



Guide to Armour and Hit Points



Hit Points from Armour



Light Armour:

Medium Armour

Heavy Armour

<ul style="list-style-type: none"> • Thick Leather (minimum 4mm) • Padded (gambeson) • Pelt (Fur) • Aluminum chainmail • Jack chains • Full Coreset (<i>with at least 22 steel bones</i>) • or equivalent 	<ul style="list-style-type: none"> • Steel maille • Coat of plates • Cuir-bouilli (Boiled Leather) • Steel splint • Steel lamella • Brigandine • Lorica segmenta • or equivalent 	<ul style="list-style-type: none"> • Steel Plate
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	Light	Medium	Heavy
Top of the head (Crown)	1 HP for any 2 zones	1 HP	1 HP
Back of the head		1 HP	1 HP
Front of the Head (Face)			1 HP
Neck and throat			1 HP
Front, Chest	1 HP for Front and Back zones	1 HP for 2 zones	1 HP
Abdomen, Stomach			1 HP
Back of the torso		1 HP	1 HP
Upper, Arms	¼ HP each zone covered	½ HP each zone covered	½ HP each zone covered
Lower, Arms			
Upper, Legs			
Lower, Legs			
Elbows and Knees			½ HP each zone covered
Total Possible Gain	4 HP	8 HP	13 HP

HEAD

Leather Face/Head Armour



Top of the head (Crown)	Light	1 HP
Front of the Head (Face)		
Total Gain		1 Hit Point

Leather must be at least 4mm thick to count.

HEAD

Padded Head Armour



Top of the head (Crown)	Light	1 HP
Back of the Head		

Total Gain	1 Hit Point
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Padded Armour must be of a certain thickness to count. Beware of cheaply made imitations as they will be too thin to count as armour and will only count as dress up.

*** Please be sure to always discuss with a member of the equipment desk if you are unsure before purchasing.*

HEAD

Metal Cap



Top of the head (Crown)	Heavy	1 HP
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Total Gain	1 Hit Points
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1st Photo, doesn't cover enough of the face to grant the extra HP

HEAD

Head Armour with Chainmail on the Back



Top of the head (Crown)	Heavy	1 HP
Back of the Head	Medium	1 HP
Total Gain	2 Hit Points	

3rd Photo, medium armour to the face grants no HP.

HEAD

Chain Hood



Top of the head (Crown)	Medium	1 HP
Back of the Head	Medium	1 HP
Total Gain	2 Hit Points	

Must be steel not aluminium.

Aluminium hood would count as light armour and grant you only 1 HP for the same coverage as above.

HEAD

Open face Helm



Top of the head (Crown)	Heavy	1 HP
Back of the Head	Heavy	1 HP
Total Gain	2 Hit Points	

Not enough coverage on the face to gain any further points

HEAD

Full Helm



Top of the head (Crown)	Heavy	1 HP
Back of the Head	Heavy	1 HP
Front of the Head (Face)	Heavy	1 HP
Total Gain	3 Hit Points	



NECK AND THROAT

Bevor



Neck and Throat	Heavy	1 HP
Total Gain	1 Hit Points	

TORSO

Short Sleeve Gambeson



Front, Chest	Light	1 HP for Front and Back zones
Abdomen, Stomach		
Back of the torso		
Upper, Arms	Light	¼ HP each zone covered
Total Gain		1 ½ Hit Points

Full sleeve Gambesons gain an extra ½ HP bringing the total to 2 HP instead. Also, if a Gambeson is long enough on the bottom that it gives at least ¾ coverage of the upper, leg zone then armour points will be gained for that too.

Padded Armour must be of a certain thickness to count. Beware of cheaply made imitations as they will be too thin to count as armour and will only count as dress up.

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TORSO

No Sleeve Gambeson



Front, Chest	Light	1 HP for Front and Back zones
Abdomen, Stomach		
Back of the torso		
Total Gain	1 Hit Points	

Padded Armour must be of a certain thickness to count. Beware of cheaply made imitations as they will be too thin to count as armour and will only count as dress up.

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TORSO

Long Sleeve Gambeson



Front, Chest	Light	1 HP for Front and Back zones
Abdomen, Stomach		
Back of the torso		
Upper, Arms	Light	¼ HP each zone covered
Lower, Arms	Light	¼ HP each zone covered
Total Gain	2 Hit Points	

If a Gambeson is long enough on the bottom that it gives at least ¾ coverage of the upper, leg zone then armour points will be gained for that too.

Padded Armour must be of a certain thickness to count. Beware of cheaply made imitations as they will be too thin to count as armour and will only count as dress up.

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TORSO

Studded Leather



Front, Chest	Light	1 HP for Front and Back zones
Abdomen, Stomach		
Back of the torso		
Total Gain	1 Hit Points	

Leather must be at least 4mm thick to count.

TORSO

Plated Leather



Front, Chest	Light	1 HP for Front and Back zones
Abdomen, Stomach		
Back of the torso		
Upper, Legs	Light	¼ HP each zone covered
Total Gain		1 ½ Hit Points

Leather must be at least 4mm thick to count.

In the example above the leather plates are 3mm thick but the added underlayer of suede counts to the overall 4mm thickness requirement.

TORSO

Long Sleeve Chainmail



Front, Chest	Medium	1 HP
Abdomen, Stomach		
Back of the torso	Medium	1 HP
Upper, Arms	Medium	½ HP each zone covered
Lower, Arms	Medium	½ HP each zone covered
Upper, Legs	Medium	½ HP each zone covered
Total Gain	5 Hit Points	

Chainmail Must be steel not aluminium.

Aluminium chain would count as light armour and grant you only 2 ½ HP for the same coverage as above.

TORSO

Brigandine



Front, Chest	Medium	1 HP
Abdomen, Stomach		
Back of the torso	Medium	1 HP
Upper, Arms	Medium	½ HP each zone covered
Upper, Legs	Medium	½ HP each zone covered
Total Gain	4 Hit Points	



TORSO

Gut Plate



Abdomen, Stomach	Heavy	1 HP
Total Gain	1 Hit Points	

TORSO

Full Chest Plate Only



Front, Chest	Heavy	1 HP
Abdomen, Stomach	Heavy	1 HP
Total Gain	2 Hit Points	

TORSO

Full Chest and Back Plate



Front, Chest	Heavy	1 HP
Abdomen, Stomach	Heavy	1 HP
Back of the torso	Heavy	1 HP
Total Gain	3 Hit Points	

TORSO

Mix of Chain and Plate



Plate (as the heavy plate is covering the 2 zones on the front, the chain on the front, chest is not counted for HP)

Front, Chest	Heavy	1 HP
Abdomen, Stomach	Heavy	1 HP

Chain

Back of the torso	Medium	1 HP
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Chain

Upper, Arms	Medium	½ HP each zone covered
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Chain

Lower, Arms	Medium	½ HP each zone covered
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Chain

Upper, Legs	Medium	½ HP each zone covered
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Total Gain	6 Hit Points
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Chainmail Must be steel not aluminium.

Aluminium chain would count as light armour and in this case would grant you nothing for the back and only 1 ½ HP for the same coverage as the rest of the zones above. Plus, the 1 HP for the gut plate.

LIMBS

Leather Bracers



Lower, Arms	Light	¼ HP each zone covered
Total Gain for coverage on both Lower Arms	½ Hit Point	

Leather must be at least 4mm thick to count.

LIMBS

Leather Skirt



Upper, Legs	Light	¼ HP each zone covered
Total Gain for coverage on both Lower Arms	½ Hit Point	

Leather must be at least 4mm thick to count.

LIMBS

Padded Bracers



Lower, Arms	Light	¼ HP each zone covered
Total Gain for coverage on both Lower Arms	½ Hit Point	

Padded Armour must be of a certain thickness to count. Beware of cheaply made imitations as they will be too thin to count as armour and will only count as dress up.

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LIMBS

Tassets



Upper, Legs	Medium	½ HP each zone covered
Total Gain for coverage on both Lower Arms		1 Hit Point

LIMBS

Steel Bracers



Lower, Arms	Heavy	½ HP each zone covered
Total Gain for coverage on both Lower Arms		1 Hit Point

LIMBS / ELBOWS

Steel Arms



Lower, Arms	Heavy	½ HP each zone covered
Elbow	Heavy	½ HP each zone covered
Total Gain for coverage on both Lower Arms and elbows	2 Hit Points	

Not enough coverage on upper arms to gain any further points

LIMBS / KNEES

Full Leg Armour



Upper, Legs	Heavy	½ HP each zone covered
Knee	Heavy	½ HP each zone covered
Lower, Legs	Heavy	½ HP each zone covered
Total Gain for coverage on both legs	3 Hit Points	

NO POINTS

Sabatons



Belt Shields



Gauntlets



Gauntlets with enough coverage on the lower arms count as armour for HP