

FOLD

PAGE 1

FOLD

CUT OUT

FOLD

↑ The top of this leaf should be taped together with the "spindle" leaf as well as the "specs & usage" leaf to make one rear pocket for the slider.

MEDIUM SHIELD

ARTIFACT · SHIELD · MEDIUM



**"War is the province of chance."
— Karl von Clausewitz**

SLIPSHIELD VALUE & AVAILABLE EFFECTS

MEDIUM SHIELD

ARTIFACT · SHIELD · MEDIUM



- 1) **Apply Defense Elements in Order**
Weapon, Shield, Outer Armor, Inner Armor
- 2) **Set SlipShield Value**
SV is the last number/die in offense roll
Bonuses and penalties may apply
Adjust the slider above
- 3) **Use Shield Effects**
Review options that may show above
- 4) **Set "Kind of Damage"**
Adjust wheel to right
- 5) **Reduce Incoming Damage**
Decrease damage by amount shown below
- 6) **Apply Remaining Damage**
Reduce damage with another Artifact or
Decrease Corpus by remaining damage

CUT OUT

**DAMAGE
REDUCTION**

CUT OUT

SPECS & USAGE

Notes:	Opp Max:	-3
	Movement:	unaffected
	Noise SOOTT:	2
Artifact:	General:	Shield
	Intermediate:	Plate
	Specific:	Medium (SV ~8)
Size:	Weight:	8 kg
	Encumbrance:	15 Power
	User Req.:	1.3-2.6 m tall
Other:	Main materials:	Iron, leather strapping
	Original Value:	220 gp
	Serial Number:	[alpha demo]

CURRENT SHIELD CONDITION

SlipShield Value is
Smith SOOTT to repair is

Artifact CORPUS

**CUT
OUT**

**Durability
Threshold
60**

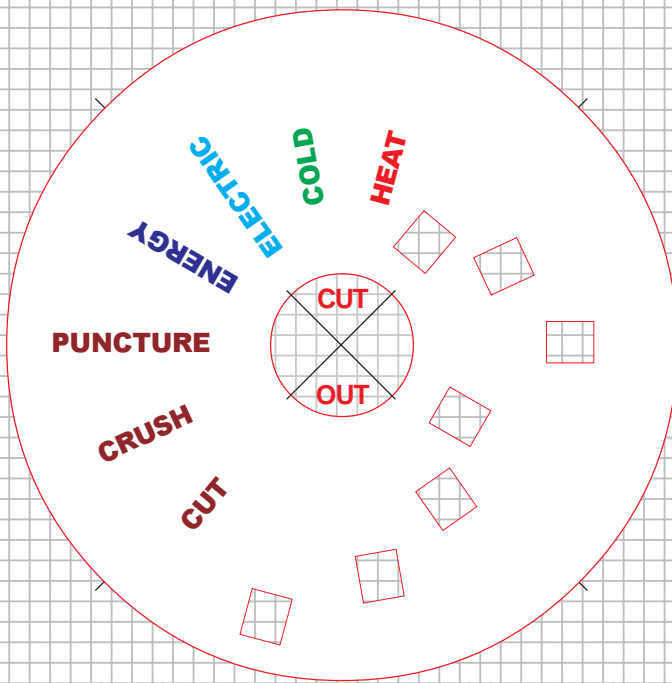
StoryForge . AudaxCor . com

Reinforce spindles by
taping over entire spindle
area before cutting.

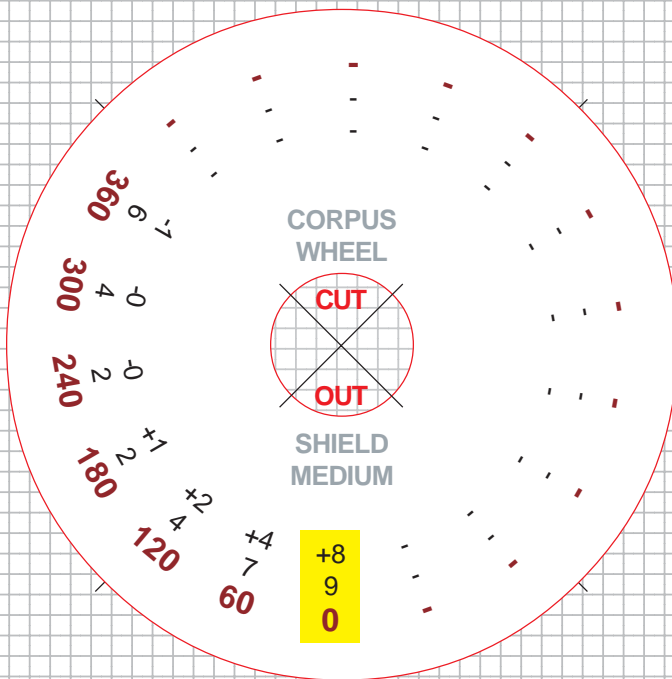
**DAMAGE
SPINDLE**

Cut along the red lines to
make four spindle tabs.
The corners pointing to the
center need to be most
precise. Fold triangular
tabs back/away from this
printed side and attach
wheels on opposite side,
text-side up.

**CORPUS
SPINDLE**



PAGE 2



Armor - Shield - Medium
Serial Number: [alpha demo]
Account: admin@audaxcor.com

Owner: _____

cut along Tape here ↓

Score & fold back as a catch, then tape to back edge of slider.

STANDARD ARMOR EFFECTS

Any Effect shown in this window may be used.
Cards with other Shield Effects can be inserted here.

>	
10	
9	
8	
7	
6	
5	
4	
3	
2	
1	
<	

Redirect: Pay 1d4 Opp to make Armor Coverage +1

Rebuffing Disarm: If attacker's attempt roll had two odd numbers, attacker's 1-handed weapon is fumbled.

Whack: Pay 1d6 Opp to delever Crush damage to opponent equal to 1/4 the damage attenuated for Crush.

Rebound: Pay 2d8 Opp to split the damage between defender and attacker.

Score on reverse then fold forward to create catch for insertable cards.

SHIELD

>10
10
9
8
7
6
5
4
3
2
1
<1

fold

cut along

xxxxxxx

0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0
6 6 0 0
14 14 0 0
22 22 3 0
30 30 10 0
45 45 15 0

Ht	Co	El	En
----	----	----	----

0 0 0
0 0 0
0 0 0
0 0 0
0 0 0
0 0 0
0 0 0
16 0 0
27 8 0
39 21 10
50 34 40
75 51 60

Cut	Cru	Pun
-----	-----	-----

Tape this slider together at bottom ↓

score / fold along

Tape this leaf down flat here. →