

ARMOR, SHIELDS AND CORD BASED MODIFIERS

HIGH CORD MODIFIER

If the CORD Modifier is equal or greater than Armor Movement and CORD Penalty, that penalty is negated. If the bonus is less than the penalty, subtract the bonus modifier from the penalty.





The first number in the 2 columned chart below is the unmodified CORD, it is followed by the modifier.

1 Minus 6	13 Plus 1
2 Minus 5	14 Plus 1
3 Minus 4	15 Plus 1
4 Minus 3	16 Plus 2
5 Minus 2	17 Plus 2
6 Minus 2	18 Plus 2
7 Minus 1	19 Plus 3
8 Minus 1	20 Plus 3
	21 Plus 3
9 to 12 no penalty or bonus	22 Plus 4
	23 Plus 4
	24 Plus 4
	25 Plus 5, etc

At 13 to 15 CORD all penalties for light armor, including movement, lowered CORD, weapon skill and defense are negated. At 16 to 18 CORD all penalties for heavy armor, are negated. At 19 CORD and above there are no penalties for full plate.

Shields are counted separately. A fighter with a 17 CORD wearing heavy armor and wielding a hoplite/Viking-sized shield is still burdened with the shields penalties since the armor penalties have "soaked up" his bonus for high CORD. If the fighter with 17 CORD wears medium armor and a hoplite or Viking-sized shield his CORD bonus' equal the penalties for armor and shield, leaving his Movement, skills unchanged.

SHIELDS

Shield Size	Movement and CORD Modifier	Defence Bonus	Weapon Skill Modifier	Damage Blocked
 Buckler		+10	-5	-D2
 Medium		+20	-10	-D4
 Hoplite/Viking	-1	+30	-15	-D6
 Tower/Wall	-2	+40	-20	-2D6

Abandoned Mind Games RPG

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ARMOR	Movement and CORD Penalty	Weapon Skill Modifier	Defence Bonus/Penalty	Damage Blocked
Light Armor				-D4
Medium Armor	-1	-10%		-D6+1
Heavy Armor	-2	-15%	-10	-D10
Full Plate and Padding	-3	-20%	-20	-2D6

CORD modifiers may be considered optional to simplify game mechanics.

Note: Movement modifiers are doubled on second turn if speed is doubled.