

Armours

| Type | Material | AV | max | Damage | | | CP | Move |
|-------|----------|-------|-------|--------|--------|-------|-------|-------|
| | | | | cut | pierce | bash | | |
| _____ | _____ | _____ | _____ | + ___ | + ___ | + ___ | - ___ | - ___ |
| _____ | _____ | _____ | _____ | + ___ | + ___ | + ___ | - ___ | - ___ |
| _____ | _____ | _____ | _____ | + ___ | + ___ | + ___ | - ___ | - ___ |
| _____ | _____ | _____ | _____ | + ___ | + ___ | + ___ | - ___ | - ___ |
| _____ | _____ | _____ | _____ | + ___ | + ___ | + ___ | - ___ | - ___ |

Fatigue

Current: _____ **+1 every** _____ **rounds**

Total Penalties: - _____ - _____

Effective Values: _____

Body Location

| Armour Type | | | |
|-------------|--------|------|--------|
| TO+AV vs. | | | |
| cut | pierce | bash | Damage |

Head

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |

Shield

| | |
|--------------------|---------------|
| Size | _____ |
| Material | _____ |
| AV | _____ |
| Damage | _____ / _____ |
| Melee DTN | _____ |
| Missile DTN | _____ |

Neck

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |

Face

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |

Shoulders

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |

Right Arm

| | | |
|-------|-------|-------|
| hand | _____ | _____ |
| lower | _____ | _____ |
| elbow | _____ | _____ |
| upper | _____ | _____ |

Torso

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |

Back

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |

Left Arm

| | | |
|-------|-------|-------|
| hand | _____ | _____ |
| lower | _____ | _____ |
| elbow | _____ | _____ |
| upper | _____ | _____ |

Waist / Hip

| | |
|-------|-------|
| _____ | _____ |
| _____ | _____ |

Right Leg

| | | |
|-------|-------|-------|
| foot | _____ | _____ |
| lower | _____ | _____ |
| knee | _____ | _____ |
| upper | _____ | _____ |

Left Leg

| | | |
|-------|-------|-------|
| foot | _____ | _____ |
| lower | _____ | _____ |
| knee | _____ | _____ |
| upper | _____ | _____ |

