

Shields (Min. Str) <sup>1</sup>	Shield bonus (to MĒ/MI) <sup>2</sup>	MS <sup>3</sup>	Weight	Description
Aurichalcum buckler (-1) <sup>4/5</sup>	+1 DV/+1 DV	-1	5 lbs	Round
Bronze buckler (-1) <sup>4/5</sup>	+1 DV/+1 DV	-1	11 ma	Round
Deeply-dished shield (+1) <sup>6</sup>	+3 DV/+5 DV	-5	15 lbs	Large, round, wood and thin sheet of metal
Iron buckler (-1) <sup>4/5</sup>	+1 DV/+1 DV	-1	5 lbs	Round
Large aurichalcum shield (+2) <sup>6</sup>	+4 DV/+8 DV	-6	18 lbs	Hexagonal or oval, wooden frame with aurichalcum plates
Large bronze shield (+2) <sup>6</sup>	+4 DV/+6 DV	-6	20 lbs	Hexagonal or oval, wooden frame with bronze plates
Large iron shield (+2) <sup>6</sup>	+4 DV/+7 DV	-6	18 lbs	Hexagonal or oval, wooden frame with iron plates
Large plywood shield (+1) <sup>6</sup>	+5 DV/+5 DV	-7	16 lbs	Rectangular, partly cylindrical
Large wooden shield (+1) <sup>6</sup>	+4 DV/+6 DV	-4	12 lbs	Hexagonal or oval, wood and rawhide
Small aurichalcum shield (+1) <sup>5</sup>	+3 DV/+5 DV	-4	14 lbs	Oval or round, wood and aurichalcum
Small bronze shield (+1) <sup>5</sup>	+3 DV/+3 DV	-4	15 lbs	Oval or round, wood and bronze
Small iron shield (+1) <sup>5</sup>	+3 DV/+4 DV	-4	14 lbs	Oval or round, wood and iron
Small wooden shield (+0) <sup>5</sup>	+3 DV/+3 DV	-3	9 lbs	Oval or round, wood and rawhide
Wicker shield (-2) <sup>4/7</sup>	+2 DV/+2 DV	-1	3 lbs	Oval, round or crescent shaped, wicker or wooden frame with rawhide

<sup>1</sup>Unless you wear a backpack you can attach a shield to your back, but if you do you only enjoy half the shield bonus and only against attacks from the rear. The negative mod to MS does not disappear even if you attach the shield to your back, but it does enable you to use a weapon two-handed and makes it easier to climb and swim with a shield. See the skills Climbing and Swimming. A character with less than minimum Str must subtract the difference between his Str and minimum Str from DV (to a minimum of +0) and add the difference to the MS penalty when using that shield. See the skill Crafts and Trade (The Land of Pule).

<sup>2</sup>+1 OVMĒ shield bonus for all shields. Carrying a shield provides better opportunity to attack, and the shield itself can be used to push or hit the opponent. Shield DV bonus is halved if the character is lowering his guard. See Lowered Guard. See the skill Stamina. See also Stance & Movement under Combat Modifications. **NB!** DV (MI) \* 2 if a character is aware of the missiles being thrown or shot at him and has the opportunity to freely spend his round using his shield to defend against the missiles, forfeiting all his other actions.

<sup>3</sup>The MS mod does not affect the Dodging skill unless the user of the shield has less than minimum Str.

<sup>4</sup>Can be used in combination with a sling (but not with a staff sling).

<sup>5</sup>The carrier of this shield can (unless he is using a buckler in combination with a sling) hold 2 javelins or 3 light javelins or lead-weighted darts, or one other weapon, in his shield hand whilst using the shield, without encumbrance penalty.

<sup>6</sup>Large and deeply-dished shields can not be used from the back of a riding animal. The carrier of this shield can hold 1 javelin or 2 light javelins or lead-weighted darts in his shield hand whilst using the shield, without encumbrance penalty. See footnote 4.

<sup>7</sup>The carrier of this shield can (unless he is using it in combination with a sling) hold 3 javelins or 5 light javelins or lead-weighted darts, or one other weapon, in his shield hand whilst using the shield, without encumbrance penalty (i. e. the same as one would realistically be able to hold in the left hand if not carrying a shield at all). See Special Attacks & Manoeuvres under Combat Modifications. See Encumbrance (Skills).

**Example Shields:**

- I. Wicker shield
- II. Small wooden shield
- III. Large plywood shield
- IV. Large wooden shield
- V. Deeply-dished shield
- VI. Buckler
- VII. Large wooden shield
- VIII. Large metal shield

