# 10.2 Armour

I don’t really know what to write here, it’s pretty clear what armour is for. Wearing armour is often inconvenient, but being dead is certainly even more so.

Subtitle:

A suit of armour offers protection against attacks and other sources of harm (such as traps). A good example of a hazard where armour *doesn’t* help is fall damage.

The primary characteristic of all any armour is, of course, the protection it offers. That’s written in the following form:

**ND (M+)**

Whenever a character receives a Wound from a source against which his armour can help, he rolls N 6-sided dice. For each die that comes up with M or more, the level of the received Wound is reduced by 1.

The number in the parentheses (M in the formula above) is called the armour’s Threshold.

Armour Weight Category:

|  |  |  |  |
| --- | --- | --- | --- |
| Weight Category / Type | Protection | Hardness | Bulk |
| SUPERLIGHT: |  |  |  |
| * Hide | 2D (6) | 0 | 1 |
| LIGHT: |  |  |  |
| * Linen or Cloth | 2D (5+) | 4 | 2 |
| * Padded | 3D (5+) | 4 | 3 |
| MEDIUM: |  |  |  |
| * Boiled Leather | 3D (4+) | 8 | 4 |
| * Mail | 4D (4+) | 8 | 5 |
| HEAVY: |  |  |  |
| * Splint or Scale | 4D (3+) | 12 | 6 |
| * Brigandine | 5D (3+) | 12 | 7 |
| * Full Plate | 6D (3+) | 12 | 8 |
| SUPERHEAVY: |  |  |  |
| * Jousting Full Plate | 6D (2+) | 16 | 10 |

Another significant property a suit of armour has is its weight category. It can be one of 5 values: Superlight, Light, Medium, Heavy or Superheavy.

You’ll notice that all armours belonging to the same category have similar Bulk values. Incidentally, they also share the same Threshold and Hardness values, but the real effect of weight categories pertains to Fatigue Tests in Sequences – wearing armour is *tiring*. Apart from being heavy, they can also get very stuffy and hot.

Classical Shields:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Shield** | **Block Value** | **Hardness** | **Protection** | **Mig. Req.** | **Bash Damage** | **Bulk** |
| Buckler, Steel | 0 | 12 | 2d6 (4+) | 2 | +3 | 1 |
| Medium, Wooden | +1 | 8 | 2d6 (4+) | 4 | +4 | 2 |
| Medium, Steel | +1 | 12 | 2d6 (3+) | 4 | +4 | 2 |
| Large, Wooden | +1 | 8 | 3d6 (4+) | 6 | +6 | 3 |
| Large, Steel | +1 | 12 | 3d6 (3+) | 6 | +6 | 3 |
| Tower, Wooden | +2 | 8 | 4d6 (4+) | 8 | +8 | 4 |
| Tower, Steel | +2 | 12 | 4d6 (3+) | 8 | +8 | 4 |

**Note:** Large and Tower shields can also be used against ranged attacks.

When doing the Block Reactive Action, when you’re checking if you got a Partial Block, add your shield’s **Block Value** to the total number of successes generated (like when you’re adding Automatic Successes). Note that these are not real Automatic Successes and they do not modify anything other than whether you got a Partial Block or not.

A Shield’s **Hardness** value is used to resist penetration (read description of Penetrating weapon quality).

When making an Armour Roll against an attack, also roll the dice conferred by your worn shield (listed in the **Protection** column in the table above) alongside those conferred by your armour (if any). If you defended by blocking and got a Partial Block result, use the thresholds as listed in the table. Otherwise, only a roll of 6 counts as a success.

**Might Requirement:** Same as for weapons.

**Bashing:** Bludgeoning; Damage as listed in the table (use Melee (Armed) and add MIG modifier to damage); Unwieldy. The shield’s protection becomes 0d6 until you next turn after an attack.

### Buckler Special:

Small enough to hold a weapon (or another object) with the same hand the buckler is attacked to. If you use that hand for any action (attacking, object manipulation), the buckler’s protection becomes 0d6 until your next turn.

### Tower Shield Special:

Large enough to provide cover against ranged attacks, while its protection is active (not 0d6).

Classical Armours:

Medieval and renaissance armour types.

Modern Armours:

<STUB>

Riot armour, Kevlar, Fiberglass, Carbon Fiber, ???

Futuristic Armours:

<STUB>

Power armour baby!