

**THE STAR**  
of the  
**CELESTIAL**  
**KINGDOM**

March 26, 1999

## Official Candidate List

Here is the final list of everybody running for the offices of King, Regent, and Champion:

King - Belgarin  
Vigus (withdrawn)

Regent - Brohmir  
Medryn

Champion - Margul  
Sir Shadow  
Drakknar Rosebarner  
Rand  
Tick-Tock  
Dreadlord Argus Lynch  
Vortex  
Clalibus  
Sir Arthon of the Golden City  
Keslar

15

I am sorry if there was anybody else that wanted to put in their intents and did not get them to me in time.

Athena Pendragon Darkjester Darkjester  
Prime Minister of CK  
Squire to Dame Shanti

## Happenings "Down Under"

by Lyceacon de Wolfe Hunter, Regent of Barren Donga

Greetings your Majesty,

I compose this letter this day to inform you of the events that have transpired since our Baroness sent word last season. The air has turned cooler, bringing some much needed rain. We have survived our first summer season of extreme heat and are more optimistic than ever. With this, and our first year closing, we have scheduled our first gathering reminiscent of Clan for the upcoming month of June. The first of many to come, we pray.

Our previous prayers have been answered, yet again. Allow me to explain. Larken and I were blessed to have Tel Janin Grymm at our side when we founded this land, but alas; time changes all. We have known for some time of the outside forces which compell Tel Janin to travel to the eighth kingdoms' mainland. Before our fears could fully blossom of his future departure, we have gained members who have the will to lead. These new members shall inherit not only Tel Janin's place in this land, but the place of Larken and I when we journey away from this land. In the future, look for the names of Cedric, Ren, and Drake. My hopes are that they shall exceed our accomplishments in this land and those surrounding.

It seems we are not far enough away to be rid of evil gestures. Our enchanted Sandstone of the Searing Sheild has been stolen from the Barony. A servant of my antithesis is waging war upon us. I fear it is stronger than the draco-lich Kisst'ha we destroyed six moons ago. We are preparing our questors for their mission to reclaim it from the hordes of the Void. Pray the Light guides them.

Lady Larken and I look forward to the day when we board the ship bound for our homeland. We shall all sing and dance, drink and rejoice.

In service to the Celestial Kingdom, The Dream, and Barren Donga,  
Lyceacon de Wolfe Hunter, Regent of Barren Donga

## Mundania Strikes Out Candidate

by Lord Squire Vigus Ne'thrac

Dear Populace and Peanut Gallerians.

Hello, it is I, Vigus. I would like to thank those of you who openly supported my run for King. But, alas, Mundania being what it is, I will have to drop out of my run. I am officially stating that I am no longer running for King.. now. Mundania has struck me a nasty blow, and I will not be able to uphold the strict and rigorous standards that our last three kings have instituted and upheld. Nor would I be able to even keep up with their high standards and ideals for the Celestial Kingdom. So, be that as it may, I say to you all, TRUST IN SIR BELGARIN. If there was anybody that I would wholly support, it would be him. Give him a chance. He has the support and friendship of those in this game that will help make his reign fun and eventful.

As far as the rest goes, what can I say? The champions spot will be determined by combat, so let the best man win.

And the regent. How can we forget that spot? You have two candidates running, and either one will not only get the job done, but will do it with style, grace, and flair. First, you have my squire brother, Bromhir. What can I say about this young man? He wants to follow in his Knight's footsteps, and try to help the Kingdom the best way he can. Then, there is Medryn. Also another young man who has the desire to try and do what he can for the betterment of the game. Either way, it's a good choice.

So, vote well, and use your conscience. For it will be the next six months that we will have to put up with one of these two.

Live long and well, all you who read this...and may your cups never empty, nor your hearts ever shirk from battle..

Till next time, when I run for King..

## Talon Field Invades Gates of Solaris

by Kansuke the Spearweasel

In a brave battle versus the tyrannical rule of Mistress Wynd, the expeditionary force from Talonfield made a stand beneath the trees of Solaris. Doomed by the overwhelming numbers of the Vile Hordes of Solarans, the liberators from Bastrop fought bravely. Their meager courage bolstered by their numbers, the Vile Hordes found themselves thwarted over and over as the mages of Talonfield defended a 3' circle of grass with arcane magicks. These defenders bravely refused to leave their protective circle despite the taunts of the Vile Hordes or the cries of their less protected comrades outside the circle. In that way, the Vile Hordes were denied access to that one patch of ground. Actually, despite the fact that the numbers were badly unbalanced (Solaris practically had to wait in line to find enough Talonfielders and that a good third of the Talonfielders spent most of the battle in a protected circle, it was one of the most entertaining battles I have ever fought in. Artifacts, relics, running into trees, honor duels, cinematic deaths, the list goes on. I especially enjoyed being escorted up to the enemy base to fight single combat against whoever would fight me. Maniacles and I killed each other, dying screaming deaths in grand movie tradition. My carcass was dragged back to my lines, where I was resurrected by an amused healer. I hear Maniacles earned the same.

Kudoes to the reeves. Despite having such a chaotic field, things went fairly smoothly. I don't remember any particular instances of rules lawyering, and most everyone took their shots. My thanks to both Solaris and Talonfield for making it so much fun.

This is what Amtgard is all about.

## Celestial Kingdom Calendar

by Regent Shanti

Mar 27 Kingdom Quest at Finlayson - Autocrated by the Squires  
April 2-4 Kingdom level war tourney & Dragons Haven's Mid Reign at Finlayson  
Apr 18 Qualifications - Duchy of Bifost - Autocrated by Squire Ween  
Apr 29- May 2 SPRING WAR!! , Kingdom Coronation and "Things" A&S tourney

So What's with all these A&S Tourneys?

I'm holding a Tourney every month of this reign and they all have themes. The fifth Tourney will be held at Spring War/Coronation. The theme is "Things". The categories are:

Things you Wear on the Field  
Things you Wear off the Field  
Things you Do  
Things you Eat  
Things you Use.

Anyone who can come up with an entry that doesn't fit in one of these categories, please let me know.

## Dracenroc Quals

by Breetai

As the ranking officer not seeking Baronial-level re-election, it is my proud duty to announce the qualifications for those who wish to run for office in Drakenroc at the upcoming elections in May. Quals and election will be the first weekend in May, with Coronation the following week, hosted by the Honorable and Glorious House of Tul, in-garb feast to be held at the local Sirloin Stockade (We love to scare the mundanes).

Without further adieu, here are the qualifications for Drakenroc office:

### GENERAL

1. The person must have their records in Drakenroc.
2. Must have played at Drakenroc for 6 months (By order of Drakenroc Allthing)
3. Must declare intent in writing or by email (To Lord\_Breetai\_Tul@Hotmail.Com) by no later than 1 April 1999

### FOR BARON

1. Must enter 5 A&S Entries from the following categories, no more than 2 in any one category:

POETRY/PROSE

FICTION

NONFICTION

COURT WEAPON

FIGHTING WEAPON

ARMOR

GARB

2D Art

3D Art

2. Must participate in Defender Tourney

### FOR REGENT

As we are no longer near Duchy Status, the position of Regent will be abolished until such time as we are deemed of Duchy status.

### FOR DEFENDER

1. Must (of course) enter the Champion Tourney and have declared as per number 3 under General.

Good luck to all participants! Down with all Ankle-Biters!

## Food for Thought

-from the Net-

This caught my eye - strikes me as something we should all listen to.

Amtgard is like a big pie. There are two parts to a pie. The crust and the filling. Amtgard politics is the crust, the game is the filling. Some people enjoy the crust more than the filling, and vice versa. The crust keeps the filling from spilling out everywhere. There's more work involved in making the crust. The trick here is not to get so hung up in the flackyness of the crust. Without the filling there would be nothing for the crust to do. The filling is why most of us eat pie. The filling comes in all flavors, the crust... just one.

So be smart.... and take the biggest bite out of the pie as you can.

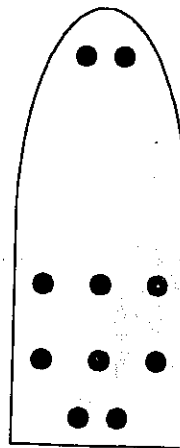
## Lamellar Armour

by Conte du Brionne

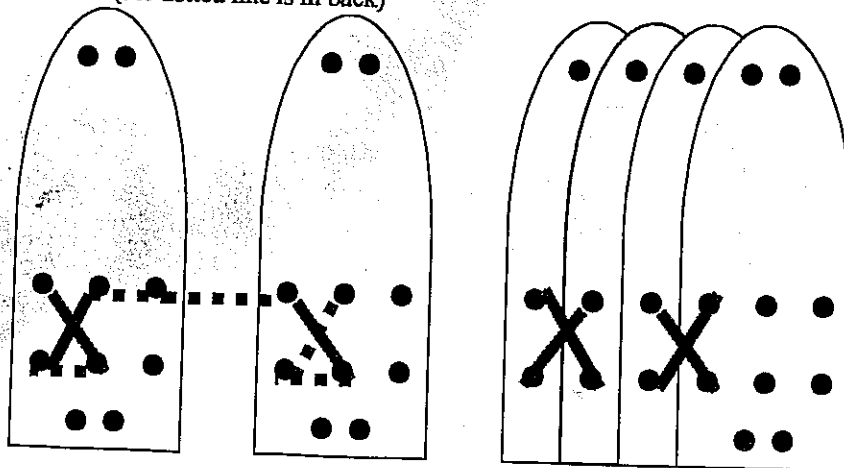
Lamellar is by far one of the easiest armours to make. It is a form of scale, where the scales are laced together instead of using any form of backing. The benefits of lamellar are that it is easy to construct, easy to repair if needed, and it is five to six points armour value. This armour value alone makes it desirable as it takes about a weekend to make, which is much better than maille which could take months.

The basic things needed are scales, some tools, and lacing material. The scales can be made of leather or steel. If leather, then they need to be at least six to eight ounce leather. If metal, they need to be at least 18 gauge. While your local rulebook may say metal must be 16 gauge, you will find that real weapons do no damage to 18 gauge, and real arrows even bounce off (trust me on this!) so the 18 gauge metal will work fine for most armour. Bear in mind that leather scales will be at a lower armour rating. To cut scales, you must have certain tools. Shears will work fine for leather, but a jigsaw with metal blades is best for either metal or leather. When cutting metal with a jigsaw, go slow. Oil the blade now and then. Blades will break, but doing this will help to use fewer blades in the long run. The other needed tool is something to cut holes with. A drill can be used, but will take a while. A punch is recommended. Not one of the Tandy rotary deals, but a punch that requires a hammer. Don't bother with a center punch, go straight for the blunt end punch. This makes a cleaner hole, but be ready to whack it hard. For lacing, leather cord works best, but cloth lacing could work as well. Pick something that will stand up to rubbing on the metal edge.

The most historical size of the scales is three inches by one and a half, with the top rounded. To start with, cut rectangles the size of the scales. Then round the top edge. Be careful when doing this with a jigsaw, because the cut off part will fly! It is good at this point to slightly round the corners of the squared part for safety. A finished scale should look like this with holes where the dots are:



To lace the scales together, start with a row across, then lace the rows together. Here is the pattern to lace across: (the dotted line is in back)



To lace rows together, use the top and bottom holes. Be sure to leave an opening for you. Generally, these types of shirts were buckled on, on the right side so that the seam would not show to your opponent.

Historically lamellar was worn in and around the Middle East. Early samurai armour was made of lamellar under the lacing, and even the Romans used it to some extent. With the ease of lacing, short sleeves can be added, though they were not used historically. If an entire fighting company worked together, they could make shirts for the entire company in one day! Hint, hint.

Yours in service,  
Conte du Brionne, Allenon le Gluere  
And Master Verminaard the Dragonslayer

### Traitor's Quest Review by Kansuke the Spearweasel

One of, if not the best Amtgard event I have been to yet. The quest was run nice and tight, starting when it was planned to. It was a "Catch the Traitors" event, with points awards for live captives, dead captives, and monsters. There were probably 25-30 questers, with I dunno how many Traitors and Monsters. The thick brambles on site made it difficult to count attendance once things got rolling, so there might have been many more than that. The winning team, composed of Sir Arion, Margul, Medryn, Vigus, and myself, recieved a "Ring of Spell Turning" as a prize. Phat. By "harvesting" traitors (quick kill followed by resurrection at base) and by attacking Quest teams as they came in to base with captives (heheheh), we racked up points quickly. Margul's nasty habit of wandering off and coming back with multiple captives in tow didn't hurt.

Quote of the Day?

"You're my bitch now, Spanky!" -Margul

Feast was held at Demo's, the Greek restaurant that Theo manages. Cost was \$7.00, plus \$1.00 for alcohol. That got you your choice of two of beef, chicken, or gyro, with salad and toppings. Also endless baskets of bad-ass fries. The beer was an open keg of Shiner (I think). The entertainment was provided by a professional belly-dancing troupe, and a Greek band called Ikon. A couple of the belly dancers were able to make those of us on the upper gallery silent. <<droooolllllll>>

Only a couple of downsides:

At several points during the Quest, the rules lawyering was particularly atrocious between quest groups. I have come to the conclusion that Amtgard 6.1 needs to include an official provision for "Scissor-Paper-Rock" for those times when neither side will back down, and no reeves or rulebooks are immediately available. People just need to realize that it isn't worth bitching for ten minutes about whether you got the spell off or not. No video means you will NEVER prove it. Just flip a freakin' coin or something, and go with it. Keep moving people. Move along, there's nothing to see here.

The other downside was Sir Snakeeyes. He kept popping out of gopher holes, slaughtering people, and then jumping into a hole between tree roots. I still don't know how he did it.

The last downside was that I had to get up at 5am this morning, so I couldn't stay as long as I wanted to.

All in all, I say that every event should be at least HALF this good. Now there is a high standard for ya.

From: Zodiac Darkjester <zodiacdarkjester@yahoo.com>  
To: Celestial@mLists.net  
Date: Thu, 25 Mar 1999 09:20:30 -0800 (PST)  
Subject: [CK] Quals.

>  
>>  
>>  
>> Greetings, This is Zodiac....  
>>  
>> I wanted to take a moment and post the  
> Requirements  
>> on the upcoming  
>> Quals. As the highest-ranking officer not  
currently  
>> running for  
>> office, It is my duty to set the requirements, and  
> to  
>> designate  
>> someone to run the actual quals day events  
themselves. This will  
>> be at Bifost,  
>> and run by Ween.  
>> I personally am setting the Levels, and rules for  
>> this. So if you have  
>> problems with them, direct them at me. I  
Understand  
>> up front these are  
>> tougher than folks would have been used to in the  
>> last few elections,  
>> However, they are not any less that what was  
> actually  
>> done by me, When  
>> I was elected. Personally, I feel that if we set  
> the  
>> lowest standards  
>> on who is able to run for kingdom office, then we  
>> tend to get what we  
>> deserve. A candidate should be able to show that  
> they  
>> are willing to  
>> give 110% at all times, regardless of anything  
>> getting in the way if  
>> they want to be king. Quals is more than just  
>> "another a&S tourney or  
>> war tourney" It's a measure of a man (or woman's)  
>> worth, energy level  
>> and commitment to the job. Personally I would not  
>> want to vote for  
>> someone who put in a Bare minimum Effort (not  
skill  
>> level BTW, Effort)  
>> into quals, because as I have watched over the  
years,  
>> those who do,  
>> ALWAYS put that exact effort into being what ever  
>> office they have  
>> chosen to run for.  
>



- > If there are questions on things, or anything is
- > not
- >> clear, Please
- >> feel free to email me back.
- >>
- >> King Zodiac Darkjester
- >>
- >> War skill events:
- >> Hand to hand:
- >> Single short 1 hand melee,
- >> Double short 1 hand Melee (commonly called
- >> Florentine),
- >> Short sword & shield,
- >> 2 hand weapon,
- >> Open (any melee).
- >> Dagger and longsword
- >>
- >> Optional War skills (not required for qualifying
- > for
- >> champion)
- >> Magic the gathering (type I no proxies Current
- >> restricted list)
- >>
- >> Add-on if time allows: 2 man (max 1 pokey and 1
- >> shield per team, melee weapons only).
- >>
- >> Missile: Throwing (any hand propelled, including
- >> spell ball) and Bow.
- >>
- >> Scoring for HTH: One point per event entered, plus
- >> one point per
- >> victory, plus one bonus point for making finals,
- > plus
- >> 8/4/2 bonus for
- >> 1/2/3 finish. Format is four rings, random
- >> distribution to rings
- >> and random pairings each round, single elim.
- Ring
- >> champs meet in
- >> finals, double elim.
- >> Scoring for Missile: Each event five ranges, 3
- >> practice 5 live each
- >> range, points 1/2/4/8/16 for each hit at
- >> progressively longer
- >> ranges,
- >> tie breaker hits from greatest distance. 8/4/2/1
- > for
- >> 1/2/3/4 finish.
- >>
- >> This weights HTH events about double, as Missile
- > has
- >> no win points.
- >> Missile categories set up first, and are done
- > anytime
- >> until lists
- >> close.
- >>
- >> \*\*\* Important: General: Contestants expected to be
- > AT
- >> assigned ring

> > until

> > eliminated. Failure to answer call for bout means

> a

> > forfeit. \*\*\*\*\*

> >

> >

> >

> > Cultural: Twenty events total, including all the

> > usual plus a

> > Scenario write-up. All entries must score a min of

> a

> > 3.0 to be counted as qualified entries.

> >

> > Champion:

> > 10 total, in 5 categories, ; must enter at least

> 2

> > of the

> > following categories, (weapon, armor, shield) with

> > min. score in each

> > Of 3.0, plus 3 other categories. Must submit a

> > battle game or

> > quest write-up. Must enter all war events. Must

> > pass reeves test with

> > 75

> > (usual 2 chances).

> >

> > Regent:

> > 18 entries total, minimum 9 different categories,

> > plus reeves and

> > corpora tests with min 75 (2 chances). Must enter

> > A&S event plan

> > (written)

> >

> > Monarch: 15 A&S entries, minimum 7 different

> > categories, plus

> > reeves and corpora tests with min 75 (2 chances).

>

> > Must enter 3

> > war events minimum and enter two of the following:

> > A&S event plan,

> > Quest

> > scenario, Battle game, or overall event plan

(i.e.,

> > Midreign,

> > Coronation, or anything

> > designed for a major Kingdom event).

> >

> >

> > Overall Average Score X 10,

> plus

> > Number of items entered (min 3.0 avg.) X 1,

> > plus

> > Number of "best in class" entries X 1

> >

- >
- > > Categories for cultural.
- > >
- > > 1.court garb
- > > 2.fighting garb
- > > 3.monster garb
- > > 4.fighting garb accessories
- > > 5.court garb accessories
- > > 6.armour
- > > 7.shields
- > > 8. Standard weapon (swords, daggers, etc)
- > > 9.Non-Standard weapons (rocks, throwing mugs, etc)
- > > 10.2-d art
- > > 11.3-d art
- > > 12.passive construction (no moving parts)
- > > 13.active construction (moving parts)
- > > 14.writing:fiction
- > > 15.Writing:nonfiction
- > > 16.Statescraft : A&S event plan, Quest scenario,
- > > Battle game,
- > > or overall event plan (i.e., Midreign,
- > > Coronation,
- > > or anything
- > > designed for a major Kingdom event).
- > > 17.Bardic
- > > 18.writing:persona history
- > > 19.Banner
- > > 20.Rose
- > >
- > >
- > >
- > >
- > >
- > >
- > >
- > >
- >

- 
- > > To unsubscribe from this mailing list, or to
  - > > change
  - > > your subscription
  - > > to digest, go to the ONelist web site, at
  - > > <http://www.onelist.com> and
  - > > select the User Center link from the menu bar on
  - > > the
  - > > left.
  - > >
  - > >
  - > >
  - > >
  - >

- 
- > > You don't need to buy internet access to use free
  - > > Internet e-mail.
  - > > Get completely free e-mail from Juno at
  - > > <http://www.juno.com/getjuno.html>
  - > > or call Juno at (800) 654-JUNO [654-5866]
  - > >
  - >
  - >
  - >

---

> Do You Yahoo!?