

# CHAPTER 8: ADDENDUM

# ARMOUR EXPANDED

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The following article describes an expanded list of common armour types used throughout Legend. The default armour (as listed in the core rules) for each category is marked in bold, and the basic cost in silver florins is marked to the right.

## Armour Factor 1

- **Quilted Jacket (Gambeson)** 15f
- Heavy Cloth Jacket 10f
- Soft Leather Jacket 20f

Jackets are also known as doublets or jerkins. They covered the torso, arms, and hips. These soft, flexible armours are often worn beneath the heavier types, with the gambeson being the most common garment worn by knights under mail or plate.

Heavy cloth armour was made from several layers of thick woven fibres (such as linen). Soft leather was made from the skin of a suitable animal, usually a cow or ox, and was often waterproofed.

## Armour Factor 2

- **Padded Armour Coat** 25f
- Thick Leather Jacket 30f
- Woven Cord Cuirass 5f
- Boiled Leather Cuirass 20f
- Crown or Ring Jacket 30f
- Mail Vest 150f

These armour types are primarily heavier versions of the light armours, with additional reinforcement or layers. They are often worn by militias or outlaws, as they are generally inexpensive and easy to produce and maintain. An exception to this is the mail vest, which is relatively expensive in comparison to the other armour types in this category. Such an item might be worn under more courtly clothing without being noticeable (mail is explained more fully in the next armour category).

Woven cord is created from reeds and other dried fibres, and is primarily produced and worn by more primitive cultures in the warmer lands of Outremer and beyond. While cheap and resilient, it is somewhat stiff and uncomfortable to wear for long periods and degrades quickly with use.

Boiled leather, as the name suggests, is leather that has been boiled in oil or water, moulded into shape, and then left to harden and dry. This is a simple form of armour production, and is generally only now seen among more primitive cultures (it also has a habit of smelling rather bad).

Crown or ring armour was created by sewing small metal rings or discs (similar to a coin, which is where the armour derives its name) directly onto a cloth or leather undergarment. It is seldom used among professional warriors however, having been replaced by the more resilient scale armours.

A coat is simply a longer jacket, and would also protect the thighs and lower legs. Cuirass and vest

are pieces of armour that cover the torso only, with the cuirass being rigid (a breast and back plate).

### Armour Factor 3

- **Mail Hauberk** 250f
- Scale Hauberk (Jezeraint, Lamellar, Brigandine) 200f
- Plate Cuirass 300f

These armours are the most basic types used by professional warriors.

Mail is the most common armour found throughout Legend, and consists of a fabric made of small interconnected metal rings. The most common form consists of four rings connected to a fifth, with each ring riveted together. Another popular form, found among the Ta'ashim, is known as bar mail, and differs from Coradian mail in that a barred link (normally punched from a solid piece of metal) replaces some of the metal rings.

Improving on crown or ring armour, with which it shares similarities, scale armour comes in three popular types:

Jezeraint consists of small rigid plates attached to a suitable backing material such as heavy cloth or soft leather, placed so they overlap vertically. It is most often worn by Ta'ashim warriors, and was also popular armour throughout the Selentine Empire.

Lamellar is similar to jezeraint, but rather than the plates being overlapped and attached to a backing material, each was simply attached to its neighbour with leather, cord or even wire laces. This type of scale is most commonly worn in southern Coradia, and variations are in use across much of Mercania Krarth and the Nomad Khanates (where it is often combined with a heavy, fur-lined undercoat).

Brigandine is another variation on the theme of scales or plates, this time riveted together inside a garment of cloth or leather. The rivets are often visible on the outside of the garment, and this has led to the mistaken belief in studded armours. Brigandine is the most common form of scale armour to be found in the north-west mainland and Ellesland.

A hauberk is a long shirt, covering torso, upper arms and upper thighs, and is the most common form of armoured garment used by military forces.

Mail, lamellar and plate armours are normally worn with a lighter jacket or coat (such as a gambeson) underneath. This is already included in the AF value and cost.

### Armour Factor 4

- **Full Mail Armour** 450f
- Scale Coat 350f
- Double Mail Hauberk 550f

The scale coat is simply a longer, heavier version of the scale hauberk that extends down to the knees.

Double mail is a variation on normal mail, but using smaller, thicker rings to increase the protective value. However, it is heavier and somewhat more expensive than normal mail.

### Armour Factor 5

- **Plate Armour** 800f
- Banded Armour 950f

For the ultimate in protection, there is no better defence than a harness (the term for such a suit) of plate or banded armour.

Full plate armour is most commonly worn by wealthy knights of the northern Coradian countries, and would be covered by a light, flowing cloth surcoat to protect both wearer and armour from the elements.

Banded armour differs from plate primarily in number of individual pieces used – as the name suggests, rather than construct the armour from single large plates, banded armour uses several longer strips carefully fitted together, usually on the chest, back, shoulders and upper arms (legs and lower arms use similar pieces to normal plate). It is used exclusively by the Tamorian military, and is popular among the warrior classes of southern Coradia.

The design of banded armour was originally perfected by the Selentine Empire and formed the standard armour worn by their legions. Though more expensive, its primary advantage is that of maintenance and fitting – damaged areas can be quickly replaced and repaired, and basic sets of armour can be easily adjusted to fit individual soldiers.