

CHANGE LOG

VERSION: "SUNNY" V8.4.211010

Release Date: October 10, 2021

Changes list in order they appear. All page numbers reflect the location of the changes in the edition they were posted.

QUALITY OF LIFE (NOT HIGHLIGHTED)

- a. "Rules Revision Process" and "Common Misconceptions" section are no longer Appendixes.
- b. Index moved to the end of the official document.
- c. Change Log added.
- d. Miscellaneous incidental wording fixes relating to the new changes. (eg. "five" knighthoods instead of "four")
- e. Terms for "Officers" and "Classes" standardized across the document.
- f. Measurements less than 1/2" now provide decimal values in addition to fraction values.

P.2 REEVES

- a. CHANGED

"Reeves are the judges or referees of the game, and are recognized by the gold sash that they wear on the field."

TO

"Reeves are the judges or referees of the game and will wear or carry a unique identifier to reflect this status. This identifier will be either a gold sash, a tunic or tabard of alternating stripes of contrasting high-visibility colors (black and white, neon green and purple, etc.), or a "Reeve's Staff" (a padded staff at least 5' long with padded ends at least 2" in diameter and covered in alternating stripes or spiraling contrasting high-visibility colors as above). The identifier will be communicated to players before the start of a game."

P.3 KNIGHTS

- a. ADDED

Battle: Awarded for battlegame excellence. Its symbol is a white belt trimmed in blue.

P.3 MASTERS

- a. ADDED

Battle: Gold phoenix on a tan background.

P.6 HIT LOCATIONS

- a. EXPANDED

A hand is not Wounded if struck below the wrist while holding a melee weapon or shield. Treat hits below the wrist to a hand holding a melee weapon or shield as though they had hit the weapon or shield held instead.

TO

A hand is not Wounded if struck below the wrist while holding a melee weapon, shield, **or bow**. Treat hits below the wrist to a hand holding a melee weapon, shield, **or bow** as though they had hit the weapon, shield, **or bow** held instead.

- a. ADDED

Players with a Wounded leg who are affected by abilities which force movement may choose to ignore the requirement for dead legs to have the knee on the ground (or, if "posting," to not voluntarily move the foot of the wounded leg) for the purposes of completing the required movement. While moving in this manner, the Wounded player may not attack, cast magic, or activate abilities, but may defend themselves. Has no effect on abilities already activated, magic already cast, Chants already in progress, or enchantments activating such as Phoenix Tears. Once the player has completed the required movement, they must re-place their knee in contact with the ground, or redeclare "posting" if unable to do so.

P.10 HEAVY HELMS

- a. REDUCED

Heavy Helms (e.g. Spangenhelm, Crusader Helm) must meet the requirements of Plate armor **and additionally be made of at least 16 gauge metal.**

TO

Heavy Helms (e.g. Spangenhelm, Crusader Helm) must meet the requirements of Plate armor.

P.11 LIGHT LEATHER

- a. EXPANDED

Requirements: Must be a minimum of 1/16" thick.

TO

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.**



P.12 CHAINMAIL

a. CHANGED

Requirements: Minimum four-in-one standard European weave.

TO

Requirements: Any weave is permitted, but must not allow a 1/2" diameter dowel to pass through it.

b. CHANGED

Dense Weave: The weave is denser than the minimum.

TO

Dense Weave: Must not allow a 1/8" (0.125") diameter dowel to pass through it.

P.12 BUTTED PLATES

a. CHANGED

Armor comprised of numerous steel plates **butted together within sewn pockets**, attached to a backing, linked by cord or chain, or by some other method.

TO

Armor comprised of numerous steel plates that are attached to a backing, linked by cord or chain, or by some other method.

b. CHANGED

Requirements: Plates must be at least 1.22mm (18 gauge) steel. Plates must be spaced no more than 1/8" apart. Plates must cover at least 90% of the exposed area of the armor.

TO

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.

P.14 BRIGANDINE

a. CHANGED

This armor is constructed from numerous shaped and fitted overlapping metal plates solidly connected along one edge to an exterior shell of heavy cloth (such as canvas, denim, or velvet)...

TO

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)...

P.14 PLATE

a. CHANGED

At least 75% of the protected area must be covered by individual plates which are large relative to the hit location protected;

TO

At least 75% of the protected area must be covered by **individual plates which cover at least 10% of the hit location**;

b. CHANGED

Metal Articulations: Articulations and connections between plates are metal-on-metal rather than metal-on-leather.

TO

Metal Articulations: **At least 60%** of articulations and connections between plates are metal-on-metal rather than metal-on-leather.

P.15 DOUBLE-ENDED

a. REDUCED

Only Weapon Types with this descriptor may have a striking surface at both ends. This may be either a Stabbing Tip or a Slash edge unless otherwise restricted by the Weapon Type. **Must still adhere to the construction requirements of the Weapon Type for the extra striking surface.**

TO

Only Weapon Types with this descriptor may have a striking surface at both ends. This may be either a Stabbing Tip or a Slash edge unless otherwise restricted by the Weapon Type.

P.17 BOW

a. CHANGED

If hit by a weapon, the bow is destroyed.

TO

May only be used to passively block (i.e. may not be swung towards an incoming strike in order to block) If hit by the strike-legal portion of any weapon, the bow is destroyed.

P.17 LONG

a. ADDED

Each end of a Double-Ended long weapon must be padded 1/3 the total length of the weapon. If an end is used to slash, that end must be Strike-Legal for 1/3 the total length of the weapon. This requirement replaces the standard requirement for padding on long weapons.



P.18 GREAT

a. ADDED

Each end of a Double-Ended great weapon must be padded 1/3 the total length of the weapon, or 3', whichever is less. This requirement replaces the standard requirement for padding on great weapons.

P.31 ARCHER

a. ADDED

REMINDER: All Specialty Arrow Incantations are treated as Ambulant but do not require the statement of "Ambulant" before their incantation. (pg.51)

P.35 SCOUT

a. EXPANDED

Dispel Magic 1/Refresh (ex)

TO

Dispel Magic 1/Refresh Charge x5 (ex)

P.45 ANTI-PALADIN

a. CHANGED

Garb: White belt and an openly displayed black phoenix on clothing or armor and medieval/sword and sorcery looking garb

TO

Garb: Openly displayed black dragon on clothing or armor and medieval/sword and sorcery looking garb. Knights may wear a white belt and black phoenix instead.

b. CHANGED

Requirements: Must be a knight.

TO

Requirements: Must be 6th level in at least one class.

P.46 PALADIN

a. CHANGED

Garb: White belt and an openly displayed white phoenix on clothing or armor and medieval/sword and sorcery looking garb

TO

Garb: Openly displayed white dragon on clothing or armor and medieval/sword and sorcery looking garb. Knights may wear a white belt and white phoenix instead.

b. CHANGED

Requirements: Must be a knight.

TO

Requirements: Must be 6th level in at least one class.

P.50 META-MAGIC

a. CHANGED

Meta-magic used must be stated immediately prior to beginning the incantation for the modified magic.

TO

Meta-magic must be stated immediately after indicating the target and prior to beginning the incantation for the modified magic.

b. CHANGED

Abilities that are denoted as Ambulant in the class description do not require the statement of 'Ambulant' before their incantation.

TO

Abilities that are labeled with a meta-magic in the class description are affected as per that metamagic, but do not require the player to state the Incantation for that meta-magic.

P.51 SPECIALTY ARROWS

a. ADDED

All Specialty Arrow Incantations are treated as Ambulant but do not require the statement of "Ambulant" before their incantation.

P.52 IMMUNE

a. ADDED

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.



P.52 INSUBSTANTIAL

a. CLARIFIED

May not move from their starting location unless otherwise noted.

TO

May not move from their starting location unless otherwise noted. **This is different from Stopped in that you can still move your feet.**

b. CLARIFIED

Are incapable of physically interacting with game items, objectives, or other players in any way unless otherwise noted.

TO

Are incapable of physically interacting with game items, objectives, or other players in any way unless otherwise noted. **This does not prevent you from retrieving equipment.**

c. CHANGED

May use Magic and Abilities on themselves if the Magic and Abilities are able to affect Insubstantial players.

TO

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

d. CLARIFIED

The ending Incantation for Insubstantial is not interrupted by the player moving their feet.

TO

The ending Incantation for Insubstantial is not interrupted by the player moving their feet, and does not require a free hand.

P.54 BANISH

a. CHANGED

E: Target Insubstantial player must return to their respawn location where their Insubstantial State immediately ends.

TO

E: Target Insubstantial player must return to their **base** where their Insubstantial State immediately ends.

P.57 EVOLUTION

a. CLARIFIED

N: This ability does work in conjunction with Attuned or Essence Graft so long as the other limitations of those Enchantments are followed.

TO

N: This ability does work in conjunction with Attuned, Essence Graft, or **Phoenix Tears** so long as the other limitations of those Enchantments are followed.

P.57 FIGHT AFTER DEATH

a. CLARIFIED

Players do not receive further Wounds during Fight After Death.

TO

Players **ignore** further Wounds during Fight After Death.

P.58 GIFT OF AIR

a. CHANGED

If the bearer is wearing armor it is affected as normal in addition to triggering Gift of Air. Bearer may choose to return directly to their respawn location immediately after Gift of Air activates.

TO

If the bearer is wearing armor it is affected as normal in addition to triggering Gift of Air. Bearer may choose to return directly to their **base** immediately after Gift of Air activates.

P.58 GOLEM

a. ADDED

Bearer may treat the caster as a base for the purposes of the effects which require the teammate to go to their base.

P.59 GREATER UNDEAD MINION

a. CHANGED

For the duration of the Enchantment, the Caster is considered the players respawn.

TO

For the duration of the Enchantment, the bearer may treat the caster as a base for the purposes of the effects which require the bearer to go to their base.



P.59 HEART OF THE SWARM

a. ADDED

Players on the bearer's team may treat the bearer as a base for the purposes of the effects which require the teammate to go to their base.

P.64 SONG OF SURVIVAL

a. CHANGED

Bearer may choose to return directly to their respawn location immediately after Song of Survival activates.

TO

Bearer may choose to return directly to their **base** immediately after Song of Survival activates.

P.65 STEAL LIFE ESSENCE

a. CHANGED

The caster still gains the effect even if the dead player is unaffected.

TO

The caster **does not** gain the effect if the dead player is unaffected.

P.66 UNDEAD MINION

a. CHANGED

For the duration of the Enchantment, the Caster is considered the players respawn.

TO

For the duration of the Enchantment, the bearer may treat the caster as a base for the purposes of the effects which require the bearer to go to their base.

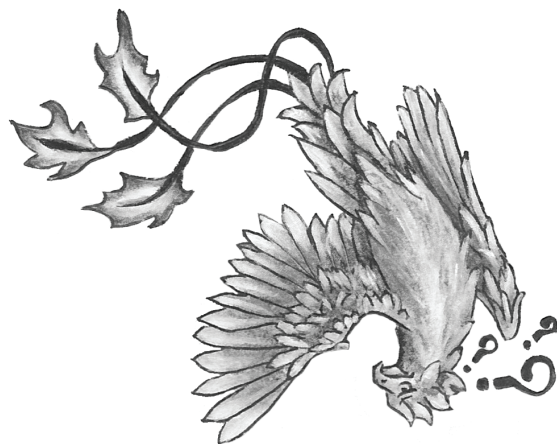
P.68 RULES REVISION PROCESS

a. CHANGED

The rep will be the only person allowed to post to the Rules Revision forum on www.electricsamurai.com or present rule changes and clarification requests.

TO

The rep will be the only person allowed to post to the Rules Revision forum **specified by the Rules Rep Organizer** or present rule changes and clarification requests.



P.70 COMMON MISCONCEPTIONS

a. ADDED

You may only take the number of magic balls you have purchased on to the battlefield. You may use other player's magic balls that they take on to the battlefield with their permission. You may never have more magic balls on your person than what you have purchased.

b. ADDED

The maximum amount of strike legal ends on any single piece of equipment is 2.

c. ADDED

A player must make it clear which weapon they are wielding if more than one weapon is in one hand. A weapon can be wielded in the same hand holding a shield.

d. ADDED

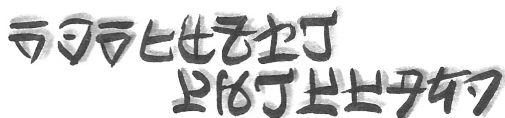
For Insult, Awe, Terror, or similar abilities: As long as a legal target is initially engaged with magic balls and/or projectiles, unintentional hits to other targets still count and do not affect the ongoing ability.

e. ADDED

Spells which target carried or Wielded equipment count as "casting at/on the player" for purposes of Awe / Insult.

f. ADDED

Spell Balls may use cloth tape as a cover similar to Heavy and Light Thrown.



P.71 AWARD STANDARDS (GENERAL)

a. MERGED

The Kingdoms of Amtgard resolve, through binding action by the Circle of Monarchs, to remove definitions of Ladder Awards, Ladder Masterhoods and Knighthoods from their respective corporas. Ladder Awards and Masterhoods being those that lead to Knighthood.

AND

This framework pertains specifically to the four orders of Knighthood, Ladder Masterhoods, and Ladder Awards: Knight of the Flame, Knight of the Serpent, Knight of the Sword, Knight of the Crown, Master Rose, Master Smith, Master Lion, Master Dragon, Master Owl, Master Garber, Warlord, Order of the Rose, Order of the Smith, Order of the Lion, Order of the Dragon, Order of the Owl, Order of the Garber, and Order of the Warrior.

IN TO

The Kingdoms of Amtgard resolve to remove definitions of the five orders of Knighthood (Flame, Crown, Serpent, Sword, Battle) as well as their associated Ladder awards and Masterhoods (Rose, Smith, Lion, Crown, Owl, Dragon, Garber, Warrior (Warlord), and Battle (Battlemaster)) from their respective corporas. In addition: ...

b. SIMPLIFIED

Sword: A player may be eligible for Knight of the Sword after obtaining Masterhood of the Order of the Warrior, known as a Warlord.

TO

Sword: A player may be eligible for Knight of the Sword after obtaining the Masterhood title of Warlord.

c. ADDED

Battle: A player may be eligible for Knight of Battle after obtaining the Masterhood title of Battlemaster.

d. SIMPLIFIED

Master Order of the Warrior (Warlord): A player may be eligible for receipt of the title of Warlord upon earning their tenth Order of the Warrior.

TO

Warlord: A player may be eligible for the Masterhood title of Warlord upon earning their tenth Order of the Warrior.

e. ADDED

Battlemaster: A player may be eligible for the Masterhood title of Battlemaster upon earning their tenth Order of Battle.

P.72 ORDER OF THE WARRIOR

a. EXPANDED

A 1st Order is granted for winning three consecutive matches in any tournament or for battlefield prowess.

TO

A 1st Order is granted for winning three consecutive matches in any tournament format, **for taking at least 3rd overall in a shire-level tournament**, or for battlefield prowess.

b. EXPANDED

A 2nd Order is granted for winning five consecutive matches in any tournament or for battlefield prowess.

TO

A 2nd Order is granted for winning five consecutive matches in any tournament format, **for taking at least 2nd overall in a shire-level tournament**, or for battlefield prowess.

c. EXPANDED

A 3rd Order is granted for winning seven consecutive matches in any tournament or for battlefield prowess.

TO

A 3rd Order is granted for winning seven consecutive matches in any tournament format, **for winning a shire-level tournament, for taking at least 3rd overall in a barony-level tournament**, or for battlefield prowess.

d. EXPANDED

A 4th level is granted for winning nine consecutive matches in any tournament or for battlefield prowess.

TO

A 4th level is granted for winning nine consecutive matches in any tournament format, **for taking at least 2nd overall in a barony-level tournament**, or for battlefield prowess.

e. EXPANDED

A 5th level is granted for winning eleven consecutive matches in any tournament, or for taking at least 3rd overall in a kingdom-level tournament.

TO

A 5th level is granted for winning eleven consecutive matches in any tournament format, **for winning a barony-level tournament, for taking at least 3rd overall in a duchy-level tournament**, or for battlefield prowess.

f. EXPANDED

A 6th level is granted for winning thirteen consecutive matches in any tournament, or for placing at least 2nd overall in a kingdom level tournament.

TO

A 6th level is granted for winning thirteen consecutive matches in any tournament format, **for placing at least 2nd overall in a duchy-level tournament, or for placing at least 3rd overall in a kingdom-level tournament**.



g. EXPANDED

A 7th level is granted for winning fifteen consecutive matches in any tournament or placing 1st over all in a major kingdom-level tournament.

TO

A 7th level is granted for winning fifteen consecutive matches in any tournament format, **for winning a duchy-level tournament, or placing at least 2nd overall in a kingdom-level tournament.**

h. CHANGED

An 8th level is granted for winning seventeen consecutive matches in any tournament or for winning a second major kingdom-level tournament.

TO

An 8th level is granted for winning seventeen consecutive matches in any tournament format or for winning a **[one]** major kingdom-level tournament.

i. CHANGED

A 9th is granted for winning nineteen consecutive matches in any tournament or for winning a third major kingdom-level tournament.

TO

A 9th is granted for winning nineteen consecutive matches in any tournament format or for winning a **second** major kingdom-level tournament.

j. CHANGED

A 10th is granted for winning twentyone consecutive matches in a kingdom-level tournament or a fourth, first place win in a major kingdom-level tournament.

TO

A 10th is granted for winning twenty-one consecutive matches in any tournament format or for winning a **third** major kingdom-level tournament.

k. EXPANDED

Major kingdom-level tournament is defined as Weaponmaster, Warmaster (Crown Quads tournament), Olympiad, and/or an inter-kingdom event tournament.

TO

Major kingdom-level tournament is defined as Weaponmaster, Warmaster (Crown Quads tournament), Olympiad, an inter-kingdom event tournament, **or other events as defined by the Kingdom Monarch.**

P.73 ORDER OF BATTLE

a. ADDED

All the text and symbol for the Order of Battle on page 73.

P.76 AMTGARD POLICY ANNEXURES

a. ADDED

Amtgard Youth Policy and Amtgard Whistleblower Policy as annexures after the Index.

A Special Thanks

Hey you! Yes, YOU, reading this page right now. Thanks for checking out the change log! I hope this helps you get a better grasp of the recent changes that have been made to the Rules of Play. If you want to provide feedback for future updates and rules changes, reach out to your Kingdom Rules Rep!

If you're thinking long term, you can go to www.amtgard.com/v9 to see all the ways you can get involved with development of the next major edition of the rules: Amtgard Version 9! Edition changes are unique in that they occur roughly every ten (10) years and have the ability to make huge changes such as adding or removing new mechanics, completely updating classes, and much more!

Amtgard is a player-made game and we couldn't do it without all the ideas and feedback from players like you!

Thanks!

- Wunjo, The New Rulebook Editor

