

Advanced Swords & Sorcery Armour

Armour

Type	Cost	Weight	Movement	Class	Damage Reduction
No Armour	0	0 lbs.	120	10	0
1	5	5 lbs.	120	9	0
2	10	10 lbs.	120	8	0
3	25	20 lbs.	120	7	0
4	50	30 lbs.	90	6	1
5	100	40 lbs.	90	5	1
6	200	50 lbs.	90	4	1
7	400	60 lbs.	60	3	2
8	800	70 lbs.	60	2	2
9	1,600	80 lbs.	60	1	2

Shield

Type	Cost	Weight	Parry	Block	Defence Modifier
Small	10	5 lbs.	1	1	1
Large	15	10 lbs.	1	2	1
Great	20	20 lbs.	2	3	2

Notes

Armour Type: This more or less assumes the traditional paradigm, with mail armour being type 5, padded armour type 2 and plate armour type 7. However, by removing explicit armour nomenclature the game master has greater freedom to decide what each armour class signifies. A corroded mail hauberk may be treated as type 4, whilst something more exotic like crocodile hide armour might be treated as type 3. A typical advanced swords & sorcery progression would be: padded jack (type 1), padded armour (type 2), ring armour (type 3), mail haubergeon (type 4), mail hauberk (type 5), double mail (type 6), and plate coat over mail (type 7), whilst a basic swords & sorcery progression would conflate no armour and padded jack together as type 1. In each case, suitable limb protection and head gear is presumed to be included.

Cost: This is the value of the armour or shield in gold coins for a typical swords & sorcery environment. Obviously, these prices are not fixed, they are only intended to be relative value guidelines.

Weight: For the most part, these values tend towards the heaviest historical values available for extant armours that are intended to correspond to the typology listed. A reasonable degree of variation is assumed, whether on account of size, material, skill, or some other factor, and the game master is encouraged to modify this value as seems appropriate.

Movement: This is the maximum modified movement speed a character may normally attain when wearing each type of armour; some specific armours may allow greater or lower speeds as the game master prefers and in accordance with his milieu.

Class: This is the degree of protection afforded by the armour type. In games that use an ascending armour class, the degree of protection directly corresponds to the type [i.e. type 1 armour is class 9, which is equivalent to a +1 armour bonus]. In games that use more traditional advanced swords & sorcery rules, this number can be added to the attack roll to determine whether a hit has been scored, so a low value is desirable. Modifiers from dexterity, abilities or magic do not affect the actual class of the armour, but are usually factored into the attack roll. A modified armour class may be expressed in the form 6(3), the bracketed number indicating the *de facto* armour class.

Damage Reduction: This is the number subtracted from any relevant damage rolls made against a character wearing the corresponding armour type. This can reduce the damage to 0, but negative values are treated as 0. The game master must use his discretion in determining what sort of damage can be reduced in this way.

Shield Type: These descriptors assume small shields to be approximately 1-2' in diameter and large shields to be 2-3'. The Viking round shield, Norman kite shield, Roman *scutum*, and Greek *aspis* would be appropriate to the latter category, whilst the heater, targe, and buckler would be appropriate to the former. Unlike the small and large shields, the great shield is a two handed affair and equates to something like a pavis. Large creatures are able to use the great shield with one hand, but for most purposes treat it as though a large shield. Similarly, they treat large shields as though small, whilst small shields are of no use to them.

Parry: Shields can be used to parry blows in melee; whilst the large shield covers more of the user than the small shield, it is less wieldy and so has the same parry value. This is the number added to the parry defence of a character when using the optional parry rule and the indicated shield.

Block: Unlike other weapons, shields can be used to block missile attacks. On account of its size, the large shield is better suited to this than the small shield, which is reflected in the value given. The number is added to the block defence of a character when using the optional block rule and the indicated shield.

Defence Modifier: As with parrying, the advantage that the large shield enjoys from its size is offset in melee by its unwieldiness compared to the small shield. Consequently, they have the same defence value in melee. However, versus missile attacks the game master may allow the value of large and great shields to be treated as one higher. In any case, this number is deducted from attack rolls made against the character or rolled into his *de facto* armour class.