

## **NERO® Midwest Region Physical Armor Playtest Version 2.0**

### Objective:

This playtest is designed to create a more transparent method for assigning armor points as well as create a more diverse appearance and visually interesting atmosphere. It is also intended to reward those who have armor made from period materials by allowing them to wear less armor to attain maximum values. However it is not designed to penalize those who do not use period materials by preventing them from attaining maximum values. Newer players should also find this system makes it easier for them to attain armor.

### Rule Changes:

Armor value maximum is changed from 22 to 30, class initial maximums are as per NERO 8th ed. Rules. To reach the new maximum value, wear extra armor must be purchased as per the NERO 8th ed. Rules. Replaced old armor definitions for materials, areas, bonuses, penalties etc... with new definitions.

### Armor Type Definitions:†

Costume: Any period looking clothing that does not conform to the other definitions.

Leather: Any natural leather product or manmade material that has a leather appearance. Also very heavy canvas and quilted materials are considered light leather.

Chainmail: Any armor composed entirely of interlocking rings that a ½" cpvc pipe will not fit through. It may be backed with another material for rigidity, especially on the arm or leg areas.

Plate: Any armor that approximates a typical ridged style of armor including a coat of plates, lamellar, banded, plate armor, etc... Plastic and metal materials must be stiff enough that they are not easily deformable under light pressure.

† The material that takes up 75+% of the surface area of the armor is the type of armor present.

### Area Definitions:‡

Torso: Area covered by a sleeveless t-shirt, groin, hips and buttocks.

Upper Arms: Area from where sleeveless t-shirt stops to the elbow.

Lower Arms: Elbow to the wrist joint.

Upper Legs: From just below the hips to the knee.

Lower Legs: From knee to just above the ankle.

The right and left side of arms and legs are considered different areas for grading armor.

‡ Coverage of each area must be 75+% to count as armored.

### Base Armor Point Values:

Torso Front /4 /3 /2 /1

Torso Back /4 /3 /2 /1

Upper Arms (right/left) /3-3/ 2-2/ 1-1/ 0-0

Lower Arms (right/left) /3-3/ 2-2/ 1-1/ 0-0

Upper Legs (right/left) /3-3/ 2-2/ 1-1/ 0-0

Lower Legs (right/left) /3-3/ 2-2/ 1-1/ 0-0

Head (right/left) /3 /2 /1 /0

### Bonuses:

Leather on torso:

+1 if made of real leather; additional +1 for 1/8" (8 oz.) thick leather, may layer leather to achieve this

+1 if metal or plastic additions make up 25%-74% of the surface area

Chain on torso:

+1 if a #2 pencil does not fit through

+1 if made from metal; additional +1 if made from steel alloy or copper

Plate on torso:

+1 if not deformable under moderate pressure

+1 if made from metal; additional +1 if made from steel alloy or copper

General:

+1 if all armor is leather or metal

+2 if in costume and armor is visually appealing

+2 visually impressive armor and costume; examples are: leather that has artistic additions or carvings, chain which is riveted, plate which is fluted, pieces are articulated, plastic is molded and painted to approximate metal counterparts, costume that is of movie quality, etc... (this should be rarely awarded) (only 2 points total not 4)

Penalties:

General:\*

-1 if neck to shoulder area is not covered with an armor material if torso is armored

-1 if groin, hips and buttocks are not covered with an armor material if torso is armored

\* Does not apply if torso armor is costume.

Waylay Protection:

Helmets, hats and leather wrappings only provide waylay protection if they extend down to cover the back of the neck. A wide brimmed hat does not provide waylay protection. Waylay protection is equal to the helmet, hat or leather wrappings bonus value.

Notes:

- Tools required: English ruler, 1/2" cpvc pipe and a magnet.

- For metal bonus use the magnet to determine if it is steel or a steel alloy and determine copper by color and weight.

- It is possible to get higher than 30 points using this system but at no time should this be awarded. The objective is to have a wide variety of looks.

- Moderate pressure is defined as the pressure needed to compress the sides of a soda can together.