individual metal plates between few layers of tough cloth, canvas and felt. Not very complicated, but very good at its job.

**Brigandine:** A more advanced version of the Jack of Plate, where layers are riveted together instead of sown. Provides excellent protection.

**Full Plate:** This type of armour is made from large iron or steel plates that entirely encase the part they protect. The protection it provides is almost unmatched, and it’s not too heavy because metal plates don’t need to be too thick in order to be effective. Also, if joints are properly constructed, the armour won’t hinder movement much. On the downside, plate armour often needs to be tailor-made for the wearer, and even when that’s not the case, its price is enormous.

**Gothic Plate:** Using perfected crafting techniques, protection provided by full plate armour could be improved without adding weight. These improvements culminated in superior gothic plate armour.

**Jousting Full Plate:** Jousting armour is like full plate armour, but made extremely thick, and intended solely for use on horseback in jousting tournaments. While it provides better protection than any other type of classical armour, it’s almost unbearably heavy for footsoldiers.

## Modern Armour:

Contemporary and futuristic armour types.

<Placeholder>

## Modern Armour Descriptions:

<Placeholder>

## Classical Helmets:

Medieval and renaissance caps and helmets.

|  |  |  |  |
| --- | --- | --- | --- |
| Type | AV | Category | Special |
| Buff Leather Cap, Light | 1 | Superlight |  |
| Linen Cap, Light | 2 | Superlight |  |
| Padded Cap, Light | 3 | Superlight |  |
| Buff Leather Cap | 4 | Light |  |
| Linen Cap | 5 | Light |  |
| Padded Cap | 6 | Light |  |
| Boiled Leather Helmet | 7 | Medium |  |
| Mail Coif | 8 | Medium |  |
| Pot Helmet | 9 | Medium |  |
| Nasal Helm | 10 | Medium |  |
| Kettle Helm | 11 | Medium |  |
| Morion | 12 | Medium |  |
| Lobster-Tailed Helmet | 13 | Medium |  |
| Barbute | 14 | Heavy | -1 Awareness |
| Greathelm | 15 | Heavy | -1 Awareness |
| Bascinet | 16 | Heavy | -1 Awareness |
| Sallet | 17 | Heavy | -1 Awareness |
| Gothic Sallet | 18 | Superheavy | -2 Awareness |
| Burgonet | 19 | Superheavy | -2 Awareness |
| Jousting Burgonet | 20 | Superheavy | -2 Awareness |

## Classical Helmet Descriptions:

<Placeholder>

## Armour Modifiers:

<Placeholder>

## Shields:

Shields provide a reliable defence to those skilled enough to use them and are a more affordable alternative to a full suit of armour.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Shield Type | Block Bonus | ETP | Enervation | DR |
| Buckler | - | - | - | 10 |
| Small Shield | +1 | - | - | 14 |
| Large Shield | +2 | 1 | - | 18 |
| Tower Shield | +3 | 2 | +1 | 22 |

**Block Bonus:** Most shields passively provide a bonus to Armour skill tests made to block incoming attacks.

**ETP:** Shields larger than the buckler impose an Encumbrance Test Penalty (ETP) that stacks with ETP coming from other sources.

**Enervation:** Enervation caused by lugging the shield around and maneuvering with it in combat.

**DR:** Damage resistance of the shield that’s used when actively blocking.

**Improvised shields:** When actively blocking with an object that’s not a shield (or other dedicated blocking tool), use the following statistics: Block Bonus -1, -2 if the object is exceptionally heavy. Determine ETP based on the object’s size and weight. Add +1 Enervation if the object is of comparable size and weight to a tower shield. Set DR around 10 but you may increase it if the object is especially sturdy or large.