

FOLD

PAGE 1

FOLD

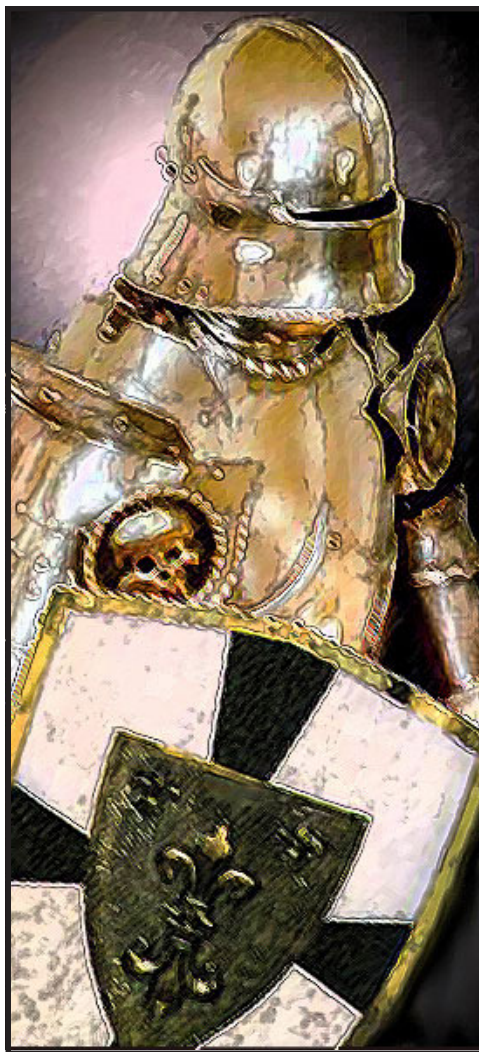
CUT OUT

FOLD

ARMOR COVERAGE & AVAILABLE EFFECTS

PLATE MAIL

ARTIFACT · ARMOR · FIELD SUIT

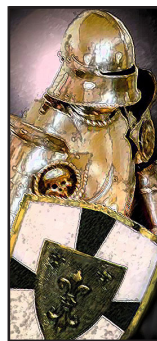


“Victory is a matter of staying power.”
— Elbert Hubbard

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.

PLATE MAIL

ARTIFACT · ARMOR · FIELD SUIT



- 1) Apply Defense Elements in Order**
Weapon, Shield, Outer Armor, Inner Armor
- 2) Set Armor Coverage**
AC is the last number/die in defense roll
Bonuses and penalties may apply
Adjust the slider above
- 3) Use Armor 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: -6 (-4 if no helmet)
Helmet option: AC is -2 if not worn
Movement: 3/4 speed
Noise SOOT: 7

Artifact: General: Armor
Intermediate: Plate Mail
Specific: Field Suit (AC ~5)

Size: Weight: 25 kg
Encumbrance: 40 Power
User Req.: 1.4-2.5 m tall

Other: Main materials: Iron, leather strapping
Original Value: 1800 gp
Serial Number: [alpha demo]

CURRENT ARMOR CONDITION

Armor Coverage is
Smith SOOT to repair is

Artifact CORPUS

CUT
OUTDurability
Threshold
50

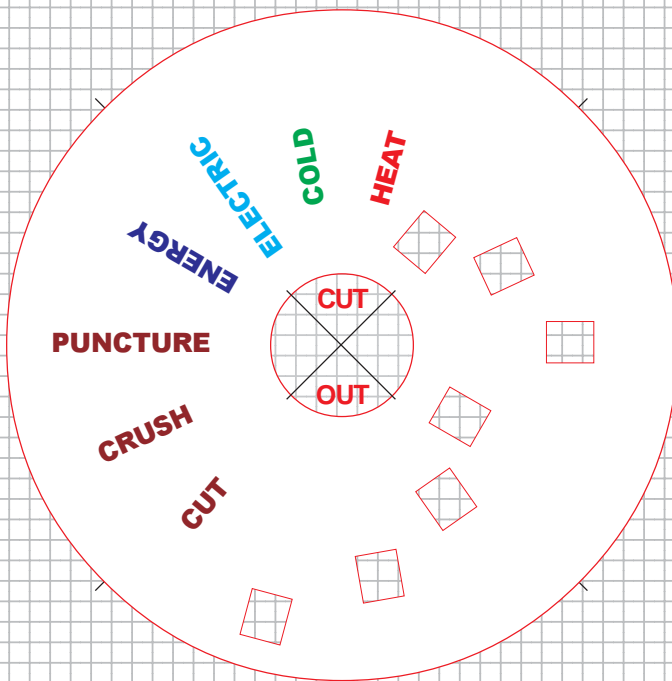
StoryForge . AudaxCor . com

Reinforce spindles by
taping over entire spindle
area before cutting.

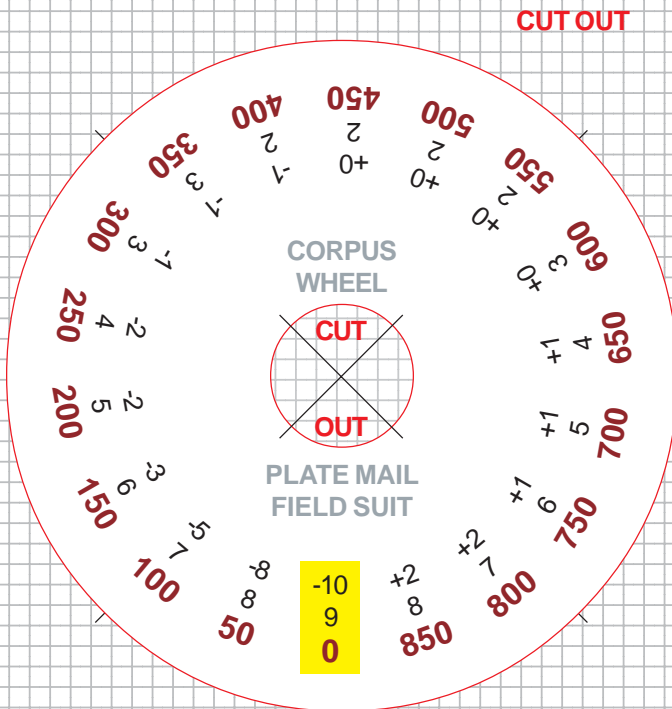
DAMAGE
SPINDLE

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 - Plate - Field Suit
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 Armor Effects can be inserted here.

<	
1	
2	
3	
4	Trap Weapon: Pay 1d6 Opp to entrap/disable weapon of attacker, who must pay 3d6 Opp to free weapon.
5	
6	Ding: for purposes of durability damage to incoming weapons, pay 1d4 Opp to double damage attenuated.
7	Tweak Damage: If defense roll dice aren't both odd, pay 2d4 Opp to revert incoming damage to primary kind.
8	Rebuffing Disarm: If attacker's attempt roll had two odd numbers, attacker's 1-handed weapon is fumbled.
9	
10	Smack: Pay 1d6 Opp to delever Crush damage to opponent equal to 1/2 the damage attenuated for Crush.
>	

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

ARMOR

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

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

CUT OUT
(EFFECTS
WILL
SHOW
THRU
THIS
WINDOW)

0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0
6 6 0 0
10 10 0 0
14 14 0 0
18 18 3 0
22 22 5 0
26 26 8 0
30 30 10 0
45 45 15 0

Ht	Co	El	En
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0 0 0
0 0 0
0 0 0
0 0 0
16 0 0
22 8 0
27 13 10
33 18 18
39 24 25
44 29 33
50 34 40
75 51 60

Cut	Cru	Pun
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Tape this slider together at bottom ↓

score / fold along

Tape this leaf down flat here. ↓