

DAYLAMĪ WARRIOR, 6TH TO 13TH CENTURY

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The Daylamites (*Daylāmīyān* in Middle Persian) were a fierce, warlike, Iranian people who lived in the Elburz mountains, Tabaristan, south of the Caspian Sea. Despite coming under Abbasid vassalization in 761, Tabaristan was never directly conquered and occupied by Arabs, however it remained under the control of local dynasties such as the Gabarurids, Qarinwands, Zayvids, Buyids and Ziyarids, the latter becoming Seljuk vassals in the 11th century. The Daylamites were first employed as mercenaries by Sassanid Persians (playing a vital role in the Sassanid conquest of Yemen of 570) and then across the Muslim world, from the Rashidun Caliphate to Fatimid and Seljuk Empires.

The Daylamite warriors acted principally as mounted infantry, fighting on foot and using mules, camels and horses for transport. Their favourite battle tactic was forming a shield-wall and advancing steadily towards the enemy, throwing javelins to disrupt the foe and then entering in close combat with swords and battle-axes [1]. They were also accustomed to warfare on mountainous terrains [2]. Similar equipment and tactics were in use at the time among their Gilite neighbours, and a few centuries later this became the dominant military method of infantry in Kermān and Pārs [3]. Only the wealthiest warriors fought on horseback, probably because the scarcity of suitable war mounts in the region, and their heavy cavalry equipment was presumably similar to the panoply of their coeval Persian and Kurdish relatives. The legendary female warrior Azad Deylamī (born in AD 751) may suggest that there was a small number of women fighters in their native lands.

For most Daylamites clothing consisted of a thigh-length or knee-length woolen or felt kaftan (*Khaflān*), baggy trousers (*Shahwār*) and leather shoes (*Mōzagh*, pl. *Mōzagha*), but sandals and boots were in use as well. The amount and the variety of protections depended mainly of the wealth of the individual warrior; almost everyone wore a helmet (*Khūāh*), in its simplest form it was a pot helmet of spangenhelm construction worn over a thick felt cap (presumably the classical Iranian-Anatolian felt cap known as *Tiara*). In addition, brightly painted corselets were used (*Tur* or *Taru*) [4]. The current use of the word *Tur* (Anatolian *Dilbahān*) as headgear is credited to the Daylamites guards in service under Tulunids and Fatimids [5]. [6] The wealthiest warriors were reported to wear mail shirts (*Zarēh* or *Zerehīn*) and scale or lamellar cuirasses (*Loushan*) [7]. [8] Made of iron, bronze, horn, rawhide or hardened leather. Long leather boots or, alternatively, leather shoes worn in combination with with leather poleyns, were presumably preferred to sandals or simple shoes among the few Daylamite cavalrymen.

A survived 6th century Syrian manuscript [figure B] shows a possible depiction of Daylamite soldier armed with the typical *Zhiḡipn* spear. He wears a crested spangenhelm and an armour of Eastern Roman fashion (a cuirass similar to *Epilorkion* with linen or felt *Pteruges* covering the shoulders, upper arms and abdomen); his clothing consists of thigh-length *Khaflān*, a cloak and sandals, with no trousers being worn. However it doesn't seem likely that Daylamites really used such form of armour. A 9th-10th century north Iranian ceramic bottle [figures C] shows a more realistic depiction of Daylamite clothing and equipment, representing a bearded, long haired man armed with the *Tabar* battle-axe and the circular *Tur* shield, wearing the knee-length *Khaflān*, trousers and leather boots.

The principal weapon of the Daylamites was the *Zhiḡipn*, a javelin with a very sharp-angled or barbed [6] head. This weapon seems to have been varied pretty much in length and weight, ranging from a light javelin to a full-size one-handed spear. In Pre-Islamic times they were used to bring three javelins to battle [7]; it is unclear if the number of javelins was fixed and if it changed some centuries later. It is also unclear if the Daylamites, like their contemporary Kurdish warriors [8], used the throw throwing technique in order to throw the javelin with more force and accuracy. Other weapons in use were the straight *Sassanid* sword [9] (*Shāmsḡēr* or *Tigh*) and a small slender dagger (*Sakk*, literally "nail" [10]). Other forms of straight swords, shorter than the Sassanid *Shāmsḡēr* and quite similar to Arabian *Sayf* shortsword, were also in use [11]. Moreover, Daylamites used a certain variety of knives (*Kārēh*), at least some of them being balanced for throwing (the legendary Azad Deylamī is depicted as skilled dagger-thrower in Iranian folklore). Some warriors also carried the battle-axe (*Tabar*) or the mace (*Wazr* or *Gūzr*), both being common weapons among Iranian troops. Finally, slings were reported to be in use at least in pre-Islamic times [12].

From the 9th-10th centuries there were some changes in Daylamite equipment: the circular *Tur* shield was gradually replaced by the longer kite shield [13] (known as *Sipar-i shāshāk* or *Tārighah*), more styles of helmets were worn (for example the two-piece *Baydāh*) [figure D], the padded felt *Taru* was substituted by dedicated arming caps (*Aragchin*), and finally the Sassanid style of armor was replaced by *Der* or *Dīr* (a term used for both mail and scale hauberk), *Jubbah* mail hauberk [14] and *Zereh* mail hauberk [15]. The *Jubbah* mail armor was described as an inadequate protection against the arrows of Turkish *Ghulām* javaly [16], so it was probably manufactured with Arabic and Turkish *Zereh-e mamuli* quality of mail ("light mail with brazed rings" [17]; as support of this thesis, the term *Jubbah* appears to be of Turkish origin [18]), while the *Zereh* hauberk was likely to be manufactured in Central and Eastern Iran with *Zereh-e dāvūdī* quality of mail ("sturdy mail with small riveted rings", described as "impossible to pierce with arrows and sword strikes") [19]. Mail armor from Georgia, Khorāsān and Sogdiana (the latter known as *Zereh-e soqdī*) [20] was highly regarded and, like the renowned Frankish mail, they probably were the best qualities of available mail armour at time.

Other weapons were added in regular use in the 9th-10th centuries, such as the *Tabarzin* saddle-axe (especially used by heavy cavalry), the bow (*Kamān*) and the *Nāvāk* arrow-guide [21]. Under Fatimid's service, the Turkish *Qalachur* sabre and naptha-throwing crossbows were also in use [22]. Like their Persian and Kurdish relatives, heavy Daylamite cavalrymen of 10th-12th century also used the 9-to-12 feet *Nīzah* lance, holding it using both two-handed and one-handed techniques, the latter including all the three possible grips: the overhanded, the underhanded and even the couched position, a technique shown in both Partho-Sassanid [figure E] and Islamic [figures F, G] art. This lance was presumably lighter than Partho-Sassanid *Kontos* lance, which required both hands to be used effectively, or the systematic adoption of stirrups in Iran. The *Kontos*, or at least the two-handed lance technique, does not seem to have disappeared after the Islamic conquest of Persia but it was likely adopted by Arab Muslim armies [23] or was even in used before the Islamic conquest of Persia [24], as confirmed by the Arabic *Qunārīyah* lance deriving from the Eastern Roman *Kontarion*, and the attested use of the "up to 15 feet long" *Qunāh* lance in the 12th century, similar to the longest exemplars of *Kontos*. Very long cavalry lances used with both hands continued to be frequently represented in Islamic art [figures H, I] at least until the 14th century.

GLOSSARY
 Arabic words: *Baydāh*, *Der*, *Dīr*, *Ghulām*, *Jubbah*, *Qunāh*, *Qunārīyah*, *Sayf*, *Tārighah*, *Tur*, *Turs*.
 Daylamite words: *Sakk* (?), *Zhiḡipn* (?).
 Greek words: *Epilorkion*, *Kontarion*, *Kontos*, *Pteruges*, *Tiara*.
 Middle Persian (Pahlavi) words: *Daylāmīyān*, *Kamān*, *Kār*, *Khīd*, *Mōzagha*, *Mōzagha*, *Nāvāk*, *Shahwār*, *Shāmsḡēr*, *Tigh*, *Wazr*, *Zrēh*.
 New Persian (Farsi) words: *Aragchin*, *Dālbānd*, *Zerēh*, *Joushan*, *Khaflān*, *Nīzah*, *Qalachur* (?), *Sipar-i shāshāk*, *Tabar*, *Tabarzin*, *Zereh*, *Zereh-e dāvūdī*, *Zereh-e mamuli*, *Zereh-e soqdī*, *Gūzr*.

FIGURATIVE REFERENCES
 [A] Fatimid Manuscript with two soldiers, 11th-12th Centuries. Drawing of two warriors found in Fustat, Egypt, eleventh century. Ink on paper. Museum of Islamic Art, Cairo.
 [B] The Rabhulla Gospels, *Evangelia characteribus Syriacis exarata*, Syria, 6th Century. Folio 4r, detail with Joshua. Biblioteca Medicea Laurenziana, Florence.
 [C] [D] "The Military Technology of Classical Islam", vol. III, picture n° 344.
 [E] "Book of Fixed Stars" (*Kitāb al-siyar al-kawākib al-‘ibānīya*) by ‘Abd al-Rahman ibn ‘Umar al-Sūfi, Biblioteca Apostolica Vaticana, Roma, Manuscript Ross. 1033, AD 1224.
 [F] [G] [H] [I] [J] [K] "The Military Technology of Classical Islam", vol. III, picture n° 47.
 [L] [M] [N] "The Military Technology of Classical Islam", vol. III, picture n° 507.
 [O] "Vārqa fights on horseback against a warrior of ‘Adam" from "Scenes from the only known illustrated manuscript of the poem, the Romance of Vārqa and Gulshah", by Urwa Huzam al-Udhri, with paintings by Abd al-Mu‘min al-Khwayyī.
 [P] D. Nicolle, "The Military Technology of Classical Islam", vol. III, picture n° 310.
 [Q] D. Nicolle, "The Military Technology of Classical Islam", vol. III, picture n° 389.

SOURCES
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 - V. Minorsky, "Studies on Caucasian History". [4]

LOADOUTS

In order to get more realism, these loadouts use the stats of armor and weapons listed under the unofficial *Revised Low-Tech Armor and Weapons Table*, reassumed on the last page. Some forms of armor are lighter and more expensive than those listed in *GURPS Low-Tech* (here: Scale/Lamellar armor) while others have little variations in weight, don and/or holdout (here: Banded Light Mail, Heavy Hardened Leather). Swing damage of knives and swords against armoured targets is being reduced (see *Nerf Blades and Sharpness Factor*) on the following page) and both cost and weight of the blade are listed separately from cost and weight of sheath (see *Optional Rule: Sheaths, Low-Tech*, p. 57). If you want to use official GURPS stats for any item, simply replace Scale/Lamellar, Banded Light Mail, Heavy Hardened Leather, Knives and Swords stats with those listed in *GURPS Low-Tech*.

1) DAYLAMĪG INFANTRYMAN FROM SASSANID YEMEN

This loadout represents the lightest version of Daylami equipment. Armor is essential (a Sassanid pot helmet and the circular *Tur* shield) while clothing is suited for campaigning in Arabian Peninsula, consisting in *Tiara* felt cap, thigh-length woolen kaftan and sandals instead of leather shoes, without trousers. Weaponry consists in shortsword, dagger and three *Zhiḡipn* throwing spears.

Daylami Infantryman from Sassanid Yemen (6th to 7th Century) (TL 2)

ARMOR AND CLOTHING											
Common name	Ethnic name	Armor typology	Locations	%	DR	Hold	Don	Weight	Cost		
Helmet	<i>Khūd</i>	Plate, DR 4 [Pot Helm]	Skull	20	4	-5	9	2.4 lbs	\$ 300		
Kaftan	<i>Khaflān</i>	Ordinary Clothing (Status 0)	Torso, arms, thighs	195	0	0	30	3.12 lbs	\$ 93.6		
Padded Cap [1]	<i>Tiara</i>	Cloth, Padded	Skull, ears	21	1*	-1	4	1.26 lbs	\$ 10.5		
Sandals	-	Sandals	Feet (under)	10	1	-2	10	0.5 lbs	\$ 25		
TOTAL (ARMOR AND CLOTHING)									53	7.28 lbs	\$ 429.1

The combination of Helmet and Padded Cap gives DR 5 on skull.
 [1] Protects the face on a roll of 3 on 1d.

WEAPONS

MELEE WEAPONS

Ability	Weapon	Damage	Reach	Parry	ST	Lenght	DR/HP/CDR	Don	Weight	Cost
Knife	<i>Sakk</i> (Dagger) [1]	th-1 imp th-2 imp	C	-1	4	VS	3/4 +2/3	1	0.15 lbs	\$ 16 (+ \$ 4)
Shield	<i>Tur</i> (Medium Shield, Heavy) <i>shield bah</i>	- th-er	C	-2	4	S	4/20/9	2	14 lbs	\$ 60
Shortsword	<i>Tar</i> (Shortsword) <i>or</i> <i>x2 Zhiḡipn</i> (Spear + Barbs) [1, 2, 3]	sw+1 cut, +1 sf th-1 imp	1	0	7	S	6/8 +2/7	1	1.3 lbs + 0.7 lbs	\$ 320 + \$ 80
Spear	<i>x2 Zhiḡipn</i> (Spear + Barbs) [1, 2, 3] <i>two hands</i> <i>reversed grip</i> <i>two hands, reversed grip</i>	th-2 imp th-3 imp th-3 imp th-4 imp	1, 2* 1, 2* C, 1* C, 1*	0U 0	10 9F	EL	4/12	1 (3)	4 lbs (12 lbs)	\$ 100 (\$ 300)

RANGED WEAPONS

Ability	Weapon	Damage	Range	Acc	RoF	Shots	ST	Bul k	DR/HP	Don	Weight	Cost
Throwing Weapon (Knife)	<i>Sakk</i> (Dagger)	th-1 imp	x0.5x1	1	1	T (1)	4	-1	3/4	(1)	(0.15 lbs)	\$ (16) (+ \$ 4)
Throwing Weapon (Spear)	<i>x2 Zhiḡipn</i> (Spear + Barbs) [2, 4]	th-3 imp	x1x1.5	2	1	T (1)	9	-6	4/12	(2)	(12 lbs)	\$ (300)

TOTAL (MELEE AND RANGED WEAPONS)
 [1] Can be thrown. See *Muscle-Powered Ranged Weapon Table (Low-Tech, pp. 75-78)*.
 [2] See *Barbs (Low-Tech Companion 2: Weapons and Warriors, p. 14)*.
 [3] May get stuck; see *Picks* (p. B405).
 [4] Barbed. Yanking the weapon out inflicts half the injury it caused going in, like an arrow with barbed arrowhead (see *Low-Tech, p. 73*).

TOTAL (FULL EQUIPMENT)

Don	Weight	Cost
60	35.53 lbs	\$ 1,209.1

2) DAYLAMĪGĀN-SĀLĀR WĀRLORD FROM TABARISTAN

This loadout represents the possible panoply of one Daylami warlord in Sassanid service or before the Abbasid vassalization of Tabaristan (AD 760). Armor consists in Sassanid-style helmet (a four-piece spangenhelm with crest, nasal and mail aventail) covering the neck and the part of the face, thigh-length hauberk with elbow-length sleeves (very similar to Sassanid mail armor found in Dura-Europos) and the circular brightly painted *Tur* shield. Sassanid style of armour (suspended with some modifiers as well into the 10th century among Buyid, Samanid and Ghaznavid armies. Clothing is typical of the mail armor, consisting in *Tiara* felt cap with three woolen or felt kaftan, baggy trousers and ankle boots. Weaponry consists in highly decorated straight Sassanid broadsword, mace, dagger and two *Zhiḡipn* throwing spears.

Daylamigan-Salar Warlord from Tabaristan (6th to 8th Century) (TL 2)

ARMOR AND CLOTHING											
Common name	Ethnic name	Armor typology	Locations	%	DR	Hold	Don	Weight	Cost		
Boots [1, 2]	-	Boots, Leather	Ankles, feet	25	21*	-4	6	3.6 lbs	\$ 80		
Haubers [3, 4, 5, 6]	<i>Zrēh</i>	Mail, Heavy	Torso, shoulders, upper arms, elbows, thighs	170	53*	-3	26	30 lbs	\$ 2,040		
Helmet	<i>Khūd</i>	[Pot Helm + Aventail + Crest + Nasal]	Skull, face (back), cheeks (partial), ears, jaw, nose, neck	33	-	-8	12	7.36 lbs	\$ 689		
- Skullcap [7, 8]	-	Plate, Medium [Pot Helm + Crest + Nasal]	Skull, nose	21	6	-8	-	(5.2 lbs)	(\$ 545)		
- Aventail [3, 9]	-	Mail, Heavy [Aventail]	Face (back), cheeks (partial), ears, jaw, neck	12	53*	-4	-	(21.6 lbs)	(\$ 144)		
Kaftan	<i>Khaflān</i>	Ordinary Clothing (Status 2)	Torso, arms, thighs, knees	200	0	0	30	3.2 lbs	\$ 96		
Padded Cap [10]	<i>Tiara</i>	Cloth, Padded	Skull, face (back), cheeks (partial), ears	26	1*	-1	4	1.56 lbs	\$ 13		
Scarf	-	Ordinary Clothing (Status 2)	Neck	5	0	0	3	0.08 lbs	\$ 12		
Trousers	<i>Shahwār</i>	Ordinary Clothing (Status 2)	Groin, legs	105	0	0	16	1.68 lbs	\$ 252		
TOTAL (ARMOR AND CLOTHING)									97	47.48 lbs	\$ 3,566

The combination of Helmet and Padded Cap gives DR 7 on skull.
 The combination of Helmet and Padded Cap gives DR 6* (DR 4* vs. *crushing*) on face (back), cheeks (partial) and ears [face 3-4 on 1d].
 [1]-1 DR vs. *impaling* except for the soles, which give rigid DR 2 on feet (under) against all attacks.
 [2] Protects the legs on a roll of 1 on 1d.
 [3]-2 DR vs. *crushing*.
 [4] Inside thigh is exposed when on foot (see *Armor Gap - Inside Thigh, Loadouts: Low-Tech Armor, p. 4*).
 [5] Protects the arms on a roll of 4-6 on 1d.
 [6] Protects the legs on a roll of 5-6 on 1d.
 [7]-1 SM for Intimidation (see *Low-Tech, p. 113*).
 [8] Protects the face on a roll of 2 on 1d.
 [9] Protects the face on a roll of 1, 3-4 on 1d.
 [10] Protects the face on a roll of 3-4 on 1d.

WEAPONS

MELEE WEAPONS

Ability	Weapon	Damage	Reach	Parry	ST	Lenght	DR/HP/CDR	Don	Weight	Cost
Asciemace	<i>Wazr</i> (Small Mace) [1]	sw+2 cr	1	0U	10	S	4/11	1	3 lbs	\$ 45
Broadsword	<i>Shāmsḡēr</i> (Thrusting Broadsword) <i>or</i>	sw cut, +1 sf th-2 imp	1	0	8	M	6/10 +2/8	1	2 lbs + 1 lbs	\$ 480 + \$ 120
Knife	<i>Sakk</i> (Dagger) [1] <i>reversed grip</i>	th-1 imp th-2 imp	C	-1	4	VS	3/4 +2/3	1	0.15 lbs + 0.1 lbs	\$ 16 + \$ 4
Shield	<i>Tur</i> (Medium Shield, Heavy) <i>shield bah</i>	- th-er	C	-2	4	S	4/20/9	2	14 lbs	\$ 60
Spear	<i>x2 Zhiḡipn</i> (Spear + Barbs) [1, 2, 3] <i>two hands</i> <i>reversed grip</i> <i>two hands, reversed grip</i>	th-2 imp th-3 imp th-3 imp th-4 imp	1, 2* 1, 2* C, 1* C, 1*	0U 0	10 9F	EL	4/12	1 (2)	4 lbs (8 lbs)	\$ 100 (\$ 200)

RANGED WEAPONS

Ability	Weapon	Damage	Range	Acc	RoF	Shots	ST	Bul k	DR/HP	Don	Weight	Cost
Throwing Weapon (Knife)	<i>Sakk</i> (Dagger)	th-1 imp	x0.5x1	1	1	T (1)	4	-1	3/4	(1)	(0.15 lbs)	\$ (16) (+ \$ 4)
Throwing Weapon (Spear)	<i>x2 Zhiḡipn</i> (Spear + Barbs) [2, 4]	th-3 imp	x1x1.5	2	1	T (1)	9	-6	4/12	(2)	(8 lbs)	(\$ 200)

TOTAL (MELEE AND RANGED WEAPONS)
 [1] Can be thrown. See *Muscle-Powered Ranged Weapon Table (Low-Tech, pp. 75-78)*.
 [2] See *Barbs (Low-Tech Companion 2: Weapons and Warriors, p. 14)*.
 [3] May get stuck; see *Picks* (p. B405).
 [4] Barbed. Yanking the weapon out inflicts half the injury it caused going in, like an arrow with barbed arrowhead (see *Low-Tech, p. 73*).

TOTAL (FULL EQUIPMENT)

Don	Weight	Cost
104	75.73 lbs	\$ 4,481

3) DAYLAMĪGĀN INFANTRYMAN FROM TABARISTAN

This loadout represents one of the more common configurations of Daylami equipment before the 10th century. Armor is very light, consisting in knee-piece egg-shaped spangenhelm pot helm and the circular *Tur* shield; clothing is typical of Tabaristan, consisting in *Tiara* felt cap, four-length woolen or felt kaftan, baggy trousers and leather shoes. Weaponry consists in straight broadsword, battle-axe, dagger and two *Zhiḡipn* throwing spears.

Daylami Infantryman from Tabaristan (6th to 9th Century) (TL 2)

ARMOR AND CLOTHING										
Common name	Ethnic name	Armor typology	Locations	%	DR	Hold	Don	Weight	Cost	
Arming Cap [1]	<i>Aragchin</i>	Cloth, Padded	Skull, face (back), ears	25	1*	-4	4	1.5 lbs	\$ 12.5	
Boots [2, 3]	<i>Chamus</i>	Boots, Leather	Ankles, feet	25	21*	-4	6	3 lbs	\$ 80	
Hauberges	<i>Zerehīn</i>	Mail, Light (Banded Mail)	Neck, torso, shoulders, upper arms	125	5	-4	19	18.9 lbs	\$ 1,117.5	
- Banded Collar [4]	<i>Zerehīn</i>	Mail, Fine	Neck	5	3/4	-4	-	(0.9 lbs)	(\$ 37.5)	
- Mail Shirt [5, 6]	<i>Zerehīn</i>	Mail, Fine	Torso, shoulders, upper arms	10	42*	-2	-	(4.8 lbs)	(\$ 1,080)	
Helmet	<i>Khūd</i>	[Pot Helm + Aventail + Nasal]	Skull, face (back), ears, nose	26	-	-6	12	5.16 lbs	\$ 432.5	
- Skullcap [7]										

REVISITED LOW-TECH ARMOR AND WEAPONS TABLE

REVISITED LOW-TECH ARMOR TABLE

This table is an unofficial correction to *GURPS Low-Tech* armor table because the latter has some errors: layered cloth is better and is more costly than some metal armor (Heavy Layered Cloth is better than Medium Scale and it's more expensive than Jack of Plates), both scale and segmented plate armor are too heavy, there are no lighter versions of some non-metallic armor (Horn, Straw, Wood) and there miss the lighter and heavier variants of Mail and Plates. Some prices are also too high or too low if confronted with the effectiveness (Weight-per-DR) of the armor. So here are the corrections.

Yellow boxes are those who differ in stats from *GURPS Low-Tech* armor table. Entire strip in yellow means that the armor doesn't appear in *GURPS Low-Tech*, while entire strip in white means that the armor compares in GURPS Pyramid or in Low-Tech supplements.

ARMOR TABLE							
TL	Name	DR	Cost	Weight	Don	Holdout	Notes
0	Bone, Light	2	\$ 40	16 lbs	30	-3	Horn, Light with -0.6 CF. Semi-ablative (see B47).
0	Bone	3	\$ 80	28 lbs	30	-4	Horn with -0.6 CF. Semi-ablative (see B47).
0	Horn, Light	2	\$ 100	16 lbs	30	-3	
0	Horn	3	\$ 200	28 lbs	30	-4	
0	Layered Cloth, Heavy	4	\$ 550	28 lbs	30	-4	
0	Rawhide, Heavy	3	\$ 100	24 lbs	30	-4	Hardened Leather, Heavy with -0.6 CF. See <i>Rawhide (Low-Tech, p. 104)</i> .
0	Straw, Light	1*	\$ 30	12 lbs	30	-6	Combustible (see B433).
0	Wood, Light	2	\$ 50	18 lbs	30	-5	Semi-ablative (see B47).
1	Hardened Leather, Heavy	3	\$ 250	24 lbs	30	-4	
1	Layered Leather, Medium	3	\$ 220	25 lbs	30	-2	
1	Layered Leather, Heavy	4	\$ 480	35 lbs	30	-4	
1	Scale, Light	3 (2 vs. <i>crushing</i>)	\$ 400	16 lbs	30	-3	
1	Scale, Medium	4 (3 vs. <i>crushing</i>)	\$ 600	24 lbs	30	-4	
1	Scale, Heavy	5 (4 vs. <i>crushing</i>)	\$ 800	32 lbs	30	-5	
1	Scale, Very Heavy	6 (5 vs. <i>crushing</i>)	\$ 1,000	40 lbs	30	-6	
1	Stone	5	\$ 550	80 lbs	30	-9	Semi-ablative (see B47). 1 DX
2	Jack of Plates, Asian	2*	\$ 300	10 lbs	20	-1	
2	Jack of Plates	3	\$ 400	18 lbs	30	-3	
2	Jack of Plates, Heavy	4	\$ 600	27 lbs	30	-4	
2	Jack of Plates, Very Heavy	5	\$ 800	36 lbs	30	-5	
2	Lamellar/Mountain Scale, Light	3	\$ 600	16 lbs	30	-3	Scale, Light with +0.5 CF.
2	Lamellar/Mountain Scale, Medium	4	\$ 900	24 lbs	30	-4	Scale, Medium with +0.5 CF.
2	Lamellar/Mountain Scale, Heavy	5	\$ 1,200	32 lbs	30	-5	Scale, Heavy with +0.5 CF.
2	Lamellar/Mountain Scale, Very Heavy	6	\$ 1,500	40 lbs	30	-6	Scale, Very Heavy with +0.5 CF.
2	Scale Mail (<i>Hamata Squamataque</i>)	5* (3 vs. <i>crushing</i>)	\$ 2,000	16 lbs	15	-3	
2	Segmented Plate, Light	3	\$ 700	12 lbs	45	-3	
2	Segmented Plate, Medium	4	\$ 1,050	18 lbs	45	-4	
2	Segmented Plate, Heavy	5	\$ 1,400	24 lbs	45	-4	
2	Segmented Plate, Very Heavy	6	\$ 1,750	30 lbs	45	-5	
3	Mail and Plates, Light	4 (3 vs. <i>crushing</i>)	\$ 1,000	15 lbs	20	-2	
3	Mail and Plates	5 (4 vs. <i>crushing</i>)	\$ 1,400	20 lbs	20	-3	
3	Mail and Plates, Heavy	6 (5 vs. <i>crushing</i>)	\$ 1,800	25 lbs	30	-4	

SPECIAL MODIFICATIONS TABLE				
TL	Description	Applicability	Cost	Effects
2	Butted Mail	- Mail, Light - Mail, Heavy + Mail and Plates, Light - Mail and Plates + Mail and Plates, Heavy	-0.6 CF -0.6 CF -0.25 CF -0.25 CF -0.25 CF	-2 DR vs. <i>impaling</i> . -3 DR vs. <i>impaling</i> . -1 DR vs. <i>impaling</i> . -1 DR vs. <i>impaling</i> .
2	Two-Piece Helmet (Bandhelm)	Plate helmets	+1 CF (or +4 CF*)	-10% weight.
3	Banded Mail	- Mail, Light - Mail, Heavy	+50%	Removes the -2 DR vs. <i>crushing</i> ; DR become rigid; +50 % weight; adds +1 DR vs. <i>cutting</i> , Don 30 , -2 Holdout.

* = +4 CF according to standard GURPS rules (see below).

COST OF MODIFICATIONS TABLE		
Effect (Increased DR, Weight reduction)	Cost Factor in GURPS Low Tech	Revisited Cost Factor
-10 % weight [Fluting, Two-Piece Helmet]	+4 CF	+1 CF
-15 % weight, +1 Holdout [Expert Tailoring]	+5 CF	+2 CF
-25 % weight [One-Piece Helmet]	+9 CF	+4 CF
-30 % weight, +2 Holdout [Masterful Tailoring]	+29 CF	-
+1 DR vs. <i>crushing</i> (removes -1 DR vs. <i>crushing</i>) [Chinese Mountain Scale; Lamellar]	+1 CF No extra cost from late TL 3	+1 CF at TL 1 +0.5 CF from TL 2 to early TL 3 No extra cost from late TL 3
+1 DR [Hardened Steel; Leather of Quality]	+4 CF	+1 CF to +4 CF (Depending on item and TL)
+1 DR, -10 % weight [Duplex Hardened Steel]	+8 CF	+2 CF to +5 CF (Only for some TL4 items)

REVISITED LOW-TECH WEAPONS

Nerf Blades and Sharpness Factor: here every blade (knives, swords) is considered to have roughly 2/3 of weight and 4/5 of cost listed on *GURPS Low-Tech* weapons table. The remaining 1/3 of weight and 1/5 of cost is constituted by the sheath (see *Optional Rule: Sheaths, Low-Tech, p. 57*).

This not only reduces the weight and the HP of the weapon, but also the required ST and the Swing damage by -1.

The following rules have the purpose of increase the realism, making more difficult for every blade to cut through armor without losing its wounding capacities against unarmored targets.

- Add to every knife and sword 1 point of SF (**Sharpness Factor**).

- This is an indicator of the sharpness of the blade and it works as follow-up damage *only* if the attack manages to deal *cutting* damage to the target (see *Blunt Trauma and Edged Weapons, Low-Tech, p. 102*).

If the blade has more SF than target's DR, convert the SF in dice damage.

Example: a Thrusting Broadsword of Fine Quality has Sw cut, + 2 SF (instead of Sw+2 cut).

If the target wears DR 1 armor or no DR on the targeted area, SF 2 > DR 1, then the sword does Sw+2 cut, against the target.

If the target wears DR 2 armor, SF 2 = DR 2, then the sword doesn't converts any point of SF in dice damage, doing Sw cut with +2 SF as following up attack if the attack manages to deal cutting damage to the target.

This makes sharpened swords' cuts being still extremely effective against light non-metallic armor, but also makes them not advantaged against heavier forms of armor. Hitting a steel breastplate with the edge of a blunt sword or with a sharpened one doesn't make any noticeable difference and doesn't improve blunt trauma against the target.

- Blunt or Cheap Quality knives and swords have no SF.

- Fine and Very Fine edged weapons don't add +1 or +2 to Swing *cutting* attacks but +1 or +2 to SF.

- Attacks with the flat of the blade and wooden versions of knives and swords don't add the SF and deal respectively Swing-2 *crushing* damage (hitting with the flat of the blade, both metal and wooden) or Swing-1 *crushing* damage (wooden weapons) instead of dealing full Swing *crushing* damage, thus due to dispersion of force caused by the increase of striking surface of the weapon.

Other modifiers

Reversed grip: applicable on Reach 3 spears. There is plenty of historical examples of long spears and lances welded with overhanded grip, from Greek hoplites to Sassanid and Muslim cavalry. For *Reversed grip* rules, see *GURPS Martial Arts, p. 102*.

Shortswords: shortswords have Reach C, 1 for Thrust attacks only.

Spears: Reach 1, 2 even for one-handed grip.