

EXPANDED ARMOR LIST FOR FANTASY AGE

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*. 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	Armor Rating	Armor Penalty	Strain	Cost
Padded Armor	Light	Full	1	0	0	5 sp
Leather Jerkin	Light	1/4	1	0	0	5 sp
Leather Cuirass	Light	1/4	2	0	1	10 sp
Full Leather (LL)	Light	Full	3	0	1	15 sp
Studded Leather Jerkin	Light	1/4 or 1/2	2	0	1	10 sp
Studded Leather Hauberk	Light	3/4	3	0	1	15 sp
Full Studded Leather (HL)	Light	Full	4	-1	2	30 sp
Rigid Scale Shirt	Light	1/4	2	0	1	10 sp
Rigid Scale Corslet	Light	Half	3	0	1	15 sp
Rigid Scale Hauberk	Light	3/4	4	-1	2	30 sp
Full Rigid Scale	Medium	Full	5	-2	3	50 sp
Metal Scale Shirt	Light	1/4	3	0	1	15 sp
Metal Scale Corslet	Light	Half	4	-1	2	30 sp
Metal Scale Hauberk	Medium	3/4	5	-2	3	50 sp
Full Metal Scale	Medium	Full	6	-3	4	60 sp
Mail Shirt	Light	1/4	3	0	1	15 sp
Mail Corslet	Light	Half	4	-1	2	30 sp
Mail Hauberk (LM)	Medium	3/4	5	-2	3	50 sp
Full Mail (HM)	Medium	Full	7	-3	4	75 sp
Plate and Mail Cuirass	Light	1/4	4	-1	2	30 sp
Plate and Mail Haubergeon	Medium	Half	6	-3	4	60 sp
Plate and Mail Hauberk (LP)	Heavy	3/4	8	-4	5	100 sp
Full Plate and Mail (HP)	Heavy	Full	10	-5	6	150 sp
Plate Cuirass	Light	1/4	3	0	1	15 sp
Full Plate	Heavy	Full	12	-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.

PHILOSOPHY IN CONSTRUCTING THE TABLE

Armor types with Armor Ratings similar to armor found in the *Fantasy AGE Basic Rulebook* have the same statistics for Armor Penalty, Strain, and Cost. There were no representative Armor Ratings for 1, 2, 6, or 12. For these, I used the following reasoning.

ARMOR RATING 1

Armor Rating 1 is less than Armor Rating 3, so the Armor Penalty must be 0. I decided to make the Strain 0 to differentiate Armor Rating 1 from Armor Rating 2. Since Armor Rating 1 is one-third of the Armor Rating 3 armors, the cost is one-third as well.

ARMOR RATING 2

Armor Rating 2 is less than Armor Rating 3, so the Armor Penalty must be 0. I decided to make the Strain 1 to differentiate Armor Rating 1 from Armor Rating 2. Since Armor Rating 2 is two-thirds of the Armor Rating 3 armors, the cost is two-thirds as well.

ARMOR RATING 6

Armor Rating 6 falls between AR 5 and AR 7. The Armor Penalty must be either -2 or -3, the Strain must be 3 or 4, and the cost must fall between 50 sp and 75 sp. I decided to make the Armor Penalty -3, since this statistic for mail seems to be half of the Armor Rating, rounded down, and then multiplied by -1. This makes AR 6 armors have an Armor Penalty of -3. Since Strain seems to be tied to Armor Penalty (one more than the absolute value of the Armor Penalty), I made the Strain equal to 4. Because two of the three statistics (Armor Rating, Armor Penalty, and Strain) is worse than AR 5 but equal to AR 7, I decided to make the cost equal to one-third the difference from AR 5 to AR 7. A difference of 25 sp separates AR 5 and AR 7. One-third of this is 8.33 sp. The armor should cost 58.33 sp and I rounded up to 60 sp.

ARMOR RATING 12

The Armor Penalty was made half the Armor Rating multiplied by -1. The Strain was made one more than the absolute value of the Armor Penalty. The increase from AR 8 to AR 10 costs an additional 50 sp, so I made the jump from AR 10 to AR 12 equal this same amount for a cost of 200 sp.