

## Armor and Shields for the “Alexander” Game (v.3/13/06)

### Head

**Cloth cap.** A padded cap, usually with a high peak folded over the front. DR 1. \$5; weight neg. Covers area 3-4.

**Padded coif.** A snug, padded hood, usually worn under other armor. If worn by itself, it gives DR 1. \$10; 1 lb.

**Phrygian cap.** A high-peaked, padded leather cap. DR 2. \$15; weight 1 lb.

**Leather helm.** A simple helmet, of boiled leather. DR 3. \$30; Weight 2 lbs.

**Boeotian helmet.** Bronze, covers the top and back of the head, good visibility and hearing. DR 6. \$100; 5 lbs.

**Footman’s helmet.** A bronze helmet with hinged cheek guards, typically worn by infantry. DR 6. \$150; Weight 6 lb. The unprotected face may still be targeted at –7 to hit (usually –5).

### Torso

**Wool arming vest.** A padded vest, often worn under other armor. If worn by itself, it gives DR 1. \$25; 4 lbs; and covers the torso and vitals.

**Wool arming jacket (gambeson).** A padded jacket, often worn under other armor. If worn by itself, it gives DR 1. \$40; 8 lbs; and covers the arms, torso, and vitals.

**Soft leather vest.** Thick, but flexible leather. DR 2. Vest is \$50; 4 lbs; and covers the torso and vitals.

**Soft leather jacket.** Thick, but flexible leather. DR 2. Jacket is \$75; 4 lbs; and covers the arms, torso, and vitals.

**Linen cuirass and skirt.** Layers of linen, glued together into a stiff composite. DR 2. \$50; 8 lbs; and covers the torso and vitals.

**Cuirbouilli cuirass and skirt.** Hard, boiled leather armor covering the torso and vitals. DR 3. \$150; 10 lbs.

**Studded leather cuirass.** Thick leather armor, reinforced with studs/small rings/etc. DR 4. \$220; 15 lbs; covers the torso and vitals.

**Studded leather hauberk.** Thick leather armor for the torso and arms, reinforced with studs/small rings/etc. DR 4. \$300; 19 lbs; and covers the arms, torso, and vitals.

**Jack (vest).** A “jack” is concealed armor, and consists of strips of horn or bone sandwiched between two layers of leather or linen. Often well-decorated, it is indistinguishable from warm clothing to a casual observer. DR 4. \$450; 8 lbs; covers the torso and vitals.

**Jack (shirt).** Strips of horn/bone sandwiched between layers of leather. To a casual observer, it is indistinguishable from a soft leather jacket. DR 4. \$600; 10 lbs; covers the arms, torso, and vitals.

**Good chainmail vest.** Standard mail vest (torso only) of “four-in-one” construction. Usually worn with a padded “arming jacket” of wool or silk for DR 6 (DR 3 vs. crushing or AP attacks)<sup>†</sup>. If worn by itself, it gives DR 5 (DR 2 vs. crushing/AP)<sup>†</sup>. \$255; 29 lbs., including arming vest. Covers the torso and vitals.

**Good chainmail shirt.** Standard mail shirt (covers torso and arms) of “four-in-one” construction. Usually worn with a padded “arming jacket” of wool or silk for DR 6 (DR 3 vs. crushing or AP attacks)<sup>†</sup>. If worn by itself, it gives DR 5 (DR 2 vs. crushing/AP)<sup>†</sup>. \$340; 42 lbs., including arming jacket. Covers the arms, torso, and vitals.

**Fine chainmail vest.** Improved mail vest (torso only) of “six-in-one” construction. Usually worn with a padded “arming jacket” of wool or silk for DR 6 (DR 3 vs. crushing or AP attacks)<sup>†</sup>. If worn by itself, it gives DR 5 (DR 2 vs. crushing/AP)<sup>†</sup>. \$715; 20 lbs., including arming vest. Covers the torso and vitals.

**Fine chainmail shirt.** Improved mail shirt (covers torso and arms) of “six-in-one” construction. Usually worn with a padded “arming jacket” of wool or silk for DR 6 (DR 3 vs. crushing or AP attacks)<sup>†</sup>. If worn by itself, it gives DR 5 (DR 2 vs. crushing/AP)<sup>†</sup>. \$940; 30 lbs., including arming jacket. Covers the arms, torso, and vitals.

**Light scale cuirass and skirts.** Leather or linen armor, covered with iron bands or overlapping scales. DR 5. \$150; 15 lbs; covers the torso and vitals.

**Heavy scale cuirass and skirts.** Heavy leather or linen armor, covered with tightly-spaced iron rings or overlapping scales. DR 6. \$420; 35 lbs; covers the torso and vitals.

**Bronze breastplate.** Covers the torso and vitals, but protects against blows from the front only. DR 7. \$400; 20 lbs. Includes a heavy scale skirt to cover the hips and groin (DR 6 for location 11).

**Fine Bronze breastplate.** Covers the torso and vitals, but protects against blows from the front only. DR 7. \$500; 18 lbs. Includes a heavy scale skirt to cover the hips and groin (DR 6 for location 11).

**Bronze cuirass.** A bronze plate armor “back-and-breast”. DR 8. \$1300; 40 lbs; covers the torso and vitals. Includes a heavy scale skirt to cover the hips and groin (DR 6 for location 11).

**Fine Bronze cuirass.** A finely-made bronze plate armor “back-and-breast”. DR 8. \$1600; 36 lbs; covers the torso and vitals. Includes a heavy scale skirt to cover the hips and groin (DR 6 for location 11).

<sup>†</sup> Chainmail (with padding) provides DR 6 against all cutting and most impaling attacks. Against crushing attacks and armor-piercing weapons (stiletos, estocs, bodkin arrows), it gives only DR 3. Without padding, subtract 1 DR.

**Arms and Legs** (costs and weights are for pairs; for one arm or leg, pay half)

**Cuirbouilli bracers.** Hard, boiled leather wrist and armbands. DR 3. \$75; 2 lbs.

**Studded bracers.** Studded leather armor wrist and armbands. DR 4. \$100; 4 lbs.

**Bronze bracers.** Bronze wrist and armbands. DR 5. \$180; 9 lbs.

**Padded trews.** Quilted woolen trousers, usually worn beneath chainmail. By themselves, they are DR 1. \$30; 3 lbs.

**Cuirbouilli greaves.** Boiled leather shin- and kneeguards. DR 3. \$60; 4 lbs.

**Studded greaves.** Studded leather shin- and kneeguards. DR 4. \$90; 8 lbs.

**Good chainmail chausses.** Standard “four-in-one” mail for the legs. Usually worn with *padded trews* for DR 6 (DR 3 vs. crushing or AP attacks)<sup>†</sup>. If worn alone, they give DR 5 (DR 2 vs. crushing/AP)<sup>†</sup>. \$140; 18 lbs, padded trews included.

**Fine chainmail chausses.** “Six-in-one” mail for the legs. Usually worn with *padded trews* for DR 6 (DR 3 vs. crushing or AP attacks)<sup>†</sup>. If worn alone, they give DR 5 (DR 2 vs. crushing/AP)<sup>†</sup>. \$360; 13 lbs, padded trews included.

**Bronze greaves.** Bronze shin- and kneeguards. DR 5. \$270; 17 lbs.

**Fine Bronze greaves.** Finely-made bronze shin- and kneeguards. DR 5. \$340; 13 lbs.

## Hands and Feet

**Cloth or leather gloves.** Heavy canvas or flexible leather. DR 1. \$15; weight negligible.

**Leather gauntlets.** Leather gloves with heavy reinforcing. DR 2. \$30; weight negligible.

**Sandals.** Ordinary walking shoes, with substantial leather lacing around the foot. DR 1. \$40; 2 lbs.

**Thracian boots.** High boots of heavy leather, with hard soles. DR 2. \$80; 3 lbs. Not stealthy (-3 to move quietly).

## Shields

Shield	DB	Shield's Self DR	Shield HP	Shield Cover DR	Weight		Shield
Small <i>Pelta</i> (Wicker Shield)	1	1	12	4	3 lbs.	\$16	Small <i>Pelta</i> (Wicker Shield)
Small Shield (Targe)	1	6	30	13	8 lbs.	\$40	Small Shield (Targe)
Medium <i>Pelta</i> (Wicker Shield)	2	2	16	6	6 lbs.	\$24	Medium <i>Pelta</i> (Wicker Shield)
<i>Argive</i> Shield (Med. Shield)	2	7	40	17	15 lbs.	\$60	<i>Argive</i> Shield (Med. Shield)
Large <i>Pelta</i> (Wicker Shield) <sup>†</sup>	3	3	24	9	10 lbs.	\$36	Large <i>Pelta</i> (Wicker Shield) <sup>†</sup>

<sup>†</sup> Due to their width and bulk, these shields penalize your effective weapon skill by 2, and subtract 1 from your Parry defense. Block is not affected.

**DB** – Bonus to all active defense rolls against attacks from the front or shield side.

**Shield's Self DR** – All damage done *to the shield* is reduced by this amount. This has no effect on any damage taken by you.

**Shield HP** - The *total* damage your shield can take before being destroyed.

**Shield Cover DR** (B484) – The amount of DR provided by the shield to the wielder, in cases of overpenetration. Such an attack will damage the shield, according to the shield's Self DR and HP; and will also damage the wielder using the shield's Cover DR to calculate damage done. Finally, on a roll of 1-2 on 1d, the attack hits the shield arm instead of the normal hit location.

<sup>†</sup> Chainmail (with padding) provides DR 6 against all cutting and most impaling attacks. Against crushing attacks and armor-piercing weapons (stilettos, estocs, bodkin arrows), it gives only DR 3. Without padding, subtract 1 DR.