# 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.

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

Fatigue tests, ETP

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

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Classical Armours:

Medieval and renaissance armour types.

Modern Armours:

<STUB>

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

Futuristic Armours:

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Power armour, baby