

## ARMOR LIST FOR FANTASY AGE 2ND EDITION

The table below shows an expanded armor list for *Fantasy AGE 2nd Edition*. This material is derived from *Lords of Men*, an Ars Magica 5th Edition supplement. This table subsumes the armor list in the *Fantasy AGE Core Rulebook 2nd Edition* with new figures for Defense and Armor Rating. The equivalent armor types found in that rulebook are denoted by abbreviations next to the name of the armor (i.e., Full Leather corresponds to Light Leather in *Fantasy AGE*). Because the normal *Fantasy AGE* rules are written with only leather, mail, and plate in mind, it is recommended that Armor Category be used as a replacement concept. Light Armor corresponds to leather (in the rules), Medium Armor corresponds to mail, and Heavy Armor corresponds to plate. So the Rogue's Armor and Rogue's Speed abilities apply to all Light Armor on this table (not just leather-based armors) and gaining Novice in the Armor Training specialty allows you to wear Light and Medium Armor without suffering a penalty to Dexterity-based tests.

EXPANDED ARMOR LIST							
Armor	Armor Category	Armor Coverage	Defense	Armor Rating	Armor Penalty	Strain	Cost
Padded Armor	Light	Full	+1	1	0	0	7 sp
Leather Jerkin	Light	1/4	+0	1	0	0	3 sp
Leather Cuirass	Light	1/4	+0	2	0	1	7 sp
Full Leather (LL)	Light	Full	+1	2	0	1	10 sp
Studded Leather Jerkin	Light	1/4 or 1/2	+0	2	0	1	7 sp
Studded Leather Hauberk	Light	3/4	+1	2	0	1	10 sp
Full Studded Leather (HL)	Light	Full	+2	2	-1	2	30 sp
Rigid Scale Shirt	Light	1/4	+0	2	0	1	7 sp
Rigid Scale Corslet	Light	Half	+0	3	0	1	10 sp
Rigid Scale Hauberk	Light	3/4	+1	3	-1	2	30 sp
Full Rigid Scale	Medium	Full	+2	3	-2	3	50 sp
Metal Scale Shirt	Light	1/4	+0	3	0	1	10 sp
Metal Scale Corslet	Light	Half	+0	4	-1	2	30 sp
Metal Scale Hauberk	Medium	3/4	+1	4	-2	3	50 sp
Full Metal Scale	Medium	Full	+2	4	-3	4	75 sp
Mail Shirt	Light	1/4	+0	3	0	1	10 sp
Mail Corslet	Light	Half	+0	4	-1	2	30 sp
Mail Hauberk (LM)	Medium	3/4	+1	4	-2	3	50 sp
Full Mail (HM)	Medium	Full	+2	4	-3	4	75 sp
Plate and Mail Cuirass	Light	1/4	+0	4	-1	2	30 sp
Plate and Mail Haubergeon	Medium	Half	+0	5	-2	3	50 sp
Plate and Mail Hauberk (LP)	Heavy	3/4	+1	6	-4	5	100 sp
Full Plate and Mail (HP)	Heavy	Full	+2	6	-5	6	150 sp
Plate Cuirass	Light	1/4	+0	4	-1	2	30 sp
Full Plate	Heavy	Full	+2	7	-6	7	200 sp

## EXPANDED ARMOR EXPLANATIONS

### ARMOR TYPES IN TERMS OF COVERAGE

#### One-Quarter Coverage

**Cuirass:** A breastplate and backplate; the most basic sort of rigid body armor.

**Jerkin:** A short, sleeveless jacket.

**Shirt:** Short, sleeveless armor.

#### One-Half Coverage

**Corslet or Haubergeon:** A short-sleeved armored tunic, covering the torso and shoulders only.

#### Three-Quarters Coverage

**Hauberk:** A knee-length, long-sleeved coat of armor protecting the body, arms, and upper legs.

#### Full Coverage

**Full:** A suit of armor fully covering the body, arms, and legs.

### ARMOR TYPES IN TERMS OF MATERIAL

**Padded:** This armor is usually made of woolen or linen fabric quilted into dense layers. Other forms include heavy felt, suede, or leather stuffed with horsehair, and thick furs such as bearskin.

**Leather:** Boiled leather armor is very tough, but stiff. Also use these statistics for similar, semi-resilient materials like rawhide, or even magical armor made of tree bark.

**Studded Leather:** This is leather or padded material strengthened by many small hard plates or rings. These reinforcements are usually metal, but horn, bone and whalebone are sometimes used.

**Rigid Scale:** This armor type includes any sort of non-metallic scale or lamellar armor. Armor of boiled-leather scales is most common; horn and whalebone are sometimes used as well.

**Metal Scale:** This type of armor includes all kinds of metal lamellar. Brigandine is an example of this type of armor.

**Mail:** This armor is made of interlocking rings of metal and is known as “chain mail” in most places.

**Plate and Mail:** This type of armor is a combination of mail strengthened with various metal plates.

**Plate:** This armor is made of solid pieces of metal, often interlocking.