

# Krigslive 21

# Changelog: Combat Rules

Version 2.3 – 6. april, 2026



**Author:** Hans Feilberg

**Illustrations:** Carina Silke Nielsen

## Introduction

The rules are based on the 20-year-long tradition of Krigslive rules, originally written by Thomas Bernstoff Aagaard and Kåre Torndahl Kjær (2006), and adjusted year after year. We owe both original authors, as well as all other organizers who have experimented and built on the rules since, a big thank you.

The rules are based on the model from Krigslive 16 (2019), and were further developed into Krigslive 19 (2024). For Krigslive 19, the rules were qualified by a reference group, consisting of representatives from more than 30 units. For Krigslive 20 (2025), a short reassessment process was also carried out, where the unit leaders were invited to give feedback on the rules. The reference group as well as the unit managers are also due a big thank you for their contribution to shaping the rules.

The rules evolve year by year, and to keep track of all changes, a Change Log has been developed. The changelog is thus a document that aims to help the committed rule rider keep up to date on changes in the match rules. Every time changes occur, they are inscribed at the top of the document, so that the most recent changes always come first.

## Krigslive 21 (2026)

This section explains all changes made up to Krigslive 21.

### Changes from version 2.2 to 2.3

- Under section 5.6, it was stated that only two-handed swords were allowed to be used for stabbing. This has been changed to the same wording as for one-handed weapons; You may stab with weapons if it fits the type of weapon. Thereby, there's the potential to stab with other weapons if they're designed for (e.g., two-handed axes, with a spear at the end).
- Under section 4.7, it was stated that all fighting with polearms including spears should be done with both hands on the weapon. This has been changed to the wording, that all attacks with the weapon must be with a firm grip, with both hands on the weapon. There are two reasons for this change: 1)

There have been participants who have held on to a spear with one hand, and have rested the spear in the palm of the other - and then pushing the spear forward, without holding on to it with two hands. The result is that the attacks are uncontrolled and dangerous. There must therefore be a firm grip, with both hands. The second reason is that there has been a discussion about how polearms units should be able to use their handweapons if all combat is to take place with two hands on the weapon. With the new change, you can hold your polearm in one hand, and a handweapon in the other.

## Krigslive 20 (2025)

This section explains all the changes made up to Warlive 20 - which is version 2.0 and higher.

### Changes from version 2.1 to 2.2

- A section 4.10 "No thanks to combat" has been added, which states that by using pink slanted tapes, you say no thanks to close combat.

### Changes from version 2.0 to 2.1

- Bug with Table A not showing all heavy armor classes has been fixed.
- Added that the head of the stick weapon must be fixed (see 4.7). This was actually included in version 2.0, but was not included in the changelog.
- Fixed that war machines can also pull away if they have come within the safety distance.

### Changes from version 1.5 to 2.0

- **Change log:** Has been moved to standalone document.
- **Graphical overhaul:** A new font is used, layout, and the front page is compressed. The background image is reduced in intensity. This is in order to make the rules shorter and more readable.

- ☠ **Change in section numbers:** New sections have been added, which is why the numbering of the individual sections has been changed, and in some places combined into other sections. The content itself remains unchanged.
- ☠ **Linguistic adjustments:** The document has been read through and corrected in several places in the language, in order to remove misunderstandings.
- ☠ **Outside Formation Combat (3.7):** A section on rules for Outside Formation Combat has been added - to make the implicit rules explicit.
- ☠ **Two in five or one in 10? (2.5):** A subsection has been added to "Five is enough" that clarifies the intentions regarding the sizes of formations. There has been a tendency to form smaller formations rather than large ones, because it is perceived as the most effective in combat; This has never been the intention of the rules. It has been proposed that a requirement for exemption be introduced. There is now a clear reference in the rules to the fact that it is not intended to "cheese" with many small formations - and the organizing group expects that to be enough to push the small formations in the right direction.
- ☠ **Night combat (4.4):** A section has been added for safety during night combat, where restrictions are placed on which weapons may be used.
- ☠ **Alcohol and drugs (4.5):** It is made clear that you should not fight if you are under the influence of alcohol and/or drugs.
- ☠ **War Machine Safety Procedures (4.8):** Added a rule that all war machines must have a written procedure for loading; firing; and discharging in case of failure, which organizers may require to show the procedures. Furthermore, it is added that war machines must always aim low. War machines must be approved by the police in accordance of the danish Weapons Law. Organizers always have the option of banning War Machines if safety is not in order.
- ☠ **Reduction in Armor Requirements (6.0):** There has been a broad desire for the requirements for medium and heavy units to be lowered - and/or for heavy units to be buffed. Therefore, the requirements are changed so that medium is 2 RP easier to achieve, and heavy is 4 RP lighter.
- ☠ **Maximum hitpoints (6.4):** A maximum number of HP of 10 has been introduced.
- ☠ **War Machine Safety Distance (4.8):** A rule has been added that if enemy units come within the safety distance, they must resort to melee weapons and engage - or surrender. This is to establish a clear procedure for how war machines should act when the safety distance is broken. It was discussed whether to introduce a procedure where melee units stop outside the safety distance, are shot and then engage the war machine. The organizers have assessed that this solution is too technical, for ordinary players to comply with in practice.
- ☠ **Extra damage to projectile weapons is removed (3.4):** For KL19, 3 damage was introduced to projectile weapons if they hit the torso, in order to balance arc units, and at the same time motivate to switch to projectile weapons. However, there have been no projectile weapons registered for KL 19 or 20. The rule is therefore removed with regard to the simplicity of the rules.
- ☠ **War machines in batteries (5.9):** +1 hits are introduced per war machine over one that is part of the same formation (battery). This is to motivate War Machines to assemble. In this connection, it has also been made clear that if you are hit by several projectiles from war machines, you take damage with each shot.
- ☠ **The Field Doctor (2.8):** The requirements for the practice of the field doctor have been relaxed a little. It has been clarified that the field doctor must be part of the formation when he or she moves around - but there is also the possibility that the field doctor can move out of the formation to do his work. This is to make it easier to use the field doctor in practice and open up for more play. The HP that the field doctor recovers has been reduced from 3 to 2 HP - as this reflects the new HP for unarmored light units.

## War Live 19 (2024)

This section explains all changes made up to Warlive 19 - which constitutes version 1.0 and higher. The final version for the Warrior Live 19 battle rules was version 1.5.

On Sunday 3 December 2023, a meeting of the reference group was held, where version 1.0 was presented. Prior to this, there have been approx. 3 weeks to comment on the rules in writing. Based on these discussions, the organizing group has revisited the rules in a follow-up meeting, and made the changes to 1.1. Version 1.1 was released on December 24, 2023, with a deadline of 4 days for final feedback. On this basis, the final discussions were taken in the organizing group, and the final corrections and adjustments were made over versions 1.2 and 1.3. Version 1.3 is scheduled to be released and published on January 1, 2024.

### Changes from version 1.4 to 1.5

- Logo updated with subtitle: A competition was held to find a title, which ended up being: "The battlefield is calling!" - as suggested by Tomas Juknavicius Laursen.

### Changes from version 1.3 to 1.4

- Changes from last three years: Added "number in unit" as overall changes. See below.
- Banner (2.7): Added that banner can be worn in banner cup - but not mounted on the back.
- Armor Types (6.2): Prepared to ring collar provides RP over the shoulder piece.
- Examples of Armor Classes (6.5): Fixed RP count during let+ to 8.
- Safety of war machines (5.9): Added that no firing is allowed within 10 meters.
- Melee Weapon Safety (4.5): Added length and material requirements for flail chains.

This section was added to the changelog, which at the time of publication was placed in the introduction to the match rules. The purpose was to clarify where significant changes are made from current practice that were worth noting.

The rules for War Live 19 (2024) build on the foundation from War Live 16 (2021), but it also looks at the experiences from War Live 17-18. There have been a number of general rules for the past few years, and the following points contain significant changes and/or additions from the practice:

- Rules of Formation in Practice (2.2): A long section has been written with illustrations showing how to move and fight in formations.
- Common language for game mechanics (2.8): Paragraph added, to establish terminology.
- Members of the unit (2.7): It is now possible to have "accompaniment" in war that does not follow the unit's armor requirements; They only have basic KP and handguns.
- Weapon Damage (3.3-3.4): Blows from the top down that hit the shoulder piece deal only 1 damage, to reduce the incentive for dangerous blows.
- Safety and formations (4.2-4.4): Added explanatory text on how safety works in formations - and that safety is a shared responsibility. The security words "Freeze" and "We surrender" have also been changed.
- Health Points and Armor Classes (6.0): One goal of the new rules is to reduce Hp to a maximum of 10 so that it is easier to count. Units now have the option for a bit of variety in armor; Each class (light, medium and heavy) has a "+ version" - and each member chooses whether they want to be the normal or the "+" version.
- Number in the device (1.0): There is no longer a requirement for a device to be 10. The change comes from, the rule was presented as indispensable, but in practice was broken every year.

### Version 1.3 - Changes from last 3 years

## Changes from version 1.1 to 1.3

- **Front:** The front page has a new Krigslive logo. The designer is Carina Silke Nielsen.
- **Graphical overhaul of formations (section 2.2).** New illustrations have been made for formations in practice. The designer is Carina Silke Nielsen.
- **Graphical armor overhaul (6.2, 6.5):** Fixed in the illustrations for armor classes. Designed by Ilja Olsen.
- **Back plates (6.4):** it is now written that it is only the metal plate on the back that gives + 1 RP.
- **Summary (7.0):** The language has been updated to match the changes in Versions 1.1 and 1.2.
- **Plastic armor (6.3):** The attitude towards plastic armor has been clarified.
- **Changelog:** Corrected for the final release.
- **Other:** A final reading has been made for grammar, language and clumsy sentences.
- **Damage from guns (section 3.4).** Clarified when a projectile goes through the lines of the unit.
- **Safety words (sections 4.0-4.2).** Among other things, it is written that you must not pressure others to surrender and it is highlighted when the commands should be used.
- **Banner bearer (section 2.8).** Inscribed that the banner must be clear and visible.
- **The shoulder piece (section 6.4).** Paraphrased and co-written with gorget/ring crow, for more clarity.
- **Armor should resemble armor (section 6.3).** A short paragraph has been inserted stating that you should refrain from cheesy your use of armor. This section also relates to the use of plastic armor.
- **Fair play (section 1.1).** Written a short section on how to play nicely - and how to read the rules. Please note that there is a difference between the words "should", where you have to assess yourself, and the words "shall", which involve technical aspects of the rules.

## Changes from version 1.0 to version 1.1

### Graphic overhaul:

There is a front page, ingame background and all bullet points have been replaced with skulls. Shapes have been updated. Examples of armor classes now match better.

### Linguistic reformulations and clarifications:

There are several places in the rules where the reference group has expressed that the rules have been difficult to understand. These places have been revisited to increase clarity. This applies in particular to (but not exhaustive) the following topics:

- **Formations (the whole section 2.0 - especially 2.2).** The introductory rules for how to understand formations have been completely rewritten. A depiction has been made between hard technical rules and a long in-depth section dealing with the rules in practice - with a number of additional examples.
- **Retinue in War (Section 2.11).** Reworded.
- **Number of ointments (sections 5.7 - 5.9).** The number of volleys for shooters has been reduced - including bows and rifles. They now have 1 shot per 3 men, instead of 1 shot per 2 men. This is done to provide more incentive for shooters to engage in melee combat, as well as to balance out the reduced hit points. Battle types will probably be introduced, where those who only want to act as gunners have the opportunity to return to the general's outpost, and restock ammo.
- **Two-handed weapons (sections 5.6 and 6.4).** Introduced that two-handed weapons are equivalent to 4 armor points - but only if the entire unit uses it. This is to give a smaller boost to a unit type that has less power compared to the other melee units.

### Technical changes

There were several places where the organizers have chosen to change the rules, to achieve a better balance in the game and avoid unnecessary conflicts.

- ☠ Defeated from a distance (section 3.4). It has now been changed to only being able to be defeated in close combat.

#### **What has not been included?**

The organizers have considered and discussed the following points. It has been chosen not to tamper with them further. The arguments are under each point.

- ☠ Chain mail (section 6.2). There were many questions about chainmail that could indicate that the rules were unclear. There were many questions, but no explicit requests for reformulations or changes. We have assessed that it is sharp enough. The organizers have discussed whether long chainmail sleeves and hoses can cover the knees - assuming that the rest of the leg is covered in plate. We agree that it would be fair, but that such a wording would make it unnecessarily complex, and only cover a few people.
- ☠ The field doctor is removed (section 2.10). It was discussed whether the field doctor should be resigned, but there was generally great support for the field doctor.
- ☠ Font: There has been a simple wish that we could change the font to a more readable one. This is rejected, as the Luminari font is the official font for Krigslive - and it is considered to be a good balance between readable and cool to look at.
- ☠ Range of gunpowder weapons (section 5.8). It was discussed whether to insert a wording about the maximum range of gunpowder weapons without projectiles. The organizers have discussed it, and have assessed that it will be difficult to judge the distance - and that such a rule quickly creates more conflict than it benefits. It is easy to disagree about what the distance actually is. There is still a desire to phase out projectile-less gunpowder weapons in the long term, which solves the problem completely.
- ☠ Maximum Damage from Ranged Weapons (Section 3.4). There was a discussion about whether to put a cap on how much damage you could take from ranged weapons. A wish was formulated that no more damage can be taken down than the equivalent of one armor category. The organizers discussed that in practice it makes more sense to talk about a maximum of 3 in damage, as this matches a projectile in the torso. The advantage would be that

it makes it easier to remember how many times you have been affected. In the end, we decided not to introduce that rule, in order not to nerf the shooting units too much.

- ☠ Adjustment in requirements for heavy armor (section 6.0). In the talk with the reference group, there was a lot of talk about the balance in armor requirements. The argument is that it is very difficult to get up in heavy armor - and therefore there probably won't be many units that bother to do it. It is both expensive, heavy and difficult to put together so that it fits well. The organizers have looked at and assessed sticking to the rules as they stand. There are several arguments for this. It is important that there are two poles (heavy and not armored) that you can look at to assess where on the scale you want to lie (heavy and not armored): it is intended that most units should want to be in the light and medium categories - and only a few choose the extremes. By introducing a plus category, the jump to heavy is somewhat smaller, because you can take medium plus instead. We have also looked at several units that have been heavy in previous years, and can see that they are not far away, up to the heavy category (1-3 RP). It must be rewarded to put on more armor and that is what is being done now. It doesn't always have to be an advantage to put on more armor; Because if it were, it would be pay to win. Therefore, it is our assessment that right now it is a good balance, where heavy devices get their own right - and are only for those who think it is fun.
- ☠ Guns have instant-kill (section 3.4). It was discussed, but with reference to the player experience for the victim, we have assessed that instant kill is not introduced for guns - although it is acknowledged that it may well make sense in terms of balance.