

Armor Coverage Table for Gladius!

Armor	Covers	Effect				
		HW	GR	SW!	TW!	DE
Visored Helmet	Head	Daze	N/A	GR	SW! & HW	TW! & HW
Breast Plate	Abdomen	N/A	N/A	N/A	SW!	TW! & Daze2
Broad Leather Belt	Abdomen	N/A	GR	GR & Daze	SW!	DE
Small Shield	Abdomen, 1 Side Leg and Arm	N/A	GR	GR	GR & Daze	TW!
Large Shield	Abdomen, Leg and Arm	N/A	N/A	GR	GR & Daze	TW!
Leg or Arm Greave	Specific Arm or Leg	N/A	N/A	SW! & IM	SW! & IM	TW! & IM

Notes:

1. Armor works by reducing the effects of hits for specific body areas the armor covers. Check where the hit is located on the Location table, then see if that area is covered by a piece of armor. Cross reference by wound type for results.
2. IM = Immobilized, per the description on the Location chart.
3. Daze(#)= A temporary state of disorientation (as in "My Ears are Ringing from that last blow!"). AP is reduced by 2 for the remainder of the turn. Daze & a Number indicates the number of turns the Daze is in effect.
4. Armor on top of Armor, as in Shield Plus Breast Plate: Use results from the "outside in" physically. In other words, Shields are used first.