

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.

# CHAIN MAIL

ARTIFACT · ARMOR · SHIRT



**"Experience: the reward of suffering."**  
— *Aeschylus*

## ARMOR COVERAGE & AVAILABLE EFFECTS

# CHAIN MAIL

ARTIFACT · ARMOR · SHIRT



- 1) **Apply Defense Elements in Order**  
Weapon first, then Armor
- 2) **Set Armor Coverage**  
AC is the last number/die in defense roll  
Adjust the slider above
- 3) **Set "Kind of Damage"**  
Adjust wheel to right
- 4) **Reduce Incoming Damage**  
Decrease damage by amount shown below
- 5) **Apply Remaining Damage**  
Decrease Corpus by remaining damage

CUT OUT

DAMAGE  
REDUCTION

CUT OUT

## SPECS & USAGE

**Notes:** Opp Max: -4  
Serial Number: [alpha demo]

[Advanced Play Mechanics Removed:  
Armor Attrition]

StoryForge . AudaxCor . com

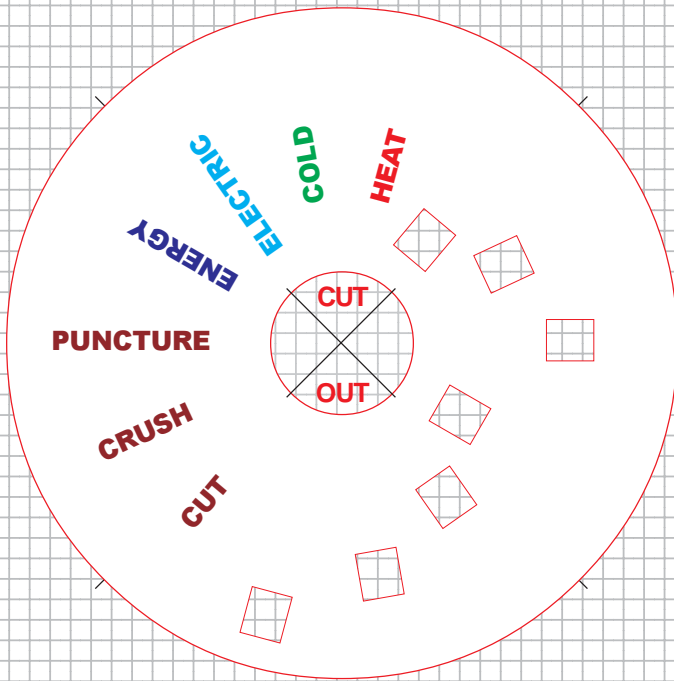
CUT OUT

Reinforce spindles by  
taping over entire spindle  
area before cutting.

DAMAGE  
SPINDLE

CUT OUT

↑  
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.



PAGE 2

CUT OUT

Armor - Chain Mail - Shirt  
Serial Number: [alpha demo]  
Account: *admin@audaxcor.com*

Owner: \_\_\_\_\_

cut along ..... Tape here ↓ .....

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

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

[Advanced Play Mechanics Removed:  
Armor Effects]

0 0 0 0  
0 0 0 0  
0 0 0 0  
0 0 0 0  
0 0 0 0  
4 4 0 0  
7 7 0 0  
10 10 2 0  
14 14 4 0  
17 17 6 0  
20 20 8 0  
30 30 12 0

0 0 0  
0 0 0  
0 0 0  
0 0 0  
0 0 0  
10 0 0  
15 0 7  
20 4 12  
26 8 17  
31 12 21  
36 16 26  
54 24 39

Ht	Co	El	En
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Cut	Cru	Pun
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Tape this slider  
together at bottom ↓

score / fold along

→ Tape this leaf down flat here.