

# ARMOUR

On Jorune various kinds of armour has been developed and used. Many are made out of parts, skins or shells from the harsh joruni fauna. With the skill armour making these armours can be made and repaired as long as the right material and tools are available. Better and rarer types of armours such as grunder, thailarian and crystal studdings are well kept secrets among armour making klades. Hereditary knowledge closely linked to ritual and religion.

## *Armour material*

- Leather** All kinds of skins or hide from joruni animals. Wide variety of designs, colours and looks, but equivalent to terran leather. Most common is clemmesin or thombo hide. (Thombo smells bad when wet) Metal yellow Ittoka lizard hide is common in Thantier, Drail and Anasan.
- Ring** Leather studded with metal plates, rings or studs. Most common infantry armour. Better than leather and more flexible than kurbul.
- Kurbul** Joruni name for rigid leather armour. Leather boiled and hardened in wax. Stiff as a metal breastplate but thicker. Common armour for officers. Not flexible. Can be found in scale style.
- Chain Mail** Interwoven metal rings. Various methods and qualities exist. Uncommon since steel is rare on Jorune. Armour for the rich. Heavy but flexible.
- Scale** Metal plates overlapping each other. Can be as scale or as bands. Unusual armour used by only a few cultures (skamaans) since steel is rare. Heavy.
- Carapace** Armour of drenns. Made from shells and horny details from animals. Gives good protection until cracked and weighs little compared to metal. Clumsy and inflexible.
- Grunder** A very rare and very expensive armour made from the skin from the armadillo-like Locurian Grunder creature. A heavy but flexible armour. Protects well against dyshas (Neutralizes 40 pts of incoming isho per location per attack. Cannot be drained by muadra. Drains by itself in 10 hours.) The armour making skill is known to few.
- Thailarian** Extremely rare armour. Normally hereditary. Armours of keshts and sages. Made from the skins of a Dhar Corondon. Very good protection but clumsy. The armour making skill is known to only a few. Many rare ingredients needed for the making.
- Crystal** Armours can be studded with clear crystals that absorb and thus protect against dyshas. These crystals shatter when they have absorbed too much isho (>100 isho pts worth of dysha to location), but can be drained by caji (roll any moon skill). Also drain by themselves with 20 isho per day.

## *Armour parts*

<b>Great Helm</b>	Any closed helm covering the face (whole, visor etc). Only eyes unprotected. Restricts vision. Normally of metal, kurbul, carapace or thailarian.
<b>Halfhelm</b>	Any standard helmet not covering face, eyes and neck. Can be made of kurbul, metal, ring, carapace or thailarian.
<b>Cowl/Coif</b>	Flexible armour covering the skull and neck (short) and sometimes even the shoulders (long). Made normally of cloth, quilt, leather, ring, mail or grunder. Short quilt cowls are always worn under great helms.
<b>Breastplate</b>	Plate covering thorax and abdomen. Common materials are kurbul and carapace. May also be made of thailarian. A cuirass is a combined breastplate and backplate.
<b>Ailettes</b>	Shoulder guards made from kurbul, carapace or thailarian.
<b>Rerebraces</b>	Upper arm guards of kurbul, carapace or thailarian.
<b>Coude</b>	Elbow armour of kurbul, carapace or thailarian.
<b>Vambrace</b>	Kurbul, carapace or thailarian armour for the forearms.
<b>Kneecop</b>	Armour for the knee. Normally of kurbul, carapace or thailarian.
<b>Greaves</b>	Calf protection. Normally made of kurbul, carapace or thailarian. Sometimes used as or combined with a buckler.
<b>Gambeson</b>	An undercoat of quilt (cloth stuffed with hay and used as padding) commonly worn under hauberks. Impoverished condrij will sometimes use gambesons by themselves (treat as leather).
<b>Habergeon</b>	An armoured shirt that covers the shoulders, thorax, abdomen, hips, groin and upper arms. Often made of ring, mail, scale or grunder. May sometimes be long sleeved or sleeveless.
<b>Hauberk</b>	A coat made of ring, scale, mail or grunder. The hauberk is sturdier and longer than the habergeon and might cover the knees and even calves (long). It is usually split to facilitate mounted use or just better leg movement. May be half sleeved or full sleeved. Usually made of ring, mail, scale or grunder.
<b>Leggings</b>	Armour to cover legs. Usually made of ring or mail (grunder is too stiff).
<b>Kilt</b>	Armour covering the hips, groin and thighs. The grunder style of leg protection (as grunder is quite sturdy).
<b>Gauntlet</b>	Any heavy glove made of reinforced leather (ring).
<b>Glove</b>	Sturdy leather gloves.
<b>Mittten</b>	A mail glove without separate fingers. Often an extension of a hauberk. A hole is left in the palm to allow the wearer to pull his hand out.
<b>Surcoat</b>	A cloth garment worn over hard armour for identification or decoration.
<b>Tunic</b>	A thin strip of garment (sleeveless) worn over any armour for identification or decoration.

## Armour penalties

Sets of armour are protective but cumbersome and sometimes clumsy to wear. Armours add to *encumbrance penalties* through their weight. (See encumbrance penalty chart on character sheet.)

Furthermore armours give *combat penalties* (melee and throw skills, not missile) and *stat penalties* (AGI and SPO). Note the total stat and combat penalties on the character sheet.

LOCATION	Leather	Ring	Kurbul	Mail	Scale	Carapace	Grunder	Thailarian
Skull								
Eyes	100C	100C	100C	100C	100C	100C	100C	100C
Face	3 SPO	3 SPO	3 SPO	3 SPO	3 SPO	3 SPO	3 SPO	3 SPO
Neck								
Shoulders		1C	2C	2C	3C	3C, 1 AGI	3C	4C, 1 AGI
Upper arms			2C	1C	1C	2C	1C	2C
Elbows		2C	3C, 1 AGI	2C	4C, 1 AGI	5C, 1 AGI	3C, 1 AGI	5C, 1 AGI
Forearms					1C	2C		2C
Hands								
Thorax		1C	2C	2C	2C	2C	2C	3C
Abdomen		1C	3C, 1 AGI	2C, 1 AGI	3C, 1 AGI	4C, 1 AGI	2C, 1 AGI	4C, 1 AGI
Hips								
Groin								
Thighs			1C		1C	2C	1C	2C
Knees			1 AGI		1 AGI	1 AGI	1 AGI	1 AGI
Calves								
Feet								

## Armour protection

TYPE	B	E	P	F	S	T
Leather/crudge	2	3	2	3	1	3
Ring/etc	2	4	2	3	2	3
Kurbul	3	4	3	3	4	4
Chain Mail	3	5	4	5	2	4
Scale	4	5	3	5	4	4
Carapace	5	6	5	6	5	5
Grunder	5	7	5	6	5	5
Thailarian	9	11	9	7	6	10
B.E.D.	7	6	7	7	7	6

## *Armour types*

Armours are listed by fabric, price and armour parts. Add weight to find total armour weight.

<b>LEATHER</b>	Wgt	Cost	Coverage
Hat/Cap	0.3		Sk
Cowl	0.5		Sk Nk
Vest	1.5		Sh Tx Ab
Shirt	3		Ua Sh Tx Ab Hp Gr
Tunic	3.5		Ua Sh Tx Ab Hp Gr Th
Leggings	3.5		Hp Gr Th Kn Cf Ft
Shoes	0.5		Ft
Calf boots	1		Cf Ft
Knee boots	2		Kn Cf Ft
Gloves	0.3		Ha
Coat	6		Tunic + El Fo Kn

<b>RING</b>	Wgt	Cost	Coverage
Halfhelm	2	100 GU	Sk
Cowl / sh	2.3	40 GU	Sk Nk
Cowl / lg	2.5	60 GU	Sk Nk Sh
Shirt	7	250 GU	Ua Sh Tx Ab Hp Gr
Hauberk / sh	9	300 GU	Ua Sh Tx Ab Hp Gr Th
Hauberk / lg	10.5	350 GU	Ua Sh Tx Ab Hp Gr Th Kn
Leggings	6	300 GU	Hp Gr Th Kn Cf
Gauntlets	1	120 GU	Ha

<b>KURBUL</b>	Wgt	Cost	Coverage
Halfhelm	2	1 GL	Sk
Great Helm	2.5	1.5 GL	Sk Fa Nk
Breastplate	4	2 GL	Tx Ab
Ailettes	1.5	60 GU	Sh
Rerebraces	0.3	40 GU	Ua
Coudes	0.3	40 GU	El
Vambraces	0.5	50 GU	Fo
Kneecops	0.3	60 GU	Kn
Greaves	0.5	60 GU	Cf

<b>CHAIN MAIL</b>	Wgt	Cost	Coverage
Cowl / sh	2	1 GL	Sk Nk
Cowl / lg	2.5	1.3 GL	Sk Nk Sh
Habergeon	12	9 GL	Ua Sh Tx Ab Hp Gr
Hauberk / sh	14	10 GL	Ua Sh Tx Ab Hp Gr Th
Hauberk / lg	15	11 GL	Ua Sh Tx Ab Hp Gr Th Kn
Leggings	10	10 GL	Hp Gr Kn Cf
Kilt	6	4 GL	Hp Gr Th
Mittens	1.8	1.5 GL	Ha

SCALE#	Wgt	Cost	Coverage
Cowl / sh	2.5	3 GL	Sk Nk
Cowl / lg	3	3.5 GL	Sk Nk Sh
Habergeon	15	9 GL	Ua Sh Tx Ab Hp Gr
Hauberk / sh	17	11 GL	Ua Sh Tx Ab Hp Gr Th
Hauberk / lg	18	12 GL	Ua Sh Tx Ab Hp Gr Th Kn

# Unusual armour.

CARAPACE ^	Wgt	Cost	Coverage
Halfhelm	2.5	5 GL	Sk
Great Helm	3.5	7 GL	Sk Fa Nk
Breastplate	7	15 GL	Tx Ab
Ailettes	3.5	8 GL	Sh
Rerebraces	0.5	5 GL	Ua
Coudes	0.5	6 GL	El
Vambraces	0.8	9 GL	Fo
Kneecops	0.5	7 GL	Kn
Greaves	0.8	10 GL	Cf

^ If more than 15 IP to hit location (Before armour) = cracked.

GRUNDER*	Wgt	Cost	Coverage
Cowl / sh	2.3	2 GC	Sk Nk
Cowl / lg	2.5	3 GC	Sk Nk Sh
Habergeon	15	10 GC	Ua Sh Tx Ab Hp Gr
Hauberk / sh	17	11 GC	Ua Sh Tx Ab Hp Gr Th
Hauberk / lg	18	12 GC	Ua Sh Tx Ab Hp Gr Th Kn
Kilt	5	5 GC	Hp Gr Th
Vambraces	1.5	1 GC	Fo
Greaves	1.5	1 GC	Cf

\* Very rare. Normally only sold/tailed as a set.

THAILARIAN*	Wgt	Cost	Coverage
Halfhelm	3	6 GC	Sk
Great Helm	4	9 GC	Sk Fa Nk
Breastplate	10	22 GC	Tx Ab
Ailettes	4	4 GC	Sh
Rerebraces	1	2 GC	Ua
Coudes	1	2 GC	El
Vambraces	1.5	2 GC	Fo
Kneecops	1	2 GC	Kn
Greaves	1.5	3 GC	Cf

CRYSTAL□	Wgt	Cost	Coverage
Helms	0.5	1 GC	Sk (Fa Nk)
Breastplates	1	4 GC	Tx Ab
Habergeons	1.2	5 GC	Ua Sh Tx Ab Hp Gr
Hauberks	1.3	6 GC	Ua Sh Tx Ab Hp Gr Th (Kn)
Ailettes	0.5	1 GC	Sh
Greaves etc	0.3	5 GM	Fo <u>or</u> Cf

□ Rare. Price for crystal studding of relevant armour parts