

SHIELDS:

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1. Shields will only be for blocking, not modifying ABS.
2. Shields will have a blocking modifier based on their size (surface area) and shape. Other factors, such as awkwardness of the shield, etc can play a factor in the determination of this number.
3. Shields will have a weight based on material composition, similar to the above items.

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Shield 1 Mod = 0.90, Cost Mod = 1.60

Shield 2 Mod = 0.70, Cost Mod = 1.80

Shield 3 Mod = 0.50, Cost Mod = 2.00

Shield 4 Mod = 0.30, Cost Mod = 2.20

Shield 5 Mod = 0.10, Cost Mod = 2.40

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Parrying Shield Weight:, Wood:, Metal:, Leather:, Blocking modifier:

Archer's Buckler

Strapped Buckler

Footman's Shield

Archer's Shield

Heavy Cavalry Shield

Bunt Shield

Lapped Shield

Tower Shield

Archer's Tower Shield

Target

Heater Shield

Scutum

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