Change Log

Official Release:
V8.6 "Sappy"

Replaced V8.5.3 Saucy as of July 20, 2024

This is the change log of the official clarification changes, as well as the rules changes made as part of the "Sappy" revision cycle.

Changes are listed in order they appear in this document. All page numbers reflect their location in this version of the rules.

p.-- Quality of Life (not highlighted)

a. Typo and Grammar Fixes
b. Layout and spacing changes to accommodate the updates.
c. Table of Contents and Index updates

p.iii Table of Contents

ADDED

2024 design and layout maintained by Kodiak Rubus.

p.1 Getting Started

BEFORE
Join in with the wider organization. Amtgard has a great online presence on our official forums at www.electricsamurai.com as well as on Facebook These can be great resources to meet new people, learn about what is going on in the world of Amtgard, and get ideas about fighting, crafting, and anything else that might interest you.

NOW
Join in with the wider organization. Amtgard has an online presence on Facebook and Discord. These can be great resources to meet new people, learn about what is going on in the world of Amtgard, and get ideas about fighting, crafting, and anything else that might interest you.

p.7 Inflicting Wounds

BEFORE
These requirements do not apply to projectile weapons. Any contact from the Strike-Legal portion of a projectile weapon will cause a Wound unless otherwise noted.

NOW *Clarification*
These requirements do not apply to projectile weapons. Any contact from the Strike-Legal portion of a projectile weapon is considered a valid hit.

p.7 Death

BEFORE
Any two Wounds, or a Wound to the Torso, results in a Death.

1. Unless otherwise noted a Dead player may not speak to living players or interact with game play in any manner.

2. Unless otherwise noted in the battlegame description a Dead player may choose to return to their base or remain where they died but may not otherwise move about.

3. Dead players may move to avoid mundane danger or interfering with living players.

a. This does not count as moving for the purposes of Magic or Abilities so long as no game advantage was derived.

4. Dead players may retrieve their own equipment from the field while dead, but may not interfere with play in any way and must stay at least 10ft from any living opposing players while doing so.

5. Dead players that move after dying may only return to play via respawn unless otherwise noted.

6. Unless otherwise noted Dead players may not be the target of Magic or Abilities.

NOW *Clarification*
Any two Wounds, or a Wound to the Torso, results in a Death.

Dead Players:

1. May not speak to living players or interact with game play in any manner.

2. May move to avoid mundane danger or interfering with living players. This does not count as moving for the purposes of Magic or Abilities so long as no game advantage was derived.

3. May retrieve their own equipment from the field while dead, but may not interfere with play in any way and must stay at least 10ft from any living opposing players while doing so.

4. May only be affected by mechanics that work on Dead players in specific, such as Resurrect or Undead Minion. Otherwise the player and their carried or worn equipment is not affected by combat, magic, etc.

p.7 Combat Notes

BEFORE
1. Shots that only strike garb, armor, or unwielded equipment do not count as a hit unless:
...
4. Unless otherwise noted in the battlegame

description players may always choose to take a Death.

...

a. Unless otherwise noted by the game designer, intentionally causing your own death is the same as taking a death. Examples include striking yourself with a weapon, casting Finger of Death on yourself, and jumping into lava or off a bridge

NOW *Clarification*
1. Shots that only strike garb, armor, or carried equipment do not count as a hit unless:

...

4. Players may always choose to take a Death.

...

a. Intentionally causing your own death is the same as taking a death.

P.9 ARMOR COMBAT RULES

BEFORE
Armor is rated by its ability to stop Wounds and is referred to as Armor Points. Armor with an Armor Point value not allowed to a Player Class may be worn for the highest value allowed to the Player Class with the permission of the reeve.

Any hit to armor only affects the location struck unless otherwise noted. Example: Hitting the sleeve of a chainmail shirt will only affect the arm location. There are four possible mechanics involved with counting blows to armor:

1. A hit to armor from any weapon will remove one Armor Point from the location hit.

2. A hit to armor from a weapon, Magic Ball, etc with the Armor Breaking Special Effect will immediately remove all Armor Points from the location struck if the location struck currently has three or less Armor Points. If the armor currently has four or more Armor Points then the armor has one Armor Point removed as per normal. Example: Armor with 4 points is struck by a weapon with Armor Breaking. The armor loses an Armor Point at the location struck. The armor is struck again in the same location which now has 3 points. The Armor Points at that location are reduced to zero and the wearer is unharmed unless otherwise noted.

3. A hit to armor from a weapon, Magic Ball, etc with the Armor Destroying ability reduces the armor to zero points in the location struck. The wearer is unharmed unless otherwise noted.

4. Contacts to armor from objects which do not fall into the above categories have no effect on the armor and pass through to the location underneath unless otherwise noted.

NOW *Clarification*
Armor is rated by its ability to stop Wounds and is referred to as Armor Points. Armor with an Armor Point value rating higher than allowed to a Player Class may be worn for the highest value allowed to the Player Class.

Hits to armor in a hit location affect that hit location, regardless of if a physical piece of armor covers multiple hit locations. Example: Hitting the sleeve of a chainmail shirt will only affect that arm, and not the torso. There are four possible mechanics involved with counting blows to armor:

1. A hit to armor from any weapon will remove one Armor Point from the location hit.

2. A hit to armor from a weapon, Magic Ball, etc with the Armor Breaking Special Effect.

3. A hit to armor from a weapon, Magic Ball, etc with the Armor Destroying Special Effect.

4. Contacts to armor from objects which do not fall into the above categories will have no effect on the armor and pass through to the location underneath unless otherwise noted.

See Special Effects Defined for more information on these effects.

P.10 ARMOR RATING AND SAFETY

BEFORE (formerly Armor Construction Rules, now renamed heading and moved some rules elsewhere)
1. The Monarch, Champion and Guildmaster of Reeves rate armor.

NOW *Clarification*
1. The Monarch, Champion, Guildmaster of Reeves, and Game Reeves rate armor

BEFORE
3. Armor should weigh close to actual historical standards to receive full value.

...

5. A gambeson must be at least equivalent to Cloth armor. A gambeson must be worn under all armor on a hit location in order to give a bonus. A gambeson which extends past the area covered by the armor it is supporting may be either treated as garb or averaged as Cloth armor at the discretion of the wearer on a per-location basis.

...

8. Armor that is made from synthetic materials such as vinyl, plastic, etc may be used but may never be rated higher than 2 Armor Points. Foam can not qualify as Synthetic (or any type of) armor on its own.

9. Armor is considered to be of the type it most closely resembles. Example: leather with small plates or studs attached at 1" intervals is still leather armor, it is not butted plate with a negative modifier.

NOW (Sappy 8.6 change)

[removed]

BEFORE
6. All armor must be safe, with no protruding edges that could injure someone.

7. All corners on any armor that will not deform under contact must come to a point no sharper than the radius of a penny.

NOW *Clarification*

5. All armor must be safe, with no protruding edges that could injure someone. All corners on any armor that will not deform under contact must come to a point no sharper than the radius of a penny (3/8").

BEFORE

10. Armor that is initially rated as zero points does not count as armor. Armor that has been depleted continues to be considered armor, but does not continue to stop wounds until restored.

NOW *Moved*

3. Armor that is initially rated as zero points does not count as armor...

p.10 Armor Types and Modifiers

a. BEFORE

Armors not listed that are made from authentic materials should be rated as their closest construction analogue in terms of materials and appearance. Obviously modern materials and obviously modern protective gear such as sports shin pads and hockey chest pads may never be considered as armor; such materials and items may be used as a base for armor, but the final product must have the appearance of actual armor rather than modern protective gear. Wholly inappropriate materials such as cardboard, tinfoil, and foam may never be considered as armor.

Armor listed under Armor Types show the minimum/ maximum ranges for which a piece of armor will receive base points. Armor may also receive Armor Point bonuses and penalties. These modifiers may not result in a total net bonus of greater than +1, unless otherwise noted. Example: Chainmail may be heavy weave heavy gauge riveted aluminum and would have modifiers of -1 for lighter materials, -1 for less protective materials, +1 for riveted, +1 for heavy gauge, and +1 for heavy weave for a total of 4 points.

General Modifiers: These modifiers may be applied to any type armor as appropriate. See the description of the specific armor types below for specific modifiers.

Inferior Construction: Up to two points can be deducted for armor that is substantially less protective or durable than standard construction techniques. Example: shoddy workmanship, larger ring diameter, lighter gauge, etc.

Non-Standard Metal: One point is deducted for metal armor that is less protective or lighter than steel. Example: titanium, bronze, etc. Metal which is both less protective and lighter has one point deducted for each. Example: Aluminum.

Inferior Appearance: Up to two points can be deducted for inferior appearance, unrelated to the construction techniques used. Example: obviously unfinished armor, visible inauthentic materials, or tarnished/poorly maintained armor. This does not apply if the armor is intentionally made to look shoddy for an in-game purpose, such as monster/ barbarian armor. Armor may receive this penalty regardless of construction quality.

Superior Construction: Up to one point may be awarded for armor that substantially exceeds the defensive properties of the standard materials or uses superior construction techniques such as fluting, heavier thickness/ gauge materials, hardening, smaller ring diameter, etc.

May not be awarded in combination with the same specific armor type modifier. Example: A +1 cannot be awarded twice for fluting on Articulated Plate.

Superior Appearance: Up to one point may be awarded for exceptional appearance unrelated to the construction techniques used. Examples include extensive and well-done tooling of leather, appealing addition of studs and/or rings, etching of metal, gilding, blueing, etc. Armor receiving a modifier for Inferior Construction is not eligible for this bonus.

Helm: Up to one point may be awarded to the worn torso armor for wearing a helm on the head. The helm must cover at least 50% of the area from the base of the neck upwards. The helm must be of a historical or swords and sorcery fantasy design. The helm bonus is negated if the helm is removed. Does not apply to Magic Armor.

There are two types of helms: Light Helms, and Heavy Helms. Light Helms (e.g. leather helmet, coif, etc.) must meet the requirements of at least Strong Leather or Chainmail armor. The torso armor bonus received for a Light Helm may not exceed the maximum value for the armor type. Heavy Helms (e.g. Spangenhelm, Crusader Helm) must meet the requirements of Plate armor. The torso armor bonus received from a Heavy Helm may allow the wearer to exceed the maximum value for the armor type.

NOW (Sappy 8.6 change)
Each Armor Type is rated with base points equal to its tier. Armor may also receive Armor Point bonuses and penalties. These modifiers may not result in the armor type receiving more than its maximum rating, except for Heavy Helms.

Appearance: Exceptionally aesthetically pleasing armor may be awarded a bonus point. Armor that is well below standard in appearance may be given an armor penalty.

Construction: Exceptionally durable or well-crafted armor may be given an armor bonus. Some examples of this would be being made from at least 75% steel, being made of significantly thicker material than standard, riveted or welded chainmail rings, and so on. An armor penalty may be given if armor is in poor repair, is made of thinner materials than standard, and so forth.

Layered Armor Bonus: Where multiple layers

of armor overlap, such as chainmail over cloth or leather over chainmail, the overlapping area is rated at one point higher than the highest rated armor's usual rating.

Helm Bonus: Helms provide a bonus to the Torso location, and are divided into two categories: Light Helms, and Heavy Helms. The helm must cover at least 50% of the area from the base of the neck upwards.

Light Helms must meet the requirements of at least a Tier 2 armor type. The torso armor bonus received for a Light Helm may not exceed the maximum value for the armor type. Heavy Helms must meet the requirements of at least a Tier 4 armor type. The torso armor bonus received from a Heavy Helm may allow the wearer to exceed the maximum value for the armor type

Table:

Tier, Maximum Points, Armor Types
1, 2, Cloth/Padded
2. 3. Light Leather, Flexible Synthetic
3, 4, Heavy Leather, Butcher's Mail, Rigid Synthetic

ARMOR TABLES AND CONSTRUCTION REQUIREMENTS

BEFORE

Synthetic: Material such as vinyl, naugahyde, ABS plastic, etc.
Base Armor Points: 1 Maximum Armor Points: 2
Requirements: Must be a minimum of 1/8" (0.125") thick. Must not be obviously synthetic in appearance.
Armor Specific Modifiers:
Heavy Gauge: +1
Material is at least 1/4" (0.25") thick either as a single piece or through the permanent attachment of several layers.
Gambeson: +1
The armor is worn over a Gambeson
Ambiguous Armor
Armor that doesn't clearly fit into any of the typical armor styles should be rated at the discretion of the reeve and matched to the nearest style. If it is not made of metal, it should be rated no higher than Tier 3.

NOW (Sappy 8.6 change)
Table:
Tier, Maximum Points, Armor Types
2. 3. Light Leather, Flexible Synthetic
3, 4, Heavy Leather, Butcher's Mail, Rigid Synthetic
Table:
Material, Minimum, Standard, Superior
Flexible Synthetic, Cannot be substandard, 3/32", 1/8"
Rigid Non Metal/Rigid Synthetic, Cannot be

substandard, 3/16", 1/4"
If an armor type is not listed here, it has no special construction requirements beyond material thickness

BEFORE

Cloth: This fabric armor offers minimal protection from penetration and impact.
Base Armor Points: 1 Maximum Armor Points: 2
Requirements: Must be a minimum of 1/16" (0.06") thick when fully compressed. Must not be easily mistaken as regular garb.
Armor Specific Modifiers: None

NOW (Sappy 8.6 change)
Table:
Tier, Maximum Points, Armor Types
1, 2, Cloth/Padded
Table:
Material, Minimum, Standard, Superior
Cloth Cannot be substandard 1/16" 1/8"
Cloth
Must be visually distinct from garb

BEFORE

Light Leather: This animal skin or fur armor offers minimal protection from penetration and impact.
Base Armor Points: 1 Maximum Armor Points: 2
Requirements: Must be a minimum of 1/16" (0.06") thick, or 2mm (0.08") thick leather alternative (PU leather, Pleather, Faux Fur). Must not be obviously synthetic in appearance.
Armor Specific Modifiers:
Cuirboilli: +1
The leather has been made rigid through boiling, wax impregnation,
lacquering, or a similar process.
Gambeson: +1
The armor is worn over a Gambeson.

NOW (Sappy 8.6 change)
Table:
Tier, Maximum Points, Armor Types
2. 3. Light Leather, Flexible Synthetic
Table:
Material, Minimum, Standard, Superior
Light Leather, 4oz (1/16"), 6oz (3/32"), 8oz (1/8")
If an armor type is not listed here, it has no special construction requirements beyond material thickness

BEFORE

Strong Leather: This thick leather armor provides some amount of protection from impact and penetration.
Base Armor Points: 2 Maximum Armor Points: 3
Requirements: Must be a minimum of 3/16" (0.19") thick.
Armor Specific Modifiers:
Cuirboilli: +1
The leather has been made rigid through boiling, wax impregnation, lacquering, or a similar process.

Gambeson: +1
The armor is worn over a Gambeson.
Heavy Gauge: +1
The leather is at least 1/4" (0.25") thick either as a single piece or through the permanent attachment of several layers

NOW (Sappy 8.6 change)
Table:

Tier	Maximum Points	Armor Types
3	4	Heavy Leather, Butcher's Mail, Rigid Synthetic

Table:

Material	Minimum	Standard	Superior
Heavy Leather	Cannot be substandard	10oz (5/32")	12oz (3/16")

If an armor type is not listed here, it has no special construction requirements beyond material thickness

BEFORE
Chainmail: This flexible armor is comprised of a tight weave of interlocked metal rings that provides good protection against penetration and some protection from impact.
Base Armor Points: 3 Maximum Armor Points: 4
Requirements: Any weave is permitted, but must not allow a 1/2" diameter dowel to pass through it. Minimum 1.58mm (0.06") (16 gauge) diameter round steel rings. Flat rings must be at least 1.22mm (0.05")(18 gauge) thick along their thinnest axis. Maximum ring inner diameter of 3/8" (0.38").
Armor Specific Modifiers:
Heavy Gauge: +1
The rings are at least 1.9mm (0.07")(14 gauge) in diameter. Flat
rings must be at least 1.58mm (0.06")(16 gauge) thick along their
thinnest axis.
Gambeson: +1
This armor is worn over a Gambeson.
Dense Weave: +1
Must not allow a 1/8" (0.125") diameter dowel to pass through it.
Solid Rings: +1
All of the rings are permanently joined so that they may not separate. Examples are riveting, welding, or solid-cast rings

NOW (Sappy 8.6 change)
Table:

Tier	Maximum Points	Armor Types
3	4	Heavy Leather, Butcher's Mail, Rigid Synthetic
4	5	Light Scale, Chainmail

Table:

Material	Minimum	Standard	Superior
Aluminum Round Rings	18ga swg (0.048")	16ga swg (0.064")	14ga swg (.080")
Aluminum Flat Rings	20ga swg (0.036")	18ga swg (0.048")	16ga swg (0.064")
Steel Round Rings	20ga swg (0.036")	18ga swg (0.048")	16ga swg (0.064")
Steel Flat Rings	22ga swg (0.028")	20ga swg (0.036")	18ga swg (0.048")

Butcher's Mail/Sharkmail
This armor type is for machine-welded chain mesh. There are no material thickness requirements for this armor, and it may receive no modifiers for superior construction. Any weave pattern is permitted, but it must not allow a 1/8" dowel to pass through.
Chainmail
Any weave is permitted, but a 1/2" dowel must not pass through. Rings must have an aspect ratio (AR) of 8 or less.

BEFORE
Butted Plates: Armor comprised of numerous steel plates that are attached to a backing, linked by cord or chain, or by some other method. This armor is flexible with numerous seams and joints between plates. This armor will deform locally when struck rather than spreading out impact over a large area. It provides fair protection against both penetration and impact.
Base Armor Points: 3 Maximum Armor Points: 4
Requirements: Plates must be at least 1.22mm (0.05") (18 gauge) steel. Plates must be spaced no more than 1/2" apart. Plates must cover at least 80% of the exposed area of the armor.
Armor Specific Modifiers:
Heavy Gauge: +1
The plates are at least 1.58mm (0.06")(16 gauge).
Heavy Backing: +1
The plates are attached to a backing of Strong Leather.
Gambeson: +1
This armor is worn over a Gambeson.
Rigid: +1
The plates are attached to a rigid backing in such a way as to create armor which does not deform locally on impact.
No Gaps: +1
The plates are attached in such a fashion as to provide a continuous layer without gaps between plates.

NOW (Sappy 8.6 change)
Table:

Tier	Maximum Points	Armor Types
5	6	Heavy Scale, Butted Plate (Splint, Kikko, etc)

Table:

Material	Minimum	Standard	Superior
Aluminum Sheet Metal	18ga (0.040")	16ga (0.051")	14ga (0.064")
Steel Sheet Metal	20ga (0.036")	18ga (0.048")	16ga (0.060")

Butted Plate (Splint, Kikko, etc)
Consists of numerous non-overlapping plates. Plates are spaced no more than 1/2" apart, and cover at least 75% of the armor.

BEFORE
Scale: This armor is created by overlapping many metal plates which are attached along only one edge. Individual scales are not held into rigid contact with the others, thus providing less protection from penetration and impact than other overlapping

metal armors. Scale offers fair penetration and impact resistance.
Base Armor Points: 3 Maximum Armor Points: 4
Requirements: Scales must be at least 1.22mm (0.05") (18 gauge) steel. Scales must overlap by at least 10%. The backing must not be visible through the scales.
Armor Specific Modifiers:
Fluted: +1
Each plate has been fluted for additional strength and rigidity.
Heavy Gauge: +1
Each plate is at least 1.58mm (0.06")(16 gauge).
Rigid: +1
Each scale is attached to neighboring scales in such a fashion as to create a rigid shell rather than individually mobile scales.
Gambeson: +1
This armor is worn over a Gambeson.

NOW (Sappy 8.6 change)
Table:
Tier, Maximum Points, Armor Types
4 5 Light Scale, Chainmail
5 6 Heavy Scale, Butted Plate (Splint, Kikko, etc)
Table:
Material, Minimum, Standard, Superior
Aluminum Scales 20ga (0.030") 18ga (0.040") 16ga (0.051")
Steel Scales 22ga (0.030") 20ga (0.036") 18ga (0.048")
Light Scale
Consists of unbacked small metal scales directly attached to one another by metal rings or similar methods. Scales must overlap by at least 10%, and the backing must not be visible through the scales. Scales are individually mobile.
Heavy Scale
Consists of metal scales attached to a heavy cloth or similar backing. Scales must overlap by at least 10%, and the backing must not be visible through the scales. Scales are held rigidly together.

BEFORE
Lamellar: This armor is constructed from numerous plates connected to each other in an overlapping fashion by cord, chain link, or similar methods. Unlike scales the plates of this type of armor are firmly connected to each other in such a way that they resist penetration. Lamellar armor differs from other rigid metal armors in that it is not shaped to fit the body or articulated; mobility is instead provided by the small amount of flex and slack in the attachment between the individual plates. This armor provides good protection from both impact and penetration.
Base Armor Points: 4 Maximum Armor Points: 5 (6 with both Superior Overlap and Heavy Gauge modifiers.)
Requirements: Plates must be at least 1.22mm (0.05") (18 gauge) steel. Plates must overlap by at least 10%. No backing is used for support; plates must connect

directly to each other.
Armor Specific Modifiers:
Fluted: +1
Each plate has been fluted for additional strength and rigidity.
Heavy Gauge: +1
Each plate is at least 1.58mm (0.06")(16 gauge).
Superior Overlap: +1
75% of plates overlap at least 25% of their surface area.
Gambeson: +1
This armor is worn over a Gambeson.

NOW (Sappy 8.6 change)
Table:
Tier, Maximum Points, Armor Types
6 7 Lamellar, Laminar, Brigandine, Plate
Table:
Material, Minimum, Standard, Superior
Aluminum Sheet Metal 18ga (0.040") 16ga (0.051") 14ga (0.064")
Steel Sheet Metal 20ga (0.036") 18ga (0.048") 16ga (0.060")
Lamellar/Laminar
Plates must overlap by at least 10%, and connect to one another with no supportive backing.

BEFORE
Brigandine: This armor is constructed from numerous shaped and fitted overlapping metal plates solidly connected along a supporting shell of heavy cloth (such as canvas, denim, or velvet) in such a way that when worn all plates are held together firmly without any gaps between them and follow the general contours of the body. This armor provides good protection against both impact and penetration.
Base Armor Points: 4 Maximum Armor Points: 5 (6 if both the Superior Overlap and Large Plates modifiers are used.)
Requirements: Plates must be at least 1.22mm (0.05") (18 gauge) steel. At least 75% of plates must overlap by at least 10% of their surface area. Plates need only be attached along one edge but must be held firmly against each other when the armor is worn. Plates must be shaped and fitted so as to follow the general contours of the wearer.
Armor Specific Modifiers:
Heavy Gauge: +1
Each plate is at least 1.58mm (0.06")(16 gauge).
Superior Overlap: +1
75% of plates overlap at least 25% of their surface area.
Gambeson: +1
This armor is worn over a Gambeson.
Large Plates: +1
At least 50% of the surface area of the armor is protected by individual large plates rather than numerous smaller plates. Each large plate must be at least 10% of the total size of the hit location.

NOW (Sappy 8.6 change)
Table:
Tier, Maximum Points, Armor Types
6 7 Lamellar, Laminar, Brigandine, Plate

Table:
Material, Minimum, Standard, Superior
Aluminum Sheet Metal 18ga (0.040") 16ga (0.051")
14ga (0.064")
Steel Sheet Metal 20ga (0.036") 18ga (0.048") 16ga
(0.060")
Brigandine
75% of plates must overlap by at least 10%. Plates
are attached to a backing and are held firmly
together when worn.

BEFORE

Plate: Plate armor is the pinnacle of medieval armor
and offers excellent protection against both impact
and penetration. Plate armor forms a solid metal
shell over the protected areas that spreads impact
over a large surface area to mitigate concussive
force. The individual metal pieces of plate armor are
shaped and fitted to articulate together and follow
the contours of the body. Plate armor will not deform
locally when struck, but will instead behave as a
single contiguous whole.
Base Armor Points: 5 Maximum Armor Points: 6
Requirements: Metal used must be at least 1.22mm
(0.05")(18 gauge) steel. At least 75% of the protected
area must be covered by individual plates which
cover at least 10% of the hit location; Plate is large
individual contiguous pieces of metal connected
together to form a whole, not a large number of
smaller plates. Each plate must be firmly attached
to all neighboring plates by strapping or metal-on-
metal articulation in such a way as to form a rigid
shell when worn. Armor may still be flexible where
necessary for mobility.
Armor Specific Modifiers:
Fluted: +1
The armor has been fluted for additional strength
and rigidity.
Heavy Gauge: +1
Metal used is at least 1.58mm (0.06")(16 gauge).
Metal Articulations: +1
At least 60% of articulations and connections
between plates are metal-on-metal rather than metal-
on-leather.
Gambeson: +1
This armor is worn over a Gambeson.

NOW (Sappy 8.6 change)
Table:
Tier, Maximum Points, Armor Types
6 7 Lamellar, Laminar, Brigandine, Plate
Table:
Material, Minimum, Standard, Superior
Aluminum Sheet Metal 18ga (0.040") 16ga (0.051")
14ga (0.064")
Steel Sheet Metal 20ga (0.036") 18ga (0.048") 16ga
(0.060")
Plate
75% of the plates used must be large enough
to cover 10% of the full hit location, excepting
joint articulations.

BEFORE

Strike-Legal must be covered in a durable, opaque
cloth. Unless otherwise noted, cloth tape is not an
acceptable cover.

NOW *Clarification*
Strike-Legal must be covered in a durable,
opaque cloth.

WEAPON TYPES, SHIELDS, AND

Rearranged to that Melee section is first
Pg. 13 Melee
BEFORE

All melee weapons require a rigid core (unless
otherwise noted) and may be used to block, parry,
or score hits with their Strike-Legal portion. Some
melee weapons allow for Heavy Padding Substitution
for a given length.
NOW *Clarification*
All melee weapons require a rigid core and may be
used to block, parry, or score hits with their Strike-
Legal portion. Some melee weapons allow for Heavy
Padding Substitution for a given length. A destroyed
melee weapon cannot be wielded or used to block.

Pg. 13 Dagger
BEFORE

2. Between 10" and 18".
3. Must have 10" Strike-Legal.
NOW *Clarification*
2. At least 10" up to a maximum of 18".
3. At least 10" of its length must be Strike-Legal.

Pg. 13 Short
BEFORE

2. Between 18" and 36".
NOW *Clarification*
2. Over 18" up to a maximum of 36"

Pg. 13 Magic Staves
ADDED (Sappy 8.6 change)
1. May not be used to strike.
2. Between 36" and 72" long.
3. Must be padded along their entire length, and
each end must meet the requirements of a pommel.
4. A player wielding a magic staff may not wield any
other weapons or shields except for Daggers.
5. Wielding an unbroken magic staff does not count
against having an empty hand for the purpose of
casting spells.
6. May not be easily confused for a Reeve Staff or for
a different category of weapon.

Pg. 14 Madu
BEFORE

2. Only usable if a class can use both a weapon of
the madu's length and a shield.
6. Weapon portion must be non-hinged and melee-

only.
8. If built to slash.

NOW *Clarification*
2. Only usable if a class can use both a weapon and shield of the length and size types of the madu.
6. Weapon portion must conform to Dagger, Short, Long, or Great melee weapon requirements. Shield portion must conform to Small, Medium, or Large shield requirements.
a. In a single-ended madu, the weapon length should be measured from tip to farthest edge of the shield portion
8. If built to slash (these replace the normal strike-legal length requirements for a melee weapon of the madu's length):

Pg. 14 Shields
BEFORE
2. Must have an opaque, durable cover such as cloth or PlastiDip.

NOW *Clarification*
2. Must have an opaque, durable cover such as cloth, PlastiDip, duct tape, or leather.

ADDED Clarification
12. A destroyed shield cannot be wielded or used to block

Pg. 15 Projectiles
BEFORE
Unless otherwise noted projectiles may not be used to parry, block, or melee, are indestructible, and affect all targets struck while in motion.

NOW *Clarification*
Projectiles may not be used to parry, block, or melee, are indestructible, and affect all targets struck while in motion.

BEFORE
Unless otherwise noted projectiles may be carried in any number.
NOW *Clarification*
[removed]

BEFORE
Unless otherwise noted projectiles may not have rigid or granular cores such as solid rubber balls, wrapped balls of rubber bands, tennis balls, etc.
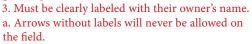
NOW *Clarification*
Projectiles may not have rigid or granular cores such as solid rubber balls, wrapped balls of rubber bands, tennis balls, etc.

p.16 ARRROWS

BEFORE
General
1. May not be drawn beyond 28".

2. Fletching and nocks, if present, must be in good repair.
3. Must be clearly labeled with their owner's name.
a. Arrows without labels will never be allowed on the field.
b. Using arrows without labels can result in immediate suspension from the field.
4. Broken or poorly mended arrows are not to be used.
5. Like any other equipment arrows may only be used by their owner unless the owner grants specific permission for another player to use their arrows.
a. The owner of an arrow is responsible for the safety of the arrow even if fired by another player.
b. Specialty arrows may never be shared.
6. Swinging at an arrow in flight is illegal.
a. Arrows may only be passively blocked by placing an object in the flight path.

NOW *Clarification*
1. Must strike point-first to score a hit.
2. Affects all targets struck while in motion.
3. Hits from arrows are Armor Breaking.
4. Hits from arrows are Weapon Destroying.
5. Must be clearly labeled with their owner's name.
6. Arrows without labels are not allowed on the field.
a. Using arrows without labels can result in immediate suspension from the field.
b. Broken or poorly mended arrows are not to be used.
7. Like any other equipment arrows may only be used by their owner unless the owner grants specific permission for another player to use their arrows.
a. The owner of an arrow is responsible for the safety of the arrow even if fired by another player.
b. Specialty arrows may never be shared.
8. Swinging at an arrow in flight is illegal.
a. Arrows may only be passively blocked by placing an object in the flight path.

BEFORE
Shafts
1. May be fiberglass, aluminum, plastic, or graphite.
2. Wood shafts are only allowed if covered in a minimum of 4 mils of plastic tape or equivalent.
3. Shafts must have any real arrow head or tip removed.
4. The tip of shafts must be built up to at least 1" in diameter in a solid manner such as:
a. Wrapping in fiberglass strapping tape and capping with a 1' diameter galvanized steel disc.
b. Affixing a 1" diameter washer into the shaft with a solidly-attached screw.
c. Other similar methods. Replacing the washer or disc with a U.S. penny is not considered 'similar' to those construction methods. Acceptable construction methods include, but are not limited to, building the arrowhead onto a base which is removable but firmly attached (commonly referred

to as "modular" construction) and/or shaft build-ups made using fused deposition modeling ("3D Printing"). Please consult experienced arrowhead builders before attempting new designs.
5. Shafts longer than 28" must have a draw stop (generally a ring of tape or similar) placed around the shaft no more than 28" from the inside of the arrow's nock where the string rests.

NOW *Clarification and one change*
Shafts
The shaft of the arrow or bolt is the stick portion to which the head is affixed.
1. Must be carbon, aluminum, or fiberglass.
2. Any real arrowheads or hunting tips must be removed.
3. Shafts must have a drawstop preventing drawing the arrow past 28", unless the shaft is already shorter than this length. This is measured from the inside of the nock where the string rests to the draw stop.
4. The nock and any vanes/fletching present must be in good repair.
5. The orientation of vanes/fletchings (or the lack thereof) must not cause chaotic or unpredictable flight.

BEFORE
Heads
1. Must be 2.5" in diameter.
2. Front and side must be Strike-Legal.
3. Must include a minimum of 2" of foam in front of the shaft of the arrow.
a. The 0.5" of foam immediately after the end of the shaft must be closed-cell.
b. Foam must be firm but compressible, and not able to deform around the arrow shaft on impact.
c. Very soft foams such as couch cushion do not count towards the required 2" minimum of foam.
4. Heads should be checked regularly for degrading foam.
5. Must have a cloth cover on the head.
a. Properly colored strips may be used in lieu of colored head covers to denote special arrow status.
b. Normal arrows may not be covered in any of the colors reserved for special arrows (yellow, red, green, purple, and grey.)
6. Must strike point first to score a hit.
7. Affects all targets struck while in motion.
8. Hits from arrows are Armor Breaking.
9. Hits from arrows are Weapon Destroying.

NOW *Clarification*
Blunts
The blunt is the reinforced tip of the shaft upon which the striking portion, the arrow head, will be constructed.
1. All blunts must be solidly built, stiff enough to carry anticipated loads without excessive deformation, and able to support typical Amtgard archery impacts repeatedly without failure or degradation.

2. The end of the shaft must be securely capped with a circular, impact-resistant disc at least 1" in diameter.
a. The disc must be centered over the end of the shaft.
b. If a metal disc is used, it must be at least 1/16" steel or equivalent.
c. Discs of any other material must be durable, impact-resistant, and at least 1/4" thick.
3. The blunt must then be further built up to at least 1.5" in diameter. The non-disc portion of the blunt can be constructed from any material, including foam, so long as it ensures that the foam arrowhead built upon it is not able to move easily in relation to the shaft. This includes but is not limited to: plunging up and down, wobbling from side to side, twisting-without-return, etc.
4. The entire blunt can be a single unit (such as a 3D-printed piece) as long as the resulting structure is equivalent or safer than the above requirements.
Heads
The arrow head is the Strike-Legal portion at the end of an arrow or bolt, after the blunt.
1. There must be at least a 2" depth of foam in front of the blunt that has a 2" or greater circular cross section.
2. The foam immediately in front of the blunt must not deform around the arrow shaft or blunt on impact.
3. Any additional foam used to meet the 2" depth requirement should be chosen with the goal of making the arrow as safe and comfortable to be struck by as possible, specifically in regards to accidental strikes to the face and eyes.
4. For flat-faced arrowheads, The physical striking surface of the arrowhead must include at least 1" foam with a circular diameter of 2.5".
5. Domed arrowheads are allowed but must not pass more than 1" through a 2.5" ring. (For example, a 2.75" diameter hemisphere would meet this requirement.)

P.17 SIEGE WEAPONS

BEFORE (pg 17 of Saucy)
Siege Projectiles
See Siege Weapons for more information.

Current
[removed]

P.18 CHECKING PROCESS

BEFORE
Armor
1. All corners of rigid armor must be penny-round

NOW *Clarification*
Armor

1. All corners of rigid armor must be penny-round.

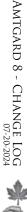This means a curve with a 3/8 inch (0.375") radius.

P.19 Magic Item Rules

BEFORE

8. Unless otherwise noted Enchantments conferred by Magical Items function exactly as normal Enchantments; they count towards your Enchantment limit, may be removed by Dispel Magic, require a strip, etc.

NOW *Clarification*

8. Enchantments conferred by Magical Items function exactly as normal Enchantments; they count towards your Enchantment limit, may be removed by Dispel Magic, require a strip, etc.

ADDED

12. Magic items that may be destroyed cease to function in all ways while destroyed.

P.19 Potion of True Death

ADDED

Note: This effect is not removed by Release, Greater Release, or Respawn.

P.21 Ankh of Ran

ADDED

... and will affect those players regardless of immunities.

P.19 Battlegame Components

BEFORE

Respawn
Players who Respawn do so with all of their carried or worn equipment intact, Wounds healed, Enchantments removed, and all States and Ongoing Effects removed unless otherwise noted.

NOW *Clarification*

Players who Respawn do so with all of their carried or worn equipment intact, Wounds healed, non-Persistent Enchantments removed, and all States and Ongoing Effects removed.

P.24 Reeving made easy

ADDED

A player may also communicate what states are affecting them at any time.

P.27 Classes Made Easy

BEFORE

Fighting Classes: Anti-Paladin, Archer, Assassin, Barbarian, Monk, Paladin, Scout, and Warrior

NOW *Clarification*
Martial Classes: Anti-Paladin, Archer, Assassin, Barbarian, Monk, Paladin, Scout, and Warrior

P.28 Look the Part

BEFORE

Who qualifies for Look The Part is game-by-game bonus awarded by the group monarch or joint decision of the game reeve and the guildmaster for the class.

NOW *Clarification*

Look The Part is a game-by-game bonus awarded by the game reeve.

P.28 Levels and Abilities

BEFORE

No duplicates may be chosen unless otherwise noted.

NOW *Clarification*
No duplicates may be chosen.

P.28 Peasant

BEFORE

Players without class sashes or minimum garb must play Peasant. The only equipment available for peasants to use is either a single short weapon or a single dagger. They may not wear armor or use shields and do not have any class abilities.

NOW *Clarification*

Players who do not meet the garb requirement for any class may only participate in battlegames by playing the Peasant class. This class has no armor, shields, or abilities. The weapons available to them are Daggers and Short Weapons, though they may only use one at a time.

P.29 Martial Class Reordering

Anti-Paladin and Paladin have been moved to be alphabetical with the other Martial classes, rather than after the Magic classes. They remain reserved classes.

P.29 Anti-Paladin

CLARIFICATIONS:

See Poison and Brutal Strike

P.30 Archer

BEFORE
1st, 3rd, and 5th Levels: Pick two:

NOW *Clarification*
1st, 3rd, and 5th Levels: Pick two of three:

CLARIFICATIONS:

See Phase Arrow

p.31 Assassin

CLARIFICATIONS:

See Assassinate and Poison

p.32 Barbarian

CLARIFICATIONS:

See Brutal Strike

p.33 Monk

CLARIFICATIONS:

See Missle Block and Magic Ball Block

p.36 Warrior

CLARIFICATIONS:

See Insult

p.37 Bard

ADDED 8.6 Sappy
Weapons: Magic Staff

BEFORE
Equipment: Armor, 1 Point: Cost 4
NOW 8.6 Sappy
Equipment: Armor, 1 Point: Cost 3

CLARIFICATIONS:

See Ambulant, Insult, Shove, Song of Survival, Song of Visit

p.39 Druid

ADDED (Sappy 8.6 change)
Weapons: Magic Staff

ABILITY CHANGES 8.6 Sappy
See Stoneform

CLARIFICATIONS:

See Ambulant, Gift of Air, Golem, Imbue Armor, Poison

p.41 Healer

ADDED (Sappy 8.6 change)
Weapons: Magic Staff

CLARIFICATIONS:

See Ambulant, Greater Ressurect, Persistant, Shove, Summon Dead

p.43 Wizard

ADDED (Sappy 8.6 change)
Weapons: Magic Staff

CLARIFICATIONS:

See Ambulant, Destroy Armor, Persistant, Phase Bolt, Shove

p.46 Ability

BEFORE
1. Ability Enchantments denoted as Magical (m) in the class description count towards the bearers limit for carried Enchantments. May be removed by Magic that removes Enchantments, such as Dispel.
2. Ability Enchantments denoted as Extraordinary (ex) in the class description do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar magic and abilities. May be removed by Magic that removes Enchantments, such as Dispel. A player may not have more than one (ex) enchantment of the same name.
3. Unless otherwise specified, Ability enhanced equipment cannot be used except by the player who enhanced the equipment. For instance: an Archer cannot loan their Poison Arrow to another player, even another Archer.
4. Ability Incantations follow all the rules of magical Incantations unless otherwise noted. Incantations for Abilities listed as Extraordinary (ex) do not require a free hand.

NOW *Clarification*
1. Ability Enchantments denoted as Magical (m) in the class description count towards the bearers limit for carried Enchantments.

2. Ability Enchantments denoted as Extraordinary (ex) in the class description do not count towards enchantment limits or count for the purposes of Attuned, Essence Graft, or similar magic and abilities. A player may not have more than one (ex) enchantment of the same name.

3. Ability enhanced equipment cannot be used except by the player who enhanced the equipment. For instance: an Archer cannot loan their Poison Arrow to another player, even another Archer
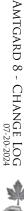
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p.46 Ability Order

ADDED *Clarification*
Ability order: When two abilities would take effect simultaneously:

1. Effects on a player trigger in this order: Traits, Immunities, Resistances, Other Enchantments.

2. Other Enchantment effects trigger at the same time, even if the result of one would prevent another. Example one: A player bearing Phoenix Tears and Troll Blood dies. Both enchantments trigger and lose a strip, player is Frozen for 30s, ignores the killing effect, and when Frozen is removed all wounds are removed, etc. Example two: A player bearing Ancestral Armor and Gift of Air is hit by a normal melee weapon in an armored location. That hit location loses 1 point of armor, and the player is Insubstantial. Example three: A player bearing Gift of Air and Immune to Death is hit by a normal melee weapon by an attacker bearing Lycanthropy. Player is Insubstantial and not wounded.

P.46 CHANT

BEFORE

Unless otherwise noted failure to Chant ends the effect.

NOW *Clarification*
Failure to Chant ends the effect.

P.46 CHARGE

BEFORE

Some Magic and Abilities may continue to be used after their per-life or per-refresh uses are consumed.

NOW (Sappy 8.6 change)

Some Magic and Abilities may have their per-life or per-refresh uses restored after they are consumed.

BEFORE

Unless otherwise noted:

NOW *Clarification*
[removed]

BEFORE

4. Charged Magic and Abilities that are per life or per Refresh lose their Charge when they are replenished. Example: A Charged Ability which is '1/Life Charge x3' loses its Charge when a player begins a new life, but may be Charged normally once the standard per-life uses have been consumed.
6. You may only have one instance of a given Magic or Ability Charged at a time. Example: An Ability listed as 2/life Charge x3 may only be Charged once both per-life uses have been expended, and may only have a single instance of the Ability Charged thereafter.

NOW (Sappy 8.6 change)

[removed]

P.47 ENCHANTMENTS

BEFORE

2. Enchantments may only be carried one at a time by a player, unless otherwise noted. A player may not have more than one (ex) enchantment of the same name.

NOW *Clarification*
2. Players may only carry one magical enchantment at a time. A player may not have more than one (ex) enchantment of the same name.

BEFORE

4. Enchantments are always placed on players. Some Enchantments carried by players affect the equipment they carry or use as noted in the Enchantments description.

NOW *Clarification*
4. Enchantments are always worn by players. An Enchantment can always be cast onto a player, regardless of any immunity, other enchantment, or other effect that normally prevents a player from being affected by an ability, except for restrictions that affect Enchantments specifically, such as Essence Graft. Example: a player bearing Protection from Magic can have Attuned and Heart of the Swarm then cast on them, and Protection from Magic will not prevent the Stopped state. Conversely, immunities or other effects that protect a player or a player's equipment do not protect a player's worn Enchantments, except for effects that protect enchantments specifically, such as Sleight of Mind. Example: Being Frozen will not prevent a player's Enchantments from being removed by Dispel Magic.

BEFORE

5. If a person bearing an Enchantment is killed the Enchantment remains but becomes inactive. Respawning removes any Enchantments from a player and their equipment unless the Enchantments are Persistent. If the person is returned to life, as opposed to respawning, then Enchantments are preserved and will function again, unless otherwise noted.
a. If a player voluntarily moves after having died then the Enchantments they carried are removed. Does not apply to Persistent Enchantments.
b. If a player voluntarily takes a death, all Enchantments carried are removed.

NOW *Clarification*
6. If a player bearing an Enchantment is killed the Enchantment remains but becomes inactive. Respawning removes any Enchantments from a player unless the Enchantments are Persistent. If the person is returned to life, as opposed to respawning, then Enchantments are preserved and will function again, unless removed by the ability

that returned the player to life.

a. If a player voluntarily takes a death, all Enchantments carried are removed.

8. States, Abilities, and Special Effects imparted by Enchantments to their bearer cannot be removed in any way while the Enchantment is active and are removed when the Enchantment is removed, unless otherwise noted. Example One: A player bearing Heart of the Swarm is Stopped. When they die the Enchantment becomes inactive and and the player is no longer Stopped since all States other than Cursed are removed on death. If the player is returned to life in a manner that preserves their Enchantments then they will again become Stopped as Heart of the Swarm becomes active again and re-applies the State.

a. Cursed imparted by an Enchantment cannot be removed in any way while the Enchantment is worn, whether it is active or inactive. If the Enchantment is removed, Cursed is not removed unless otherwise noted. Example One: A player bearing Vampirism dies. Their enchantment becomes inactive, but the Cursed State remains. If the player moves from where they died, Vampirism would be removed (unless it were persistent) but the Player would remain Cursed.

NOW *Clarification*

8. States, Abilities, and special effects imparted as an inherent part of Enchantments to their bearer cannot be removed in any way while the Enchantment is active and are removed when the Enchantment is removed, unless otherwise noted. This does not apply to States, nor effects incidentally caused by an effect of the Enchantment which have a normal exit condition or expiration timer. Those can be removed normally. Example One: A player bearing Heart of the Swarm is Stopped. When they die the Enchantment becomes inactive and the player is no longer Stopped since all States other than Cursed are removed on death. If the player is returned to life in a manner that preserves their Enchantments then they will again become Stopped as Heart of the Swarm becomes active again and re-applies the State. Example Two: A player is enchanted with Phoenix Tears and "killed". Phoenix Tears activates, making the player alive and Frozen. Another player could remove this Frozen with Release. If the player is "killed" again, Phoenix Tears will make them alive and Frozen, and then remove itself. Removal of the enchantment does not remove Frozen.

a. Cursed imparted by an Enchantment cannot be removed in any way while the Enchantment is worn, whether it is active or inactive. If the Enchantment is removed, Cursed is not removed. Example One: A player bearing Vampirism dies. Their enchantment becomes inactive, but the Cursed State remains. If the player moves from where they died, Vampirism would be removed

(unless it were persistent) but the Player would remain Cursed.

10. Enchantments worn (or a summary of their effects) must be announced at the beginning of an engagement if possible. Enchantments worn must always be announced when requested.

NOW *Clarification*

10. Enchantments worn (or a summary of their effects) must be announced at the beginning of an engagement if possible. Enchantments worn must always be announced when requested. Persistent enchantments must be declared as such.

P.47 INCANTATIONS

BEFORE

Unless otherwise noted, all incantations:
5. Require the caster to have an empty hand with the exception of holding Material Components or the target of a Touch Range magic. An open hand inside a shield handle is considered an open hand for the purposes of Incantations.

NOW *Clarification*
All Incantations:

5. Require the caster to have an empty hand with the exception of holding Material Components or the target of a Touch Range magic. Incantations for Abilities listed as Extraordinary (ex) do not require a free hand. An open hand inside a shield handle is considered an open hand for the purposes of Incantations.

P.48 MAGIC ARMOR

BEFORE

1. Enchantments which grant Magic armor fail when targeting a player with worn armor. Players may not don worn armor while bearing an enchantment which grants magic armor. If Magic Armor is granted from two different sources only the highest value present is used and all others are ignored. Example: A player is wearing both Gift of Earth (2 points of Magic Armor) and Barkskin (1 point of Magic Armor). Since Gift of Earth is the highest value the Magic Armor from Barkskin is ignored. If Gift of Earth is removed the player will have a new Magic Armor maximum of 1 point. All locations greater than 1 point will be lowered to 1 point while all locations at 1 point or lower will remain unchanged

NOW *Clarification*
1. If Magic Armor is granted from two different sources only the highest value present is used and all others are ignored. Example: A player is wearing both Gift of Earth (2 points of Magic Armor) and Barkskin (1 point of Magic Armor). Since Gift of

Earth is the highest value the Magic Armor from Barkskin is ignored. If Gift of Earth is removed the player will have a new Magic Armor maximum of 1 point. All locations greater than 1 point will be lowered to 1 point while all locations at 1 point or lower will remain unchanged.

9. Enchantments which grant Magic armor fail when targeting a player with worn armor. Players may not don worn armor while bearing an enchantment which grants magic armor. (If you are only wearing armor that was rated initially as zero points it may be worn with magic armor.)

BEFORE
5. Unless otherwise noted in the description of the Enchantment, Magic Armor can never benefit from armor enhancement abilities or magics such as Ancestral Armor or Imbue Armor. Example: Stoneskin is naturally considered Ancestral Armor, but Barkskin can not benefit from Ancestral Armor in any way.

NOW *Clarification*
5. Unless it is inherently part of the Enchantment, Magic Armor can never benefit from armor enhancement abilities or magics such as Ancestral Armor or Imbue Armor.

BEFORE
7. Unless otherwise noted Magic Armor behaves identically to normal armor

NOW *Clarification*
7. Magic Armor behaves identically to normal armor.

P.48 Magic Balls

BEFORE
Unless otherwise noted:

NOW *Clarification*
[removed]

BEFORE
8. Magic Balls do not damage armor unless otherwise noted.

NOW *Clarification*
[removed]

P.48 Metamagic

BEFORE
1. Unless otherwise noted, Meta-Magic follows all the standard rules for Incantations.

NOW *Clarification*
1. Meta-Magic follows all the standard rules for Incantations, except for Ambulant, which may be cast while moving.

P.49 Range

BEFORE
Unless otherwise noted, Magics and Abilities with a listed range of Touch or greater can be cast at range Self. Magic or Abilities used at a range of Touch may only be used on players that are willing, Dead, Frozen, Stunned, or otherwise unable to move and unable to engage in combat.

NOW *Clarification*
Magics and Abilities with a listed range of Touch or greater can be cast at range Self unless the Range is limited to Others. Magic or Abilities used may be used on players or their carried equipment at a range of Touch provided at least one of the following is true:
- The target is willing
- The target is dead
- The target is Stunned
- The target is Frozen
- The target is Insubstantial and unable to move from their current location.

P.49 Resistant

BEFORE
Unless otherwise noted

NOW *Clarification*
[removed]

P.49 Specialty Arrows

BEFORE
Unless otherwise noted, Resistant does not extend beyond the player that has it. Resistances always take effect after Immunities and Traits but before any other effects.

NOW *Clarification*
[removed]

P.49 Traits

BEFORE
Traits are denoted with a (T) and are always non-magical in nature.

NOW *Clarification*
Traits are denoted with a (T) and are not considered States nor Enchantments.

BEFORE
Traits always take effect before Immunities, Resistances, and any other effects.

NOW *Clarification*
[removed]

P.50 Wound Trigger

BEFORE

Magics and abilities with the Wound Trigger Limitation can only be used immediately after the caster causes a wound to an enemy (even if that wound kills the enemy).

NOW *Clarification*
Magics and abilities with the Wound Trigger Limitation can only be used immediately after the caster causes a wound to an enemy (even if that wound kills the enemy; but not if the wound is not received, e.g. by a Resistance).

p.50 CURSED

BEFORE
If the Enchantment is removed, Cursed is not removed unless otherwise noted.

NOW *Clarification*
If the Enchantment is removed, Cursed is not removed.

p.50 IMMUNE

BEFORE
Unless otherwise noted:

1. Immunities always take effect after Traits but before Resistances and any other effects.

6. Immunities do not interact with Enchantments worn by the player. Example One: An Anti-paladin may wear the Flame Blade Enchantment. Example Two: A player with Protection From Magic still gains Stopped if Heart of the Swarm is later cast on them. Example Three: A player may still benefit from the Heal from Regeneration, even if they are Cursed. Example Four: A player with Greater Undead Minion and Enlightened Soul would still have their enchantment removed when Banish is cast on them while insubstantial.

NOW *Clarification*
[removed]

p.50 INSUBSTANTIAL

BEFORE
8. May not target others unless otherwise noted. May only target themselves with magic and abilities that are able to affect insubstantial players

NOW *Clarification*
8. May not target equipment or other players. May only target themselves with magic and abilities that are able to affect insubstantial players. May use Meta-Magic.

p.50 OUT OF GAME

BEFORE
The Out of Game State may only be ended by a reeve, unless otherwise noted.

NOW *Clarification*
The Out of Game State may only be ended by a reeve or in accordance with the ability that made a player Out of Game.

p.51 STOPPED

BEFORE
Unless otherwise noted Magic and Abilities such as Teleport, Blink, Lost, Banish, etc. which allow or require movement fail when targeting a Stopped player.

NOW *Clarification*
Abilities that allow or require movement fail only if they are cast while the target is Stopped. If an Enchantment effect triggers while a player is Stopped, the activated effect is still applied but cannot be completed until the Stopped state ends. Example: A player is enchanted with Gift of Air and is later Stopped, then hit with a melee weapon. They remain Stopped for the duration of the Stopped effect, then may choose to return to base.

p.51 SPECIAL EFFECTS DEFINED

BEFORE
When using a weapon or magic which causes a Special Effect you must announce it to your opponent at the beginning of an engagement and periodically during the engagement when reasonable.

NOW 8.6 Sappy
When using a melee weapon which causes a Special Effect you must announce it to your opponent at the beginning of an engagement and periodically during the engagement when reasonable.

p.51 ARMOR BREAKING

BEFORE
A hit to armor from a weapon, Magic Ball, etc. with the Armor Breaking ability will immediately remove all Armor Points from the location struck if the location struck currently has three or less Armor Points. If the armor currently has four or more Armor Points then the armor has one Armor Point removed as per normal. Example: Armor with 4 points is struck by a weapon with Armor Breaking. The armor loses an Armor Point at the location struck. The armor is struck again in the same location which now has 3 points. The Armor Points at that location are reduced to zero and the wearer is unharmed unless otherwise noted. Denoted by announcing "Breaking".

NOW *Clarification*
A hit to armor from a weapon, Magic Ball with the Armor Breaking Special Effect will immediately remove all Armor Points from the location struck if it currently has three or less Armor Points. Otherwise, the armor is affected as per a normal hit.

P.51 ARMOR DESTROYING

BEFORE

A hit to armor from a weapon, Magic Ball, etc. with the Armor Destroying Special Effect reduces the armor to zero points in the location struck. The wearer is unharmed unless otherwise noted. Denoted by announcing "Destroying".

NOW *Clarification*

A hit to armor with weapons or abilities with the Armor Destroying Special Effect reduces the Armor Points to zero in that location.

P.51 SHIELD CRUSHING

BEFORE

Three hits to a shield from a weapon, Magic Ball, etc. with the Shield Crushing Special Effect destroys the shield. The wearer is unharmed unless otherwise noted. Hits do not all have to be from the same source; hits from different sources are cumulative. Denoted by announcing "Shield Crushing".

NOW *Clarification*

Three hits to a shield from a weapon, Magic Ball, etc. with the Shield Crushing Special Effect destroys the shield. Hits do not all have to be from the same source; hits from different sources are cumulative. Denoted by announcing *"Shield Crushing"*.

P.51 SHIELD DESTROYING

BEFORE

A hit to a shield from a weapon, Magic Ball, etc. with the Shield Destroying Special Effect destroys the shield. The wearer is unharmed unless otherwise noted. Denoted by announcing "Shield Destroying"

NOW *Clarification*

A hit to a shield from a weapon, Magic Ball, etc. with the Shield Destroying Special Effect destroys the shield. Denoted by announcing *"Shield Destroying"*

P.52 MAGIC AND ABILITIES

Standardized all abilities to follow the Abilities Format Key

P.52 AMBULANT

BEFORE

E: An incantation may be said while moving. May be cast while moving.
L: May not be used on the Charge incantation.

NOW *Clarification*

E: An incantation may be said while moving.
L: May not be used on the Charge incantation.
N: Using Ambulant allows both the target indication and Ambulant to be said while moving, but not other Meta-Magics

P.52 ASSASSINATE

BEFORE

E: The victim is Cursed.

NOW *Clarification*
E: The target is Cursed.

P.54 BRUTAL STRIKE

BEFORE

E: The victim is Cursed.

NOW *Clarification*
E: The target is Cursed.

P.55 DESTROY ARMOR

BEFORE

E: Armor on target hit location is subjected to Armor Destroying.

NOW *Clarification*
E: Remove all armor points from target hit location.

P.57 GIFT OF AIR

BEFORE

N: Bearer may end the Insubstantial state caused by Gift of Air at any time with the standard Incantation.
NOW *Clarification*

N: This Enchantment can be removed by Dispel Magic and similar Magic and Abilities. If the Insubstantial State is ended, the player is not required to continue returning to base. Caster may end this Insubstantial state at any time by using the exit incantation for Insubstantial.

P.58 GOLEM

BEFORE

M: White strip and red strip

NOW *Clarification*
M: White strip and yellow strip

P.58 GREATER RESSURECT

BEFORE

E: Target Dead player who has not moved from where they died is returned to life. Enchantments on the player are retained. Any wounds on the player are healed. Works regardless of any States on the target.

NOW *Clarification*
E: Target Dead player who has not moved from where they died is returned to life. Any wounds on the player are healed. Works regardless of any States on the target.
N: Enchantments on the player are retained

P.59 IMBUE ARMOR

BEFORE

E: All armor worn by the bearer gains a +1 modifier. This modifier may allow the armor to exceed the maximum value for its type, up to the bearer's class maximum.

N: Does not apply to magic armor. A player may only benefit from one instance of Imbue Armor, or similar magic and abilities that increase Armor Points, at a time.

NOW *Clarification*
E: Armor worn by the bearer gains 1 Armor Point to its current and maximum rating in each location, up to the bearer's class maximum.
L: Does not apply to magic armor. A player may only benefit from one instance of Imbue Armor.
N: When this enchantment is removed, the bearer loses 1 current and maximum Armor Point in each location

P.59 INSULT

BEFORE
E: Victim is unable to attack or cast magic at anyone other than the caster or their carried equipment for 30 seconds. If the victim of insult is attacked or has magic cast on them or their carried equipment by someone other than the caster, the victim of Insult becomes able to choose to attack the offending party as well.

N: If the caster of Insult dies, the victim's effect is negated.

NOW *Clarification*
E: Target is unable to attack or cast magic at anyone other than the caster or their carried equipment for 30 seconds. If the target of Insult is attacked or has magic cast on them or their carried equipment by someone other than the caster, the target of Insult becomes able to choose to attack the offending party as well.
N: If the caster of Insult dies, the target's effect is negated.

P.61 PERSISTENT

BEFORE
N: Persistent enchantments with limited uses (Mass Healing, Corrosive Mist, etc.) will retain the number of uses they had remaining. Persistent Magic Armor behaves like normal armor: it will be repaired upon Respawning or retain any prior damage if the bearer is returned to life by some other method, such as Resurrect.

NOW *Clarification*
N: Persistent is a Meta-Magic; it must be used before another incantation, and affects the next spell cast by that same caster. Persistent does not retroactively make an enchantment already on a player Persistent. Persistent enchantments with limited uses (Mass Healing, Corrosive Mist, etc.) will retain the number of uses they had remaining. Persistent Magic Armor behaves like normal armor: it will be repaired upon Respawning or retain any prior damage if the bearer is returned to life by some other method, such as Resurrect.

P.61 PHASE ARROW

BEFORE
E: This arrow does not interact with ongoing Magic or Abilities.

NOW *Clarification*
E: This arrow does not interact with other ongoing Magic, Abilities, nor Traits.

P.61 PHASE BOLT

BEFORE
E: This Magic Ball does not interact with other ongoing Magic or Abilities.

NOW *Clarification*
E: This Magic Ball does not interact with other ongoing Magic, Abilities, nor Traits.

P.61 POISON

ADD *Clarification*
N: If the target does not actually receive a Wound, e.g. by a Resistance, Poison is not expended.

P.63 SHOVE

BEFORE
E: Target player is moved back 20' in a straight line away from the caster. Works on Stopped players.

NOW *Clarification*
E: Target player is moved back 20' in a straight line away from the caster. Works on Stopped players. If the caster is the target, the caster may choose the direction they move.

P.64 SONG OF SURVIVAL

BEFORE
L: Once Song of Survival has activated to protect the bearer it may not activate again on the same life.

NOW *Clarification*
L: Once Song of Survival has activated to protect the bearer it may not be cast nor activated again on the same life.

P.65 SONG OF VISIT

BEFORE
N: This Enchantment can be removed by Dispel Magic and similar Magic and Abilities.

NOW *Clarification*
N: This Enchantment can be removed by Dispel Magic and similar Magic and Abilities. If the Insubstantial State is ended, the rest of the effect is ended as well.

P.65 STONEFORM

BEFORE
E: Caster is Frozen. May end this State at any time by

saying "the earth release me."

NOW 8.6 Sappy
E: Caster is Frozen. May end this State at any time by saying *"the earth release me"* x2

p.65 SUMMON DEAD

BEFORE
E: Target dead player may choose to go to the caster and then counts as though they had not moved from where they died. May be used on a dead player who has not moved from where they died or who is at their respawn.

NOW *Clarification*
E: Target willing dead player must go directly to the caster. Upon reaching the caster, Summon Dead immediately ends. Wherever the player is when Summon Dead ends is treated as where the player died.
L: May only be used on a dead player who has not moved from where they died or who is at their respawn.

p.57 RULES REVISION PROCESS

BEFORE
A Rules Revision Organizer (RRO) will be appointed in even years by the Amtgard International Circle of Monarchs

NOW *Clarification*
A Rules Revision Organizer (RRO) will be appointed in odd years by the Amtgard International Circle of Monarchs