

WARHAMMER FRP 4E

Armor Tables

Group	Weapon	Price	Enc	Availability	Penalty	Head	Body	Arms	Legs	Qualities and Flaws	
Soft Leather	Leather Jack	12/-	1	Common	-	0	1	1	0		
	Leather Jerkin	10/-	1	Common	-	0	1	0	0		
	Leather Leggings	14/-	1	Common	-	0	0	0	1		
	Leather Scullcap	8/-	0	Common	-	1	0	0	0	Partial	
Boiled Leather	Breastplate	18/-	2	Scarce	-	0	2	0	0	Weakpoints	
	Mail Leggings	2 GC	3	Scarce	-	0	0	0	2	Flexible	
	Mail	Mail Coat	3 GC	3	Common	-	0	2	2	0	Flexible
		Mail Coif	1 GC	2	Scarce	-10 Perception	2	0	0	0	Flexible, Partial
	Mail Shirt	2 GC	2	Scarce	-	0	2	0	0	Flexible	
	Breastplate	10 GC	3	Scarce	-	0	2	0	0	Impenetrable, Weakpoints	
	Plate	Helmet, Full	3 GC	2	Rare	-20 Perception	2	0	0	0	Impenetrable, Weakpoints
		Helmet, Open	2 GC	1	Common	-10 Perception	2	0	0	0	Partial
		Plate Bracers	8 GC	3	Rare	-	0	0	2	0	Impenetrable, Weakpoints
	Plate Leggings	10 GC	3	Rare	-10 Stealth	0	0	0	2	Impenetrable, Weakpoints	
Combos	<i>Soft Leather Outfit</i>	34/-	2	Common	-	1	1	1	1	Partial (Head)	
	<i>Chainmail Outfit</i>	6 GC	8	Scarce	-10 Perception	2	2	2	2	Flexible, Partial (Head)	
	<i>Full Chainmail Outfit (Chain, Leather)</i>	6 GC 1/14	10	Scarce	-10 Perception	3	3	3	3	Flexible, Partial (Head)	
	<i>Platemail Outfit</i>	30 GC	10	Rare	-10 Perception	2	2	2	2	Impenetrable, Weakpoints, Partial (Head)	
	<i>Field Plate Outfit (Plate + Leather)</i>	30 GC 1/14	12	Rare	-10 Perception	3	3	3	3	Impenetrable, Weakpoints, Partial (Head), Flexible	
	<i>Full Plate Outfit (Plate, Chain, Leather)</i>	37 GC 1/14	20	Rare	-20 Perception	5	5	5	5	Impenetrable, Weakpoints, Flexible	
Armor Effects											
<i>Soft Leather can be worn under other Armors</i>											
<i>Flexible Armors can be worn under non-Flexible Armors</i>											
<i>Any Chainmail gives a -10 Stealth</i>											
<i>Any Platemail gives a -10 Stealth (-20 for Leggings)</i>											
Qualities	Flexible	Flexible armor can be worn under Non-Flexible to stack benefits									
	Impenetrable	All Critical Wounds caused by odd numbers are ignored									
Flaws	Partial	Critical Hits or Attack Tests with even numbers ignore the AP									
	Weakpoints	Critical caused by weapons with Impale ignore the AP									