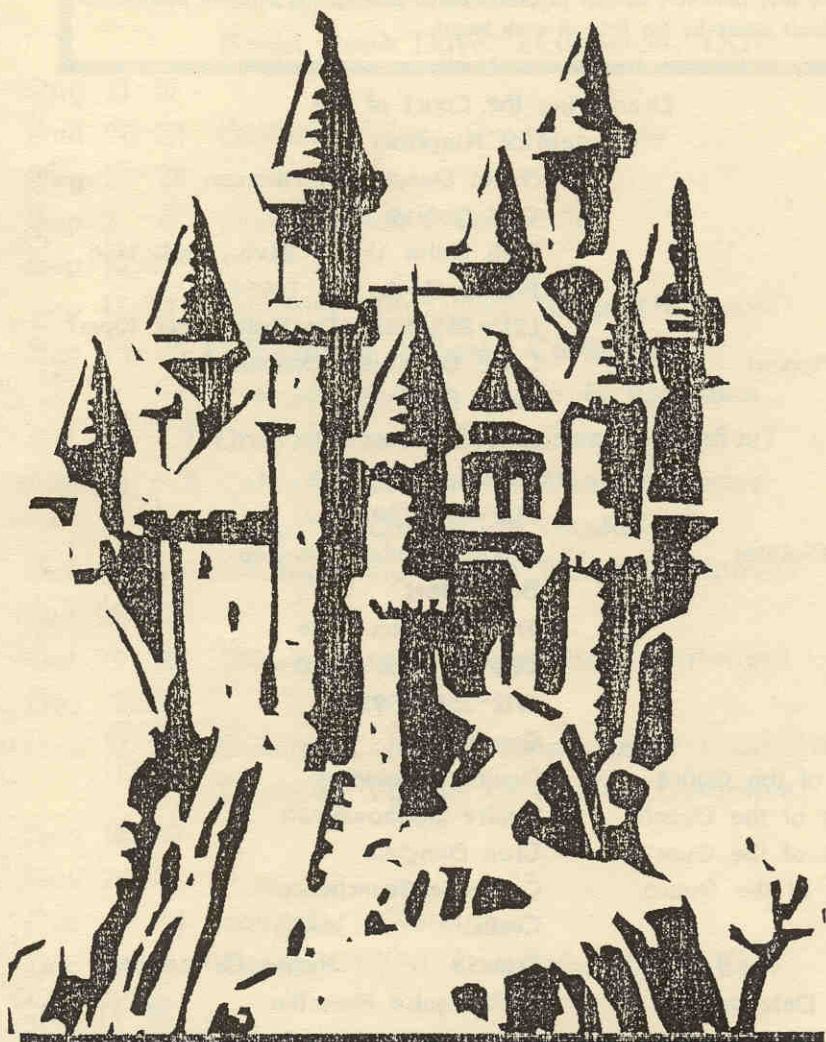


The Star

Amtgard, The Celestial Kingdom



Volume VI, 1994

The Star

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How to submit items to The Star

Any items that might be entertaining and/or informative to the Amtgard populace at large are needed for The Star. Articles, advertisements, maps, poetry, art etc. are only a small sample of the kinds of items that might be published in The Star. They are, however, subject to proofreading and editing prior to publication. Please submit items by the first of each month.

Presenting the Court of the Celestial Ringdom

Ring	<p>Hulka Dungen of Allender Carl Bodley 1525 Palm Valley Blvd., Apt. 1406 Round Rock, TX 78664 (512-255-8418 (No Calls after 10pm)</p>
Prince Regent	<p>Duke Sir Rufus Grimwulff Todd Barr 1604-B Ravey St. Austin, TX 79704 (512-445-7392)</p>
Prime Minister	<p>Bishop Dunbar Dungen Bart Starr 101 Glen Oak Lane Leander, TX 78641 (512-259-5593)</p>
Champion	Corum
Captain of the Guard	Squire Maniacles
Sergeant of the Guard	Squire Shadowhawk
Sergeant of the Guard	Tron Dungen
Corporal of the Guard	Contessa Franchesca
Guards	<p>Torin Janak Francis Dragon Helstaven</p>
Prince's Defender	Lord Squire Amordin
Prince's Guards	Tempest, Lightfoot, Squire Vlar
Ringdom Herald	Duke Sir Debvr ap Cucorin
Court Jester	Baron Thax

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King's Letter

Unto the populace of the Celestial Kingdom, We send our greetings. Mid-reign has come and gone, and as usual it had its high and low points. Everyone seemed to have a good time, the Kingdom made some money, and there were only two fights, so what more could you ask? On the down side, one young man injured his knee in a freak accident in the Gladiator pits and may require surgery, and the town adventure did not go off as well as hoped for. We advertised the town for several issues of the Star, and received only ONE response in return. If we had had six or seven role-players hamming it up as badly as Abdulla Muhammad Rismet it might have been different, but the best scenario (or quest, for that matter) will only be as good as its participants. Speaking of participation, the Celestial Kingdom has been asked to provide 5 people for security at Clan. If you volunteer for this, please don't change your mind! It can be a challenging and difficult job, but it does have its own rewards.

Back to mid-reign, We have been informed of some awards/titles that were not given out, and shall soon take care of those. Once again, If We have missed you for a deserved award of title, don't just complain and moan to your friends, tell the King!! I am sympathetic to your feelings, as I too feel that, at times, I have been overlooked. Bad feelings towards each other and the Kingdom are very divisive, and can destroy a Duchy or Barony.

Knights and Champions: Sir Theodoric Blackflame was the first C R champion. Sir Theo also has an interesting story on his Knighthood of the Sword. He was Knighted on the battle-field with his own sword by M'deth, himself. King Theo Knighted Michael, B. O. G., and Debyr Ap Cucorin, with Michael serving as Champion. The next reign saw Squire Imagg serve as Champion, and Sir Theo receive two Knighthoods, and Roronada one. The following reign saw a virtual explosion of Knights, as no fewer than

Continued on page 8

Letter from the Prince Regent

Unto the Populace of the Celestial Kingdom, Greetings!

First off we apologize for the typographical error in the article, "Responsibilities on and off the Field" by Duke Viscount Baron Baronet Sir Lord Nevron Dreadstar Warlord (and, by now many more additional titles) and thanks again for letting us reprint this Article again.

Second, I've heard rumors that I've started my own exclusive 'secret' star chamber amongst the Knights, well it's true. As the first of the Loyal Followers of Ursus Theodorus I would like to welcome Sir Pebyr and Sir Michael to our, (meaning myself, Bishop Dunbar, (who is not a knight) and Sir Tiberius) ranks. (By the way I forgot we have our annual meeting on August 31st.) Oh, darn, now I don't have a Secret Star Chamber, (sorry Brother Teddy Bears.)

Third, I've gotten a lot of questions about Doves, Petals, & Rose Awards. As I understand it, Dove was given out for minor service to the club, did not accumulate to any form of higher awards, (no masterhoods, etc.,) and was abolished when King Michael H.O.G. II formed the Order of the Petal at his stepping down court. The Order of the Petal, (similar to the Crimson in the Emerald Hills) is given out for service to the club and 5 petals is equal to a Rose, (if you're giving out Petals or Roses, please check to make sure what the recipient has in both orders.) Also, doves do NOT transfer to Petals.

I would like to welcome countess Squeak, (I'm sorry I don't know your full name,) to the Celestial Kingdom, she joins us from the Kingdom of the Emerald Hills, (she just ended her term as Princess Consort.)

At Midreign the Monster Guild had a meeting, and even though Guildmaster Latros the Ash Golem was unable to attend 24 new Monsters passed the Guild along with clarifications to some of the old monsters. I will try to have a new article in the "Star" with 2 to 3 of the new monsters each issue.

Now, about the Golden Lion's Quest for the artifacts. There were some organizational problems, (true), but if everyone who said that they would be there, (Monster volunteers and Questors) and they had shown up on time (or even shown up) there wouldn't have been so much of a problem, (also, maybe we could have started at noon instead of 2:00 PM.) For those that volunteered as monsters, the Questors that showed up, and for all those who were on time, (yep noon) I thank you. If you volunteered and didn't show up, well- just remember we know who you are.

Due to my own stupidity, I've volunteered to be Feastocrat @ Spring War in February, and I just thought I was volunteering to help the Feastocrat, oops; I guess I have to help myself. Therefore, I'm looking for victims (oops, I mean volunteers) to help as Assistant Cooks, Setup/Cleanup, & enough Servers to Feast 300-500 people.

Yours in Service to the Kingdom
Duke Sir Rufus of Grimwulff

Olympiad

Thursday Friday, and Saturday of Clan XII, July 21 & 22, 1994

Arts

Sciences

Dragons (Garb, Art Music, Performance) Garbers can be awarded in addition to a Dragon

Art
(Judged on quality, artistic value, & Amigard period)
2-D art 3-D art Photography

Garbing
(Judged on detail)
Court
Fighting:
(not armor)
Color:
(everything else)
Needlework



Food
(Judging on taste)
Cooking
Vintners

Bardic
(entertainment)
Instrumental
Dance
Oratory:
Musical
Non-musical

Writing

Please submit all writing entries as typed, double-spaced pages with 3 copies enclosed in a page protector. DO NOT submit originals as there may be comments written on them! Word quantities are suggestions. Go over them at your own risk. All items will be judged on Amigard period

Prose (300 words or 2 1/2 pages)
Judged on entertainment value.

Poetry (200 words or 1 page)
Judged on entertainment value.

Informative (800 words or 3 pages)
Judged on information value.

All entries will require a description of the items, this will count as an informative:

Category	Title	Period
Shared entry or not		% of work shared
Novice attempt or not		Detailing of crafting

Owls (armor, weapons, woodwork, metalwork, etc.) Owls may be given in addition to a Dragon.

Warriors can be given for winning tournaments. Sir Grand Duke Michael Hammer of God will be running the Gladiator events. He will have the scoring system at Clan

Florentine
Sword and Shield

Gladiator Tournament
Quarterstaff

Single Sword
Two Man Teams



Archery/Spell Ball Distance

Weapon Construction

Swords

Bows/Arrows

Other Weapons

Spell Balls



Active/Passive construction

Armor Construction Shield Construction

Engineering Construction

Siege Weapons Construction

Furniture

Camping Equipment

Sages

Corpora/Reeves test

Debates on 1) Amigard history, and
2) Period science subjects that occurred before 1650 A.D.

Heraldry

Devices with creative
Heraldic descriptions.
Rose items that are made to better the club.

An event I would like to introduce this year and perhaps it will continue it is called the Judge's Corner. In the Judge's Corner each judge is to bring an item never before entered in a competition. Your fellow judges get to judge them.

Scoring and Rules

To win the title of Olympian: A minimum of 12 events must be entered, i.e. at least 4 from each category: Arts, Sciences, and Gladiator events. Scoring on cultural events will be the same as grading at the college level, range from 0.0-4.0 points. 0 being why did you bother, 4 being you are a God(ess). 1st, 2nd and 3rd places will be awarded. You must score at least 3.0 to place. Aggregate scores will give us the winner. All entries will have been made within one year of the 1993 Olympiad, will have documentation, will report shared entries, will be entered in the Control sheet. Without complete information your entry will not be judged fairly. I am asking judges to take points off for incomplete entries and you will not receive credit for an entry toward your Olympiad score. Amigard period runs from 0 B.C. to 1650 A.D. We are a fantasy society, mythically as well as realistically so all entries will be expected to be documentable from this time period. Materials & machinery used for construction, and photography are the only exceptions, (lets face it pvc and snow boards are not made with natural fiber, and the sewing machine was invented in the Victorian era), from authenticity. No one is exempt from basic documentation, please attach it to your entry. No one will be allowed judge or reeve if a spouse or significant other is entering in any event. A sample corpora/reeves test will be given out in May 1994. Included in this flyer is a sample entry form. Please feel free to copy and use it for this event. I am also giving an example of what the control sheet will look like. Those interested in judging please write to me now and tell me what you look for when you judge, what in your opinion would deserve a 0.0 score and what would qualify as a 4.0 score.

Active Construction: (period machines such as clocks, spinning wheels, looms, crossbows, muskets, wagons, etc.) *Active construction entries are constructs with moving parts.* Musical instruments such as a mandolin could also be entered because of the adjustable tuning pegs. **Passive Construction:** (staves, feast gear, real steel) *This category shares a solid border with 3-D art. If you want your work judged on the quality and difficulty of construction, rather than simple beauty, enter it here.*

Heraldry: (devices, rose) Devices are your personal or company or household symbol on a tabard, banner, or scroll. Being that we are a fantasy society and have not established in our corporas' proper heraldry I ask that you present your devices in creative descriptions that can be documented. Just make a copy that I can keep of your documentation and add it to your entry form with due credit to the source. This way we can begin the wheels of progress. *The Rose consists of banners, coronets, belts, favors, publications, games, etc. Entries in the Rose should somehow improve the club, whether in appearance, informative value, etc.*

Sages: (corpora/reeves test, debates) The Corpora/Reeves test sample will be sent out in May. The Corpora test will be over basic information that is uniform to all the groups. The Reeves test will be over the 6th edition rules. The debates are the fun part of this category. You will be paired up with a random opponent and given a topic to debate. If there are sides to take you will be told who is pro and who is con at that time. All topics will cover the period before 1650, here are your topics: When were the Knighthoods of Amtgard separated into the different categories and why. Is the Earth flat or round. The new world was discovered in what year and by whom, the Vikings, Italians, Indians, who, when. Who was the most powerful military force of the old world, the Romans or the Mongols. Is the Earth the center of the Universe. Amtgard weapon construction-are they practical, safe. What is the best defence Sword and Shield vs Spear. You will have 10 minutes to debate. Good Luck!

Armor/Shield/Weapon Construction: (Amtgard legal weapons and shields, leather, chain mail, plate mail, scale mail, quilted, studded) *Entries in this category should be Amtgard legal. Breakthroughs in technology notwithstanding, the pretty stuff often wins. It should be both attractive and functional, and meet all safety requirements. The use of period materials find favor with the judges. Judges like a good soft weapon, too. We've seen hundreds of swords, dress yours up to enter it.*

Engineering Construction: (Siege weapons, furniture, camping equipment) Siege Weapons are becoming more and more popular. This is an excellent opportunity to show off your craftsmanship and research abilities. *This is a good category because it makes the Kingdom sparkle at Intergroup events. This usually consists of period items that dress up the campsite. Due to the difficulty of getting around the site to judge your item I am willing to allow photos and maps to your campsite of your entry so long as the item is at the event and we can find it.*

Entry Form

Item # _____ Category _____ Time Period _____
 Title _____ Shared entry ☐ (circle one)
 % Work done _____ Novice attempt ☐ (circle one)

Judges Scores

Name or number:	Score:
:	:
:	:
:	:
:	:
:	:
:	:
:	:

This is an example of the control sheets that you will fill out at the event so that your entries will be found and scored properly. Each person will have a number, each item entered will be that "number-item" number. Ex: you are number 21, your first entry is in 2-D art so you will identify your item as 21-1.

Control Sheet #21

Person's name: King Elvis Hunka Buren Love

Real Name: El Vis

Address: 21 Alpha Century

Nona, Kawi 00119

Phone/fax: Unlisted

Item #	Category	Title	Place	Price
21-1	2-D art	Velvet self portrait		
21-2				
21-3				

Contessa Franchesca d'Pisa bella notte dolce vita Vecchio Havas Grande Corleone
 Franchesca V. Havas
 2607-B Reeves Circle Austin, Texas 78741
 512-445-7392

To the people of the Celestial Kingdom:

Fondest greetings to all.

I am Baronet Squire Angrist Dragonslayer, former Baron of the Barony of Dragon's Haven in Killeen. It is true that our people here suffer from political infighting, but it is said that the entire kingdom suffers from this scourge that detracts from the spirit of our people and makes everything less interesting for all involved. It is because of this fact that I hereby announce my intention to enter myself into the election for king.

Although I am relatively unknown in the kingdom and have not as yet made a name for myself in the politics of the kingdom, I believe that I can bring an end to the political problems that threaten to tear us to shreds. To do this, if elected, I plan to set up a council of mediators to help the parties involved settle their problems so that they can work together.

Also, to further goodwill among all the peoples involved, I would like to institute a guild council with all kingdom guilds so that anyone from the lowliest first-level warrior to the most powerful sixth-level paladin may have their opinions voiced and get a fair hearing, and with the help of the local monarchs and guild masters that there may be peace within our kingdom in our own time.

Another hope I have is to make the planned spring war rival only the Gathering of the Clans. Such publicity can only make our kingdom stronger and incite a spirit of goodwill between ourselves and the other neighboring kingdoms as we come together to take part in the basic idea of what our club was founded, to have a good time and beat up on people for a few hours. I also wish to keep the rapid expansion of our lands progressing at the same rate. With these new groups, the kingdom will continue to grow and become a force to be reckoned with, but this can only be accomplished if all work together in the spirit of the dream without the name-calling and backstabbing that seems to go hand-in-hand with power.

Lastly, I will travel to each Shire, Barony, and Duchy at least once during my reign, (not including mid-reigns and their like) because I believe that it is important for a leader to be out among his people that he may get a first hand look at those he leads and so that they may come personally to me while I am there and speak of problems or ideas on a one to one basis.

Thank you for your time in reading this and I hope that you will vote for me and that if elected, I will not disappoint you during my reign. Thank you.

yours in the eternal dream,

Baronet Squire Angrist Dragonslayer

UNTO THE EVER GROWING POPULOUS OF THE CELESTIAL KINGDOM

Greetings!

I am Tokugawa Basha, but most know me as Vasha. I have been an active participant in Amtgard in various capacities in various Baronies/Duchies in the Celestial Kingdom for over four years, mostly as an assassin, wizard or monster. You may have even read my stories or seen my artwork. I was one of the founding fathers and the first Baroness of Drakenroc. I was autocrat of King Hulka's midreign, and have run many local events as well as championships. I am also almost a master of the Order of the Rose and have received many awards and honors from many Kings. I now plan to run for Queen, which will, if elected, also be a first for the Celestial Kingdom.

During my reign, I hope to stand for honesty and a sense of fair play in the World of Amtgard. I will encourage all lands to have reeves participate in all games in order to assist those - old and new alike - who do not fully understand the rules of play or amended rules, and to ensure the field of honor is no longer tarnished. I will enforce the reeves power to call hits or interpret magic/game effects as they see fit - even if called on myself as Monarch.

Let's keep the spirit of the game alive. Let's not let ego and pride get in the way anymore. We are out here for fun, for socializing in a medieval/fantasy setting and for making new friends (and persona enemies). Pride has historically, caused many a Kingdom to fall. Petty bickering has, in Amtgard, destroyed many local groups. I will strive to prevent this from happening here in the Celestial Kingdom. A Kingdom should be united. A Kingdom must be united!

Whether or not you elect me as your first Queen, we must rally around our elected Monarch and support our kingdom, or we will slowly decay to nothing and the spirit of the game will die.

Finally, remember to vote you must pay your dues. It comes back to you in the end through cheaper events, distribution and publication of newsletters and keeps Amtgard running. Nothing is free. Pay your dues, otherwise don't complain that the Kingdom isn't running as efficiently or by the Monarch you want.

Still holding onto the Dream,

Vasha

Fulka's Letter Cont'd

four were knighted; Calvin, Narsya, and both Imagg and Michael for Sword. The next Champion was Shadow, who also was knighted along with Arioch. The next Knights were Zephram and Rufus, with Shadow, (again) as the Champion. The next reign saw Sir Shadow serve an unprecedented third straight term as Champion. Knights that reign were Zephram and Nightlynx. The current reign has Corum as it's Champion, and Tiberius was knighted at mid-reign. ...Next, Weaponmasters and Prime Ministers.

One final note. Right after Clan I will be having surgery on my left shoulder, (this is unrelated to any Amtgard injuries.) Rehabilitation will cover three to four months, so I will not be traveling as much during the last few months of My reign.

Yours in the Dream

Fulka Dungen
Rex Celestium





News From Bifost

Well the news from Bifost, a land of bareb extremes, is the good news of a friendly populace. Ring Hulka arrived there on June 19. He was heartily welcomed, as were we all. The festivities opened up with a **ZOMBIE BATTLE** Soon everyone got into the "SPIRIT" of the game. Sun was had by all. Even in the RAIN. (You had to be there.)

Following the battle Baron Raven Dragonsdawn called his court. Imagg Nifeasant, the Past Baron, awarded 2 Warriors to Arion Renquist, 1 Warrior to Logan, a 4th Warrior to Raven Dragonsdawn, and a 4th Warrior to Vistar. The newly elected Baron Raven Dragonsdawn granted Imagg his 2nd Owl; Trobell, his First Warrior; and Stonerose his First Owl and his First Garber. His Majesty then granted Arion his 6th, 7th, and 8th Garbers, along with his 3rd Dragon. Lord Raven received his 3rd garber and his 7th Dragon. Then his Majesty bestowed upon Sir Imagg his 8th Rose. CONGRADUCATIONS! TO ALL.
D.

CORONATION IX

September 23,24,25

The Duchy of Tuirris Lynae, The Tiger Clan and King Hulka Dungen of Allendar graciously invite all the known world to the Celestial Kingdom's IX Coronation upon the fields of Burnet County Fair Grounds.

This ninth Coronation celebration promises to be the best event ever. Every event in this kingdom has surpassed each previous event.

This event includes a full Size-Maze filled with not-so-well known surprises and Unique Battlegames.

Fees are All Inclusive: \$7.00 at the gate \$5.00 in advance.

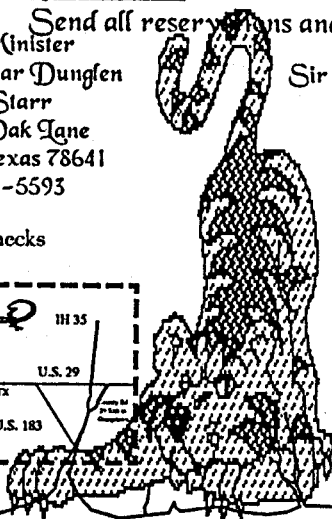
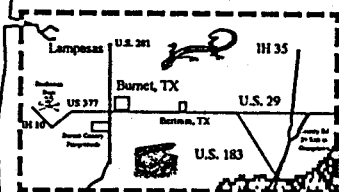
Send all reservations and fundage to:

Prime Minister
Bishop Dunbar Dungen
Bart Starr
101 Glen Oak Lane
Leander, Texas 78641
512-259-5593

Co-Autocrat
Sir Grand Duke of Michael Hammer
of God
William Jordan
7810 Callahan #306
San Antonio, Texas 78229
210-340-5301

Co-Autocrat
Peregrine, Squire
A.J. Bohne
8715 Datapoint Dr. #1807
San Antonio, Texas 78229
210-692-9235

No checks



Spring War II

February 19 & 20

Saracens

vs



The Crusaders!

The Crusaders seeking to reclaim the Holy Land have persuaded the King to declare War on the Godless Saracens who hold possession!

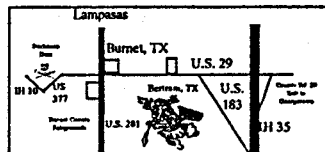
Sir Kabal the Godless Saracen General will meet Baron Balinor, squire, the Holy Crusader General at the Burnet County Fair Grounds. Ta'shi-lak and Perimone are the Co-Autocrats, Prince Regent Sir Rufus, Rufus T. Barr (512) 707-2275, and Baroness Jade, Jesse Boyd (512) 442-2625 are the Co-Feastocrats. There will be a special menu for Diabetics, call ahead for special food arrangements. There is a \$5.00 all inclusive fee for the entire event regardless if you want to eat feast or not. All Lifetime members are asked to place their reservations early or pay at the gate. We are asking for Waterbearers/First-aid volunteers as well as Non-combatant reeve volunteers. Sir Proconsul Tiberius, Gary Augustein (512) 338-0883, will coordinate this. There will be a Ladies Tourney and maybe a juggling tourney. Merchants interested in selling their wares need to contact the Autocrats by November 15th. If there is enough interest there will be a merchants row. The barn can be enclosed and heated up for camping but absolutely no fires or smoking inside the barn!

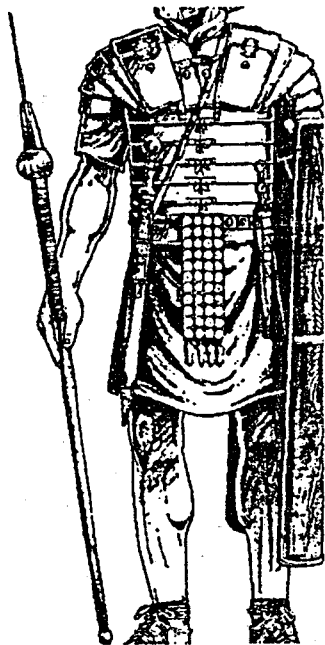
Sir Duke Kabal
Dave Demarrs
10805 N. Central #1255
Dallas, Texas 75231
1-800-323-8964 (Wk)

Baron Balinor, squire
Lance Hudson
10707 Lake Creek Parkway #15
Austin, Texas 78750
512-335-3930 (Hm)

Ta'shi-lak
Brian Hart
7810 Callahan#306
San Antonio, Texas
210-340-5301

Dom Perimone
Russell Richardson
1306 Belmont Pkwy
Austin, Texas 78703
512-482-0925





Laminated Armor

Armor Types Commonly Used in Amtgard

Background on Armor
(very abridged edition)

by Rufus Grimwulf

I Ancient man's earliest forms of armor were rough animal hides and furs (poorly tanned, unworked, and smelled bad) that protected from crude weapons and other critters. Then came other forms of armor and combinations of common materials, such as bone, cloth, cord, horn, and wood (to name a few.) Layering, hardening (lacquered or boiling in wax or oil,) and adding splints, scales or plates (of the above mentioned materials) to the leather or hides helped to add to its protection.

After the introduction of metal (bronze, iron, and then steel) the first really effective armors were made. As the metal refinement progressed over the centuries, so did the types of armor from studded leather to full plate. Some cultures (notably Japan and Asian Steppe Nomads) had no large deposit of metals to work from, and had to barter, pillage, or find alternate materials from other cultures.

II Armor Construction Requirements (quoted from the Amtgard Handbook of Play page 14.)

ARMOR CONSTRUCTION

Armor is rated by the Monarch, Prime Minister, and Guildmaster of Reeves. Mixed armor will be averaged. Again, damage to armor only applies to the area that is hit, and armor only protects the area that it covers. Damage that exceeds the armor value wounds or kills the target.

Examples of a person struck in the back:

- 1) 2 point chest armor, 1 point back armor-back armor destroyed, 1 point of chest armor remains (chest and back are included together under torso armor.)
- 2) 2 point chest armor, 0 point back armor-person is dead.

Armor must look authentic, and should weigh close to actual historical standards in order to receive full value. Armor worn under tabards must be at least partially visible to opponents, and must be announced if asked.

TYPE	MATERIAL	POINT VALUE
padded	4 layers of cloth	1
quilt	2 layers of cloth padding	1
soft leather	1/16 inch thickness	1
hard leather	1/8 inch thickness	2
culibouilli	Boiled leather	+1
studs/rings	Metal	+1
scales	Metal	+2
chainmail, barmail, combined	Standard criteria is 16 gauge	3
augmented or double mail	metals. Note that metal armor	4
brigandine, lamellar	must be safe with no projecting	5
ribbed plate	edges that could injure someone.	6

Note: only culibouilli, studs/rings, and scale may be added to other armor types to increase value, and they may never be added to metal armor. Armor values may never exceed 6, and this includes the use of magical enchantments. Exception some monsters possess armor values greater than 6. Some armor will be rated with reductions in armor point value include (these are cumulative): non authentic materials -1, poor workmanship -1, shoddy or artificial appearance -1, stacked armor: highest type. Barbarian berserk armor may be healed, *stoneskin/barkskin* may be mended.

III General Notes (and Helpful Hints) on Armor Construction

A) 4 general requirements for armor design.

1) It must protect against an opponent's weapons (note - if plates, scales, studs or rings are too far apart they will offer almost no protection).

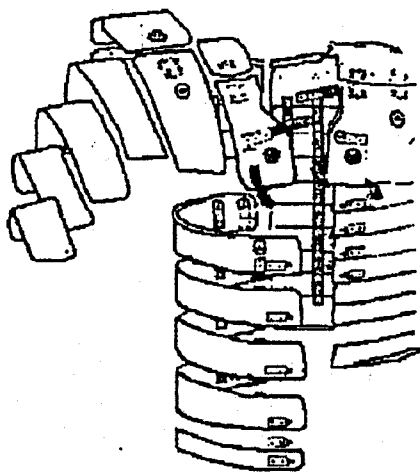
2) It must be flexible enough to allow free movement.

3) It must be light-weight enough not to excessively tire out wearer.

4) It must be fanciful enough to satisfy wearers ego.

B) It is recommended to wear padding of some sort under the heavier types of armor to prevent chafing and to lessen the impact of the blow

C) Round off corners on plates and platelets to avoid damage to equipment, garb, and self.



Laminated Armor
Exploded View

D) common fastenings for armor are lace and buckles. I recommend lacing because buckles have a tendency to catch on weapon and shield arms, and cause physical damage to self, garb, and/or equipment.

E) When lacing or sewing metal plates, make sure holes are smooth (not sharp) so as to not abrade thread or lace.

F) On metal plates - after cutting, drilling, and smoothing, don't forget to prime metal with a rust resistor before painting. Then paint and then lace. If you paint or prime after lacing, the lace may become brittle and snap.



Articulated Plate

IV Armor Types:



Padded Armor

A) Padded armor is equivalent to 4 layers of heavy linen, denim, canvas, felt, or duck cloth. Mostly used by peasants, serfs, and knaves.

B) Quilted armor is heavy padding between 2 layers of heavy cloth (as in padded) and then quilt stitched into place for better durability, frequently used under mail and plate armor. It has 2 drawbacks - 1) restricts movement at joints and 2) gets very warm due to thickness of padding.

C) Soft leather armor is a tough malleable leather of at least 1/16" thick, like buckskin, horsehide, steer hide, or heavy hides with fur (commonly available from your local "Blackpowder/Mountain Men" suppliers). Soft leather was primarily worn under mail or other metal armor, or used by "uncivilized" cultures. Suede and garment leathers are unsuitable for making armor (but good for lining under the armor). The top layers of skin on leather is what stops or turns a blow, in suede and garment leather these layers are removed for the softer layers underneath and then are specially treated to make them even softer. Realistic suede and garment leather wouldn't stop anything but a graze or a short draw cut.



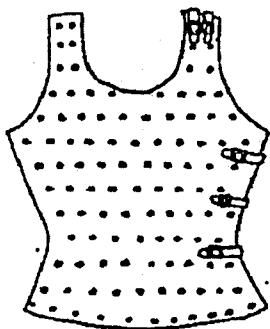
Quilted Armor

D) Hard leather armor is made from the stiffer leather like latigo, saddle, or tooling leathers. These leathers are usually classified by ounces per square foot. The rules refer to it as 1/8" thick, I recommend 7 to 10 ounce leather. The top layers of these leathers are usually smoothed for tooling and can be rather expensive.

E) Cuirbouili is leather boiled in oil. While it is still hot it is malleable and can be molded into desired shape. After drying it becomes very hard and difficult to work with. The early Japanese and Asian steppes "tribes" used Cuirbouili plate armor with several layers of lacquer instead of steel plates.

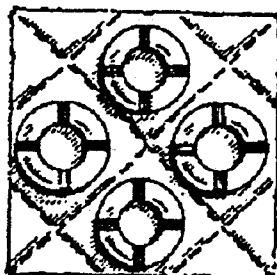
F) Studded or Pourpoint armor is large metal studs secured closely together to a suitable backing (cloth, padded, quilted, soft leather, hard leather, and Cuirbouili). Note if too far apart they won't stop a weapon and become simple decoration.

G. Ring mail is simply metal rings sewn onto a suitable backing like studded armor. Additional note - large rings give no protection from small stabbing points.



Studded Armor

Ring Mail

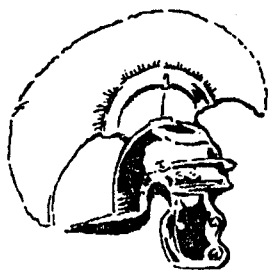


H) Bezainted armor is discs of metal secured by studs to suitable backing like studded armor. Sometimes worn with discs outside, or riveted to the inside and then sewn between two layers of backing.

Variant form uses platelets similar to Brigandine but with no overlap.

I) Jack or Poorman's Brigandine are plates of metal that are quilted (not riveted) between 2 layers of cloth, but plates DO NOT overlap.

This is not as good a quality of armor as brigandine because of the gaps between platelets (stabbing) or as scale for shock absorption (no overlap for distribution of blow)





J) Scale or Jazeraint armor is metal scales of various sizes overlapping one another sewn or riveted onto a suitable backing. Scale is flexible and absorbs shocks by spreading the force of a blow among several scales.

K) Brigandine was developed in the 13th century for common soldiers (=Brigands), but used widely for looks and practicality. Brigandine is rectangular scales (rounded corners) sandwiched between 2 layers of backing. The Scales should overlap upwards inside the backing. See diagram. This upwards overlap stops upward stabs and distributes the force of the blow. Usually Brigandine was a short, tight, tailored, fitted, sleeveless jacket with a small flaring skirt. At war it was worn over a mail shirt in place of a metal breast plate. Dress Brigandine used a outer layer of heavy



velvet with silvered or gilded rivets.

L) Mail consists of small interlocking, individually made rings of metal. some examples are chainmail, doublemail, augmented mail and barmail.

a) Chainmail is your basic small metal rings of 1/8" to 3/8" diameter of at least 16 gauge metal, linked together. The best quality links were riveted together. The easiest way to make chain links is 1) take a cylindrical bar and wrap wire tightly down the length 2) pull out the bar 3) cut the coiled wire in at each turn to get a series of uniform links

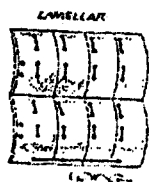
b) Doublemail is just like chainmail, only links are close together and thicker.

c) Augmented mail is chainmail with leather straps running through the links.

d) Barmail has two different links - normal links and a special barred link punched from a metal plate.

M) Laminated or banded armor consists of metal strips that overlap and articulate over each other. In some countries the same style was used with heavily varnished (20 to 50 coats)

leather or horn, making it hard as steel.



N) Camellar or splint armor is a series of splints or scales laced together. Camellar has been made from many different types of material, such as Cuirbouili, bamboo, bardwood, barn, bone, and metal. The splint size depends on where it is going to cover the body.

O) Plate armor is plates of metal which are either worn over other armor or attached to one another by straps, rivets, lacings, or buckles. Plate armors main drawbacks are that it doesn't allow air to cool the body down after heat and physical exertion, and it is very expensive.

News from Drakenroc

On July 3, 1994 Tatsa Duke of Drakenroc held Court with His Royal Highness King Hulka of the Celestial Kingdom in attendance. The following awards were received: Vasha - a Dragon; Boadicea - a Warrior, a Rose, and an Order of the Masquerade; Thoril - a Rose; Lothloraine - a Rose; Father Thomas - a Lion and a Rose; Akron - a Rose; Victor - a Rose; Raptor - a Rose; Jareth - an Order of the Masquerade; Dunbar - a Rose, and a Warrior; Graie - a Barber, a Dragon, and a Rose; Notandra - a Rose and an Order of the Masquerade; and Dragonpup a Rose.

CONGRADULATIONS!



Clan XII Update



Clan XII is about one month away as I write this and it's getting down to the wire. Most of the heavy stuff has been accomplished. We have the town and booths ready to go, the Olympiad events and pavilion are taken care of, the stuff for the medieval scavenger hunt is done (really nice prize for the winner), war events are organized, feast almost ready, an event newsletter prepared, some inspired gifts secured for the Mad Rhymer to bestow at his whim, security is on line and....**THE FAVORS ARE DONE!** Yes indeed, folks....hundreds of the little suckers, embossed on leather and Aramitbris' sword arm will never be the same! Add to this the stuff for sale in the town (Amtgard weapons, Amtgard miscellany, The Royal Flea Market, garb, etc., etc.), the feast should be several somethings for everybody.

QUESTIONS AND ANSWERS. There have been of course many questions on Clan XII. here's my best shot at answering:

Q. What if we send in our \$7.00 reservations and they are not received before Clan?

A. Send fees now or pay at the gate. Any checks I find in the mail box after Clan I will send back by return mail.

Q. What about the sneaks who don't pay?

A. Sigh...There's always a few who try and steal what everyone else pays for. The only answer I have is no favors, no newsletter, no feast and no honor. **NOTE: BE SURE AND WEAR YOUR FAVOR, IT'S PROOF YOU PAID.**

Q. If I don't pay can I- 1. Buy stuff at Merchant's row?, 2. Eat at the feast?, 3. Participate in the Olympiad?, 4. Join the scavenger hunt?, 5. Participate in any other Clan XII events?

A. **NO X 5!** Specific autocrats will ask to see your favor before enrolling you in anything and merchants are being asked to not sell to anyone not wearing an Event Favor

Q. What is this reserved site business?

A. Relax, folks. Sites 1 through 23 out of 46 available a reserved for either kingdoms, town, court, battlefield, large paid in advance groups, or autocrats, and comprise about 1/3 of the total available area. the site is so large that we almost have to cluster the gate, autocrats, and monarchies fairly close so can communicate and keep the event running smoothly. If truth be known, some of the choicest sites are in the other 2/3. don't forget there will be transportation runs for a very modest fee, courtesy of Duchess Andralaine, up and down the site modest of the event.

Q. Who do we see about what at the event?

A. For your information the event autocrats are: countess Gwynne-overall, Grand Duke Gilos-war events, Her Majesty Ladyhawke-feast, Lord Quinn-security, Grand Duke Aramithris newsletter and reservations, Contessa Franchesca-Olympiad and bardic, Grand Duke Michael Hammer of god Olympiad tourney His royal Highness Trinity-Royal Engineers, Lady Rayrana-The Tailor Maid, Mistress Weilok-The Royal Slea Market, Mistress Arialla Waterbearers.



Clan XII — Schedule of Events

Thursday, 7/21

Pavilion Set-up

Start Olympiad sign-in

Merchant Set-up

Archery Tourney (tentative)

Friday, 7/22

Sign-in Olympiad (all day)

Judge Olympiad (ongoing)

Olympiad Tourneys (X2) 2:00 p.m.

Kissing Contest 8:00 p.m.

Scavenger Hunt (all day)

Mad Rhymer at large with prizes for:

- clever campsites—
- great garb—
- persuasive personae, i.e.—

- winsome wenches • berserk barbarians•
- luscious ladies • heroic hunks • and
- pathetic peasants•

Saturday, 7/23

Olympiad Tourneys (X4) 9:00 a.m.

3-Man Teams, full class free-for-all 11:00 a.m.

Old Versus New Kingdoms War 2:00 p.m.
(tentatively by numbers, but probably *Burning Lands and Emerald Hills* vs. all comers)

Olympiad sign-in (until 12:00 noon)

Judge Olympiad (all day)

Scavenger Hunt (all day)

Feast 7:00 p.m.

Bardic (after feast, maybe 9:00 p.m.)

Mad Rhymer at large with prizes for:

- glorious garb (fighting)
- demeaning deaths
- spectacular cowardice (in the face of underwhelming odds)
- most noble warrior

Sunday, 7/24

Awards for Olympiad & Tourneys and
Award for Scavenger Hunt—8:00 a.m.

Court— all Kingdoms 9:00 a.m. (15 min. ca.)

2-Man Teams— Hold the Field 10:30 a.m.

SPECIAL NOTES:

EVENT AUTOCRATS: • Overall, Countess Gwynne • War Events, Grand Duke Gilos • Security, Lord Quinn Irontree • Newsletter and Reservations, Grand Duke Aramithris • Olympiad and Bardic, Contessa Franchesca • Olympiad Tourneys, Grand Duke Michael Hammer of God • Feast, Her Majesty Ladyhawke • Royal Engineers, His Highness Trinity • The Tailor Maid (Garber's Booth), Lady Kayrana • Flea Market, Weilok •
Lost & Found - Security by 'Amtgard' gate

CLAN XII MISCELLANY

LET THERE BE LIGHT— preferably Coleman or propane lanterns, although tiki torches are great provided they are used with discretion and away from tents and trees.

FIRE PITS— See "Smokey the Bear" aka fire restriction, if any, during the event. **NOTE:** Firewood is available for purchase at the gate from the friendly Blake Company people.

TRASH— Urp, ugh, garp, gasp ... yucky stuff! **NOTE:** Bring trash bags and pick it up as you go. **NOTE/NOTE:** You cigarette fiends, kindly throw your butts in the fire pits, not on the ground. **NOTE/NOTE/NOTE:** Medieval 'Snipe Hunt' Sunday morning. Must be 14 years of age and under to participate. Prizes for 1st, 2nd, and 3rd greatest amounts of trash picked up.

COLOR— Banners, personal symbols, flags, shields, great camp sites, etc. Any great 'period' color. **NOTE:** The Mad Rhymer (the Burning Land's premier arbiter of good taste, exquisite sense of costume and master of malicious gossip and horrible poetry) will attend this event and will distribute prizes for all kinds of odd reasons at his personal whim. *Be prepared!*

SUNDAY AUCTION— Some items will be available for auction Sunday a.m. near the town site. Some \$60.00 folding tables for the paltry price of \$15.00 ... if you have the wherewithal to haul them off, you can get a real deal! Some tiki torches for sale and maybe some goods from the Merchants who don't want to haul stuff home.

VISITORS— There may be some mundane site visitors this year...*BE COUTH, BE GALANT, BE MEDIEVAL...kiss wrists, make sweeping bows, do cute curtsies, pose for photos, etc., etc. In other words, "charm their socks off, gang." The good will of the local ladies and gentlemen is imperative!*

FEES— Still only \$7.00 preregistration if received by July 20th \$10.00 for each and every warm body at the gate. **NOTE:** A sticker will be applied to your vehicle when you pay/register at the Amtgard gate ... If you plan on being one of the early-birds and arrive before the 21st, please check in with gate security as soon as possible to register and/or pay. Those who choose not to pay will be asked to leave the event: politely by Amtgard security or not so politely by mundane law enforcement...THERE WILL BE ABSOLUTELY NO EXCEPTIONS: NO PAY, NO PLAY.

ADVANCE EVENT FEES OR BOOTH RESERVATIONS PAYABLE TO: Kris Donnelly-Sasser (aka, Countess Gwynne), 900-A Stockwell Lane, El Paso, Texas 79902.

WAR EVENTS— The exact scheduling and events is not completely formulated, however you can absolutely count on the (insert blare of trumpets, roll of drums) the never before, first time ever, will go down in history' **OLD VERSUS NEW KINGDOMS WAR!** There will be other battle scenarios of course, so count on Saturday the 23rd as being mayhem glorious mayhem most of the daylight hours.

BARD'S CORNER

MY WORLD

Open your blind eyes
Take my outstretched hand
I'll lead you to the skies
We will walk on foreign sand
Soreign because
 it is magic
 soft
 glowing
On another world
 enter with me
 my dreams
 my hopes
 my sorrows
In nonreality.

Aspen aka Vajayetha

Sight of the Night

The sounds of the night
Fill the ears of the listening
While the sights of the night
Belong only to the blind

Leaves rustling
Crickets
Birds
Little bugs
And silence
Sense them, hear them, feel them
Those without eyes shall see it
They shall see the shadows dancing
To the music the leaves are playing
Spinning, twirling, getting dizzy
In beyond, in twilight hour

The prey
The hunter
The chase
The kill
The cries of terror
Screams of pride
The blind shall see it
Because in the end
They are the only ones who can see.

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Aspen



In Closing

Hail and Well Met!

Brothers and Sisters

It is my distinct pleasure to take this opportunity to thank everyone for their support and assistance. I would like to especially thank everyone who's work appears here in this issue. A special thanks to Durin Sea Eagle who enhanced some of the art work after it had been scanned. To Tron for calling around and gathering the news, such as it was. To Hulka who spent his Fourth, scanning for about 4 hours, thank you. To Notandra who typed in some of what you have read, thanks. Much Thanks to Chess who continues to HELP far beyond anything I've ever seen. And to Sister Graie who continues to put up with the turmoil, confusion, phone calls, etc. I DO SO LOVE YOU! WELL MET INDEED!

Please when submitting work do not submit originals, as you will probably never see them again. Be sure and sign your work. We are not going to print any anonymous pieces. Also be sure that your submissions are original. Deadline for submissions is the LAST SUNDAY OF THE MONTH!!!! Being late could result in your work being printed in a later edition or not at all. Selections are made on - Whether or not I like them, whether or not we got room, and if they are relevant.

Do not call me to recommend people for awards or masterhoods. This should be done through the kingdom guildmasters first, and then the Ring or the Regent. (Some of you should know better!) While we are on that subject, it is absolutely imperative that KINGDOM GUILDMASTERS BE NOTICED when awards are handed out at the local courts. They are responsible for keeping a list by guilds of awards. Some are better than others, but that does not absolve them of their responsibility. We are still having a hard time getting reports from some groups. (Therefore I have decided to accept any and all applications for my SPY NETWORK.) Call me or write up a letter telling me what you are willing to do. (We are talking strictly information gathering here.)

NEWS FROM AROUND THE CELESTIAL KINGDOM

WAR! STRIKES THE HEART OF THE KINGDOM

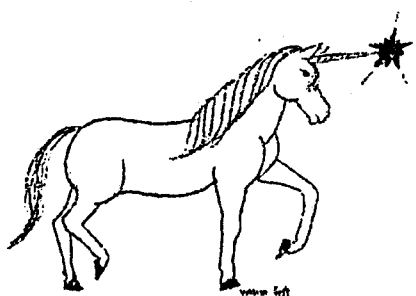
Mercenaries invade Tori Mar on July 10th and hire out to Sir Zephram and his opponent Duke Conor MacAidlan. Mercenaries from Bifost, Mordengard, the Lyceum, Tirana, Dragon's Haven, Turis Lunae, and Drachenroc gathered upon the battlefield at Tori Mar and sold their services to the highest bidder.

His Majesty King Hulka Dunglen called his court and summoned his knights and subjects to witness the affair. The fight was on. The armies clashed, blood was spilled, and the populace celebrated the victors.

TIGER CLAN HOLDS KINGDOM RELICS FOR SIX MONTHS

In case you haven't heard the Tiger Clan took the Kingdom Quest by storm. King Hulka acquired Odin's Hammer, and the Dagger of Infinite Penetration was annihilated.

Considering the heat everyone seemed to enjoy themselves, and there were representatives from nearly every group in the Celestial Kingdom.



Dates to Remember

- July 9-10 War of the Barons
July 16-17
July 21-24 Gathering of the Clans XII
July 30-31
Aug 6- 7 Celestial Ringdöm Qualification
and Election
at Talonfield (Bastrop, TX)
Robin Hood Days, (Timberon, NM)
Aug 13-14
Aug 20-21 Golden Plains: Crown Quals
Aug 27-28
Sep 2 -4 Golden Plains Coronation
Sep 10-11
Sep 17-18 Emerald Hills: Mid-Reign (tentative)
Sep 24-25 Celestial Ringdöm: Coronation
Irongate: Crown Quals & Elections
Oct 1 - 2 Dragonspine: Coronation (tentative)
Oct 8 - 9 Celestial Ringdöm Weaponmaster
Irongate: Coronation (tentative)
Oct 15-16 Midnight Sun: Mid-Reign (tentative)
Oct 22-23
Oct 29-30 Burning lands: Coronation (tentative)
Nov 5-6
Nov 12-13 Burning Lands Weaponmaster (tentative)
Pegasus Valley: coronation (tentative)
Nov 19-20
Nov 26-27
Dec 3 -4 Irongate: Midreign
Dec 10-11 Emerald Hills: Coronation (tentative)
Dec 17-18
Dec 24-25

