

# Equipment

## Movement speed

Base movement speed is the slowest value between (1) the movement speed indicated by armor, and (2) the movement speed indicated by total weight carried. It will be 12", 9", 6", or 3" normally. Monks and barbarians will determine their possible movement speeds by applying the same proportions/fractions to their maximum speed.

## Helmets

Helmets are included with armor. Characters are assumed to be wearing helmets unless declared otherwise. A helmet's weight is included with the weight of the armor. If the character substitutes a great helm, some math will need to be done based on the weights of the two helmet types provided in the books.

## Shields

Shields protect against a certain number of opponents per round, not hits or [attack routines](#).

Shields of the type which block attacks from only one opponent per round are not in the three core books. The "shield, small" entries in the PHB are actually the medium-size shields described by the section on number of blockable opponents per round. Bucklers are the single-target-block shields, and only exist in UA.

## Bows fired from horseback

Longbows cannot be used while the character is mounted, but shortbows and [composite bows](#) can.

## Recovering ranged ammunition

See [Ammunition](#).

## Magic armor

See [Magic Armor](#).

## Sleeping in armor

See [Sleep](#).

## Donning and doffing armor

Rules are found on WSG 65.

Armor	Don Time
All	9 rounds - <a href="#">AC</a> type
Plate (any kind)	+2 rounds, or +5 rounds if unassisted by 1 other character

Armor can be doffed in half the don time, rounded up to full rounds.

If a blade is used on the armor straps, doff time can be reduced by 1 round, or 2 rounds on plate (minimum 1 round). This makes the armor unusable until it is repaired at 10% its cost.<sup>Ex</sup>

## Magical armor sizing

Armor made for the same group can be worn by other characters within that same group.<sup>1)</sup> The groups for all armors except elfin chain are:

- Gnome, halfling (hairfoot)
- Dwarf, halfling (stout, tallfellow)
- Elf, half-elf
- Human, half-orc, other man-sized not listed here

For elfin chain, use the groups on UA 104.

## Two-handed weapons

Bardiche, bec de corbin, bill-guisarme, blowgun, bo stick, bow (all), crossbow (light and heavy), fauchard, fauchard-fork, glaive, glaive-guisarme, guisarme, guisarme-voulge, halberd, hammer (lucerne), hook fauchard, man catcher, maul, partisan, some pikes (awl), ranseur, septum, staff (quarter and sling), sword (two-handed), voulge.<sup>2)</sup>

Spears, tridents, and military forks can be used one handed if their length is no more than 3' greater than the wielder's height.

## Polearms

For determination of a random polearm, such as when encountering orcs, see [Polearm](#).

## Mounts

See [Mount](#), [Flying Mount](#), and [Barding](#).

## Class weapons permitted by UA

The weapon list on UA 13 is in use.

1)

UA 104 lists groups. Man-sized is split into two categories in those groups, probably because it is dealing with elfin chain which is made for smaller characters. For other types of armor, a more general spread can be used.

2)

<https://www.dragonsfoot.org/forums/viewtopic.php?p=188755#p188755>

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