

## ARMOUR

When you obtain a piece of armour for yourself, there are three values you need to know:

1. The **armour level (AL)** - this value represents how tough the armour is and is compared to the armour level of the weapon used against it.
2. The **number of layers** - used to calculate stamina and detriment on strength, speed, and agility.
3. The **stamina** - how much damage the armour can take before being destroyed

### ARMOUR LEVEL

The AL of a piece of armour determines its ability to withstand certain types of damage. When the armour is hit with a weapon, the AL of the weapon is compared and a number of things may happen:

Compare Weapon AL to Armour AL	Damage to Armour	Damage to Target
Weapon is 2 or more greater than armour	Full	Full
Weapon is 1 greater than armour	Full	Half
Weapon is equal to armour	Full	None
Weapon is 1 less than armour	Half	None
Weapon is 2 to 4 less than armour	One Tenth	None
Weapon is 5 or more less than armour	None	None

Some examples of weapon armour levels:

- 0: Bare hand to hand damage. (e.g.: feet, fists)
- 1: Extreme hand to hand damage. (e.g.: claws, teeth, clubs)
- 2: Light weapons. (e.g.: filament weapons, some edged weapons)
- 3: Standard weapons. (e.g.: blasters, bullets, good edged weapons)
- 4: Piercing weapons. (e.g.: cutting lasers, 360 blaster)
- 5: Heavy piercing weapons. (e.g.: sear gun, assault cutting laser)
- 6: Eating weapons. (e.g.: plasma weapons)
- 7+: Advanced weaponry. (e.g.: disintegrator, antimatter bomb)



Increased armour level in armour is obtained by harder materials, heat sinks, inertial dampeners, and other advanced technology.

In rare cases, a weapon's armour level may be considered 'ignoring'. (Such as a moisture disruptor) In this case, if the armour is of a equal or higher level than the weapon, no damage whatsoever will be inflicted. However, if the armour is lower, the weapon will pass right through the armour, doing no damage to the armour and full damage to the target underneath. In the weaponry lists, an 'I' will be next to the armour level for weapons of this type.

## NUMBER OF LAYERS

When you obtain armour you need to specify the number of layers of the armour on each body placement. Each body placement takes up one layer of armour. For each layer you wear, you must decrease your strength, speed, or agility by 1. None of these attributes may go below 0, and the detriments are only in effect while wearing the armour. The amount of stamina for each layer of armour depends on the quality of armour. The layers are not actual layers. A 5 layer chest piece will only be 1 piece. The layers are more a measure of thickness.

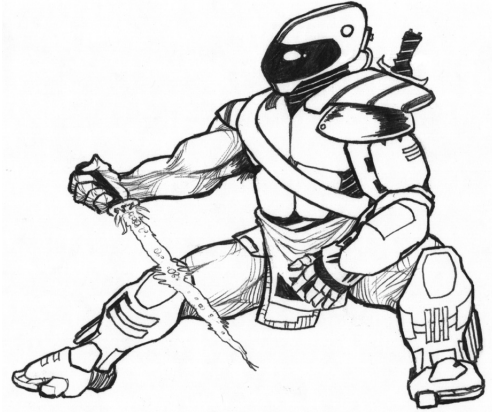
### Example:

A Human has: Strength: 4, Speed: 3, and Agility: 5

He wants to buy a suit of armour (AL4) that includes:

- 2 layers on head and vitals (placement 1)
- 1 layer on chest (placement 2)
- 1 layer on stomach (placement 3)
- 1 layer on arms (placement 4)
- 1 layer on legs (placement 5)

Therefore, he must deduct 6 points off of his physical attributes. He chooses: Strength: -2, Speed: -1, Agility: -3



Thus, his physical attributes while wearing the armour are: Strength: 2, Speed: 2, Agility: 2

Any combination is possible. He may have chosen to deduct 5 points off his agility and 1 off his speed if he wanted to retain all his strength. Deductions in strength will not lower hand to hand damage, however, deductions in agility or speed may reduce bonus to duck or parry. Once an *entire piece* of armour is destroyed, the physical attributes deducted for that piece are regained.

## STAMINA

Each type of armour has a stamina per layer value. Each layer of armour adds that much stamina to the piece of armour. If, in the above example, the armour obtained was 10 stamina per layer, the total stamina for the suit would be:

Placement	Stamina
1	20
2	10
3	10
4	10
5	10

## SEVERANCE

Roll 2D6. Need to roll under:	
Not Using Armour Rules	Weapon Severance Rating + Bonus To Sever
Using Armour Rules	Weapon Severance Rating + Bonus To Sever + Weapon Armour Rating - Victim Armour Rating

One very optional rule is the use of severance. As the name implies, it involves cutting off portions of victims. While this is a powerfully descriptive tool for exciting role-playing, it has some rather tricky complications that must be carefully dealt with. Referees are encouraged to use this rule with caution.

- First, as a general guideline: any single hit that inflicts damage equal to the victim's total stamina or more can be considered "severance". This means that if you destroy a target with one hit, you can also describe the damage as having removed whatever portion was struck. Heck, if you kill a victim in one hit, the referee should probably be playing up the enormity of the act, or re-thinking what they consider to be a fair fight.
- Other than monster kill-with-one-hit attacks, a **CUTTING** weapon is required in order to sever. Cutting weapons include blades, cutting lasers, and those nifty secret-agent-slicing machines that always pop up in Bond movies. Cutting weapons will be designated as such in the weapons lists... eventually. For the time being, referees are to use their own discretion.
- Weapon severance ratings will also be noted in their descriptions... eventually. Until then, just assume they're all 0 unless stated otherwise.
- Bonus to sever is the bonus achieved from the option section when characters acquire a stage of weapon specialist or guerrilla. Of course, that particular bonus must be selected when going up a stage of weapon specialist or guerrilla. I suppose that some really playful referees might also allow a bonus to sever for going up a stage of Artist (barber).
- Weapon armour rating (or armour level) is also in the descriptions... in the near future.
- Victim armour rating (or armour level) is obviously the armour of the target. This includes inherent armour ratings - such as with droids and other "hard" targets - as well as beings actually wearing pieces of armour.

As the formula at the top implies, the attacker rolls two dice (2D6) and attempts to roll **UNDER** the combined total of the *Weapon Severance Rating* **PLUS** their *Bonus to Sever* **PLUS** the *Armour Rating of their Weapon* **MINUS** the *Armour Rating of their Target*. Rolling equal is usually considered to be a gouge deep enough to disable the affected portion, though not actually removing it completely from the whole.