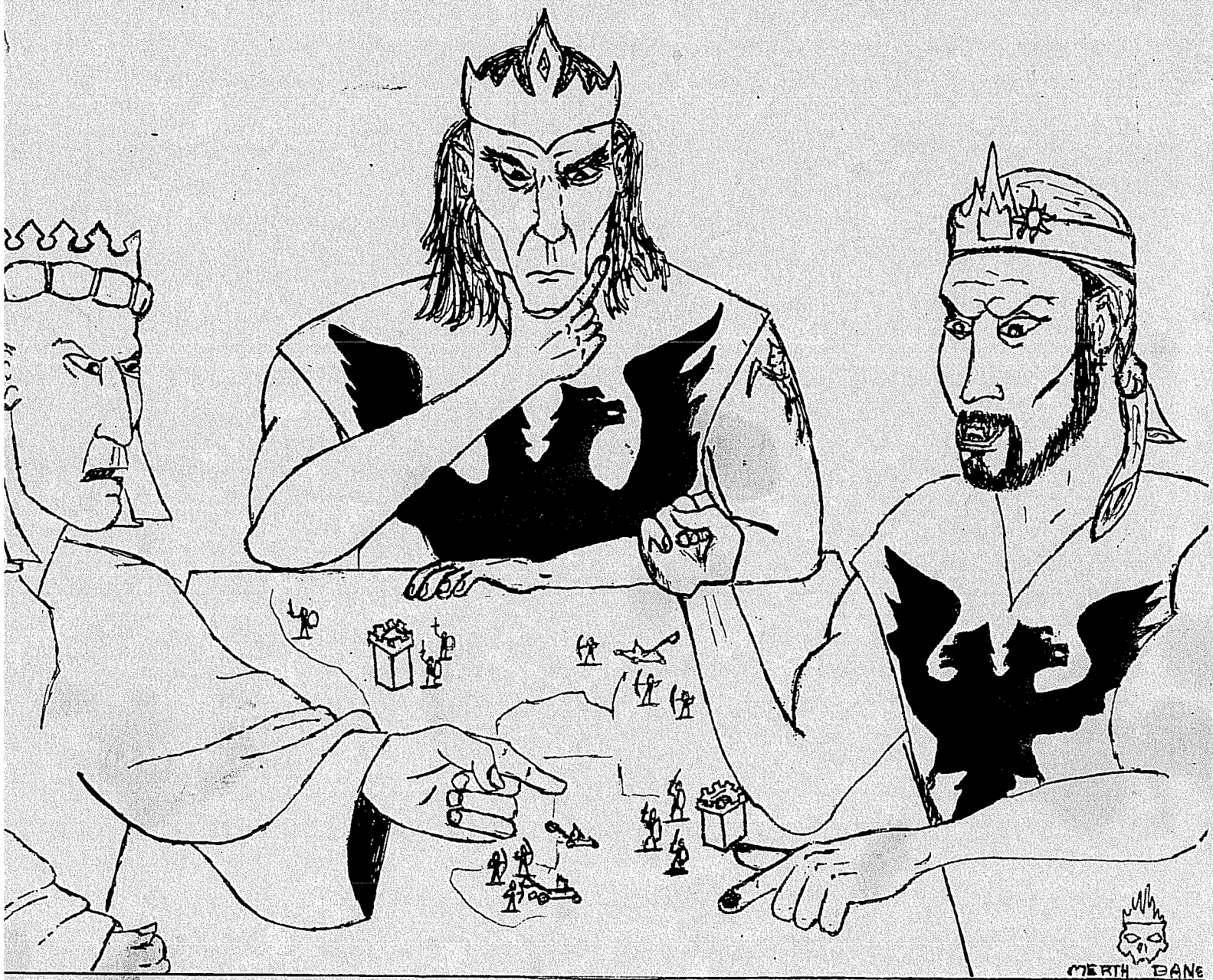


# WAR!!!



# AGES OF TOMORROW

COURT OF THE EMERALD HILLS

REIGN IX

KING KHARVWYNE BLOODWULFE

PRINCE REGENT ASTYNN

CHAMPION KENDRIK BLOODSGATE

PRINCE DEFENDER LORD  
DUKE SIR GARATH BLACKHAWK

KINGS GUARD

CAPTAIN THORIN BADAXE BANE

LÜNG HRÖG

TUNEAR SEBETH

OZZY

N.A.F.T.A.N.O.Y.F.B.

REGENT'S GUARD

MAXIMILIAN MCDONALD

SIRRAKHIS LARETHIAN

MARIK STORMBRINGER

SEPTU RESPUTIN

DUKE SIR LORN IRONWOLF

PRIME MINISTER: DAME SELKA SHADOWCAT

SCRIBE: ANGELIQUE BLOODSTONE

JESTER: TALDAK

EXECUTIONER: PHUQUE OF THE MOUNTAIN

HERALD: DAME ALESSANDRA CHEETARAA NIGHTOWL

COURT BARD: CLU d'BARD

CLASS GUILD MASTERS

ANTI PALADIN: GARATH

ARCHER: GALAND

ASSASSIN: THORIN

BARBARIAN: HRÖG

BARD: MAXIMILIAN

DRUID: ASTYNN

HEALER: OZZY

MONK: TALDAK

MONSTER: KHARVWYNE

PALADIN: ALESSANDRA

REEVES: SEPTU

SCOUTS: TUNEAR

WARRIOR: KINDRIK

WIZARD: PROMETHIUS

ART: JILITH

LITERATURE: QUINTAHR

HERALDRY: SELKA

GARBERS: AISLINN

MINSTRELS: CLU

GLADIATORS: TUNEAR

ENGINEERS: THORIN

Greetings to all !

To start with I would like to apologize to my populace for the extreme tardiness of this newsletter. And with that out of the way I will begin.

When I first looked upon the field of Ampgard I was taken away to a time that most every one has forgotten. I saw sword play and also magic, not just any magic, but the kind of magic that brings every type of person together under one idea .... AMPGARD !!! My idea for the future is this, growth. In the past six months we as a group have seen the birth of two new kingdoms, THE GOLDEN PLAINS, and IRON MOUNTAINS. the Kingdom of the Emerald Hills is celebrating two duchies, in Dallas and a barony in Oregon. Personally I don't see us stopping there. I believe that our future depends on the growth of our organization. Therefore I would like to encourage all of you to bring out your friends and welcome them to our world.

Now for the introduction of WAR!!!

Gathering of the Clans 1992. The dates for this event are, Friday July the first to Sunday August the second. As all of you should know we are going to war with the Burning Lands, and with the support of THE GOLDEN PLAINS and THE CELESTIAL KINGDOM, there is no way that we could loose. I would like to take this chance to advise all of you that we are not fighting a few kids, but some of them are seasoned warriors. So my advice to you is simple PRACTICE. Especially since The Burning lands are sure to dig up quite a few people since this is the first time that they have been challenged to a war. Good luck to us all!

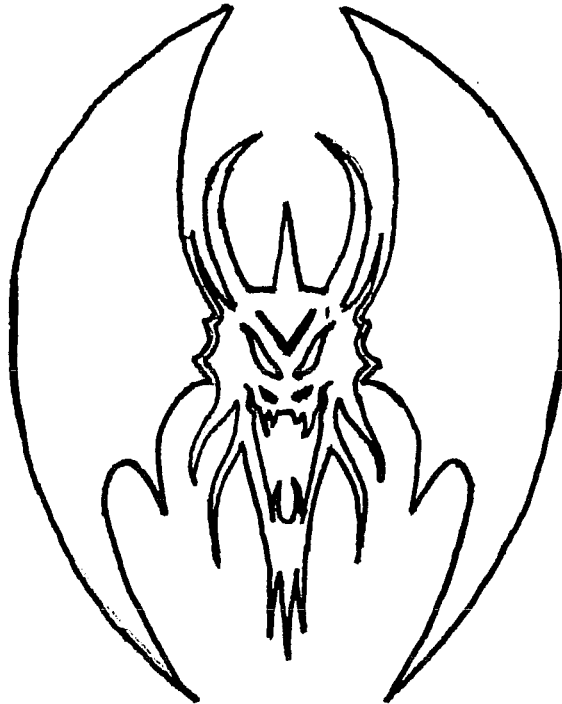
Last on my list for now will be this,  
I would like to personally thank those of you who participated  
in the Campfire summer camp program this summer. You did a great  
job. Campfire has already contacted me and bragged about your  
participation. Hopefully we will be given a chance to do this  
again. Those of you that were not able to join in on this project  
don't worry there will be others.

May the lands to the west burn!

Yours in service,

LORD KHARVWYNE BLOODWULFE

Monarch of  
THE EMERALD HILLS



Unto the populace,

I would like to begin by thanking everyone who voted for Kaz and myself in the Crown elections. I assure you that we are going to do our best to publish atleast three newsletters during our reign and to hold an Allthing on the first Saturday of each month if the Calendar of Events allows it. If any of you have any business to bring up at the Allthings, put it in writing and give it to Kaz or myself before the Allthing begins. If any of you have any art submissions for newsletters, please give them to myself, Kaz, or Jilith Methwynn of Mirkwood(Guildmaster of Art). If you have any literature submissions for newsletters, please give them to myself, Kaz, or Quintahr Woodhelven also of Mirkwood (Guildmaster of Literature). As some of you know, Emerald Hills has permission to update the Corpora. If any one of you have ideas on this matter, give them to myself, Kaz, or Prime Minister Selka Shadowcat in writing. As for Coronation, I had a great time, and I would like to thank all of you who attended especially those of you who presented me with gifts, they were wonderful. I would also like to thank everyone who helped out at Coronation wether it was with the feast, the quest, the Olympiad , or cleanup, your help is truly appreciated. I'm sure most of you heard at Coronation what is taking place at Clan. If not, I'll tell you now. The Emerald Hills, Golden Plains, and Celestial Kingdom are all combining forces to overcome and defeat the Kingdom of the Burning Lands . So I really hope that we can muster as many people for our army as possible. You know damn good and well that the Burning Landers are going to pull tons of people out the wood work for a "WAR". So start planning now for what should be the biggest Amtgard event yet, Gathering of the Clans 1992, which will be held as always in Cloudcroft, New Mexico. I would also like to let all of my fellow druids know that as your guildmaster, I am here to listen to any comments or clarifications you may have on our class.

Yours in Service,  
Prince Regent Astynn

CHIVALRY: The knights Code of Conduct  
By Sir Nashomi

Chivalry is the catch word for the principles of Knightly conduct. It encompasses a Knight's everyday actions to fighting on the battlefield. People have their own opinions of what a Knight's code of conduct should be and some of these overlap to form some basic precepts. From the first knighting (thought to be Athelstane, King of the Saxons and Mercians in the 900's) to present day chivalry has evolved and defined itself in many ways.

At first chivalry was very war like manner: 1) Bravery in battle;

2) Refusal to retreat;

3) and loyalty to one's Lord.

Through the centuries, the church and literature gradually refined the qualities of chivalry. The term grew to include not only battle field conduct but courtly manners.

1) Honor: Be truthful and a willingness to uphold the pledged word.

2) Loyalty: Love of country and obedience to one's Lord.

3) Generosity: Extreme generosity to all.

4) Champion of Good over Evil: To wage merciless war on evil.

5) Respect and Pity for the Weak: Willingness to defend those who cannot defend themselves.

6) Refusal to Retreat: To show no fear before an enemy.

There are many other ideals knights have followed, these are the more historically popular views written about. Ultimately, the knight must establish their own code of conduct to fight and live by. If it is a viable code and the knight closely follows it, then they are worthy of respect.

If you wish to read more about Knights and their lives several books can be found at the Utep Library:

Knights and the Age of Chivalry

by Raymond Rudorff

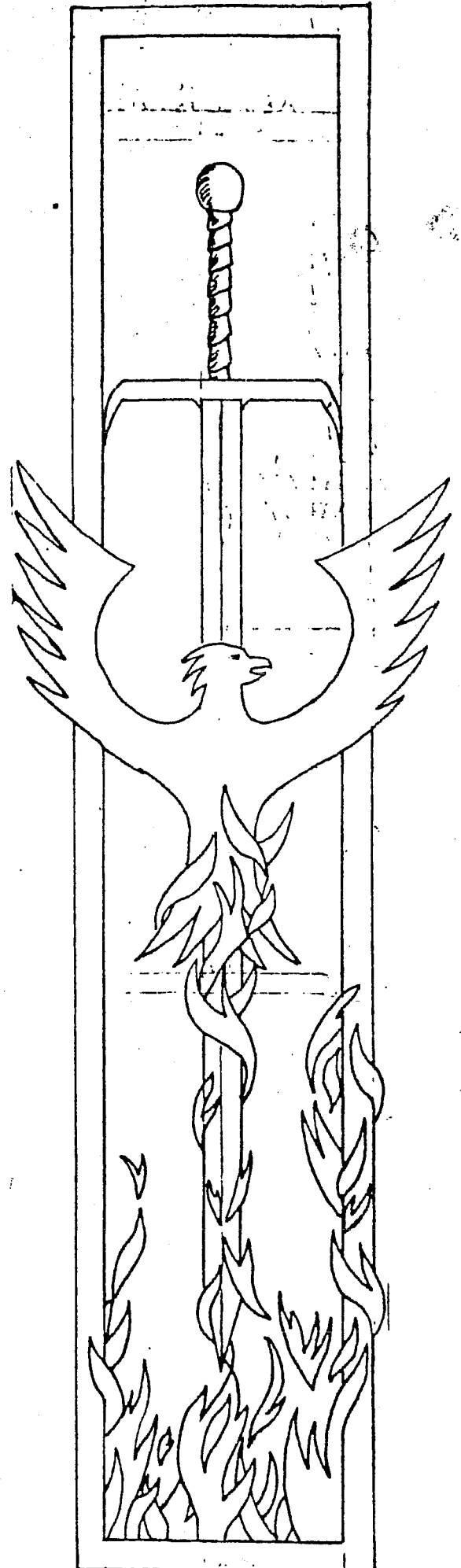
The Knight & Chivalry

by Richard Barber

A Knight's Life

by Walter Meller

A Dictionary of Chivalry



I once knew a girl named Melanie  
Who never really knew what she meant to me.

The day I began to love her  
Was the day I decided to leave her.

Don't get me wrong  
I don't mind relationships that are long.  
But the last lady I loved with all my heart  
Turned out to be a really big tart.

Three months from that day  
I came to find out she was going away  
To live with the father of her unborn child  
Who's love it seems is much too mild.

Now I think about, her everyday.  
Always hoping she will come back someday.

And although I'll always love her;  
I guess I should go on and find another.

ASTYNN

## THE TEN COMMANDMENTS OF RECEIVING AWARDS

1. NEVER EVER EXPECT AN AWARD.
2. NEVER GO AROUND PROCLAIMING THAT YOU DESERVE SAID AWARD.
3. NEVER CRITICIZE ANOTHER'S AWARD OR QUESTION THEIR MERIT.
4. NEVER DO WORK FOR JUST AN AWARD, IF YOU ENJOY WHAT YOU'RE DOING, IT IN ITSELF IS A REWARD.
5. ALWAYS CONGRATULATE A RECIPIENT OF AN AWARD.
6. DO NOT BELITTLE AN AWARD! IT LOOKS TOO MUCH LIKE JEALOUSY.
7. PAPERWORK A KNIGHT DOES NOT MAKE!
8. BEING A SQUIRE DOES NOT INSURE KNIGHTHOOD!
9. DO NOT QUESTION THE MONARCH ON THEIR CHOICE AND/OR CREATION OF AWARDS, YOU MAY BE IN THEIR SHOES NEXT TIME, BUT YOU'RE NOT NOW.
10. APPRECIATE WHEN YOU ARE RECOGNIZED, HOPEFULLY EVERYONE WILL BE IN DUE TIME.



I GET THE POINT

The knife's point was sharp  
As it was driven deep into my heart  
The pain was so great  
I may never forget her face.  
As I lay there dying  
No one was crying  
My love was my life  
Taken from me by her knife  
She said she loved me  
She said she would kill me  
It was all I could do  
To keep from killing her too  
I must have loved her more  
for it is I who lie, on the floor.

NEVRON

# Qualifications IX Results (May 1992)

## War Events

<u>Dagger Dual</u>	<u>Single Sword</u>	<u>Florentine</u>
1 <sup>st</sup> Naft	1 <sup>st</sup> Merth	1 <sup>st</sup> Mosher
2 <sup>nd</sup> Kendrik	2 <sup>nd</sup> Tunear	2 <sup>nd</sup> Merth
3 <sup>rd</sup> Marik	3 <sup>rd</sup> Mosher	3 <sup>rd</sup> Promethius
<u>Sword &amp; Sheild</u>	<u>Open Class</u>	<u>Flail &amp; Sheild</u>
1 <sup>st</sup> Mosher	1 <sup>st</sup> Tunear	1 <sup>st</sup> Tunear
2 <sup>nd</sup> Tunear	2 <sup>nd</sup> Darkbow	2 <sup>nd</sup> Taldak
3 <sup>rd</sup> Thorin	3 <sup>rd</sup> Merth	3 <sup>rd</sup> Kendrik
<u>Wizard Duel</u>	<u>Weapon Scramble</u>	<u>2-Man Teams</u>
1 <sup>st</sup> Kaz/Astynn	1 <sup>st</sup> Tunear	1 <sup>st</sup> Septu/Merth
2 <sup>nd</sup> Merth/Ozzy	2 <sup>nd</sup> Arcaine	2 <sup>nd</sup> Nevron/cain
3 <sup>rd</sup> Jilith/Quintahr	3 <sup>rd</sup> Kaz	3 <sup>rd</sup> Naft/Kendrik
<u>Archery</u>	<u>Javelins</u>	<u>Dagger Toss</u>
1 <sup>st</sup> Thorin	1 <sup>st</sup> Kendrik	1 <sup>st</sup> Septu
2 <sup>nd</sup> Kaz/Lorn	2 <sup>nd</sup> Tunear	2 <sup>nd</sup> Kendrik
3 <sup>rd</sup> Ozzy	3 <sup>rd</sup> Mosher	3 <sup>rd</sup> Promethius
<u>3-Man Teams</u>		<u>Over-All</u>
1 <sup>st</sup> Mosher/Tunear/Kendrik		1 <sup>st</sup> Tunear
2 <sup>nd</sup> Septu/Merth/Promethius		2 <sup>nd</sup> Merth
3 <sup>rd</sup> Ozzy/Wolverine/J'daj		3 <sup>rd</sup> Kendrik

Qualifications IX Results (May 1992)

Cultural Events

Passive Const.

1<sup>st</sup> Merth  
2<sup>nd</sup> Thorin  
3<sup>rd</sup> Astynn

Weapon Const.

1<sup>st</sup> Alora/Septu  
2<sup>nd</sup> Kaz  
3<sup>rd</sup> Merth

Shield Const.

1<sup>st</sup> Thorin  
2<sup>nd</sup> Astynn  
3<sup>rd</sup> Tunear

Storytelling

1<sup>st</sup> Falin  
2<sup>nd</sup> Darkbow  
3<sup>rd</sup> Quintahr

3-D Art

1<sup>st</sup> Astynn  
2<sup>nd</sup> Kaz  
3<sup>rd</sup> Falin/Kaz

Court Garb

1<sup>st</sup> Kaz  
2<sup>nd</sup> Falin  
3<sup>rd</sup> Kendrik

Fighting Garb

1<sup>st</sup> Kaz  
2<sup>nd</sup> Falin  
3<sup>rd</sup> Kendrik

Fictional Lit.

1<sup>st</sup> Jilith  
2<sup>nd</sup> Quintahr  
3<sup>rd</sup> Jilith/Kaz/Kendrik

Persona Lit.

1<sup>st</sup> Quintahr

Armor Const.

1<sup>st</sup> Kaz  
2<sup>nd</sup> Darkbow  
3<sup>rd</sup> Astynn/Mosher

Cooking

1<sup>st</sup> Quintahr  
2<sup>nd</sup> Kaz  
3<sup>rd</sup> Astynn

2-D Art

1<sup>st</sup> Jilith  
2<sup>nd</sup> Kaz  
3<sup>rd</sup> Kendrik/Jilith

Factual Lit.

1<sup>st</sup> Astynn  
2<sup>nd</sup> Astynn/Quintahr  
3<sup>rd</sup> Kaz

Poetry

1<sup>st</sup> Astynn  
2<sup>nd</sup> Jilith/Kaz  
3<sup>rd</sup> Quintahr

Singing

1<sup>st</sup> Jilith  
2<sup>nd</sup> Quintahr  
3<sup>rd</sup> Darkbow

Chess

1<sup>st</sup> Astynn  
2<sup>nd</sup> Quintahr  
3<sup>rd</sup> Septu

Over-All

1<sup>st</sup> Kaz  
2<sup>nd</sup> Jilith  
3<sup>rd</sup> Astynn

# Olympiad (May 1992) Results

## War Events

### Single Sword

1<sup>st</sup> Cable  
2<sup>nd</sup> Myth  
3<sup>rd</sup> Tempest

### Florentine

1<sup>st</sup> Myth  
2<sup>nd</sup> Cable  
3<sup>rd</sup> Tunear

### Sword & Shield

1<sup>st</sup> Cable  
2<sup>nd</sup> Zentickali  
3<sup>rd</sup> Xenos

### Flail & Shield

1<sup>st</sup> Skullband  
2<sup>nd</sup> Taldak  
3<sup>rd</sup> Ariocho

### Open Class

1<sup>st</sup> Tunear  
2<sup>nd</sup> Kendrik  
3<sup>rd</sup> Tempest

### Archery

1<sup>st</sup> Kendrik  
2<sup>nd</sup> Phuque  
3<sup>rd</sup> Dragon

### Dagger Toss    2-Man Teams

1<sup>st</sup> Sirrakhis    1<sup>st</sup> Tunear/Naft  
2<sup>nd</sup> Myth        2<sup>nd</sup> Nevron/Cain  
3<sup>rd</sup> Phuque      3<sup>rd</sup> Ariocho/Tempest

### 3-Man Teams

1<sup>st</sup> Tunear/Naft/Marik  
2<sup>nd</sup> Nevron/Cain/Zentickali  
3<sup>rd</sup> Ariocho/Tempest/Valdemar

### Over-All War

1<sup>st</sup> Cable-22pts.        2<sup>nd</sup> Tunear-21pts.        3<sup>rd</sup> Myth-14pts.

## Cultural Events

### Storytelling

1<sup>st</sup> Falin  
2<sup>nd</sup> Finn

### Singing

1<sup>st</sup> Cable  
2<sup>nd</sup> Alexis  
3<sup>rd</sup> Aron

### Flat Art

1<sup>st</sup> Cassandra  
2<sup>nd</sup> Wolverine  
3<sup>rd</sup> Bloodmoon

### Garb

1<sup>st</sup> Aislynn  
2<sup>nd</sup> Tyranny  
3<sup>rd</sup> Caleom/Dawn Shadow

### Over-All Cultural

1<sup>st</sup> Cassandra  
2<sup>nd</sup> Wolverine  
3<sup>rd</sup> Aislynn

## RESPONSIBILITIES ON AND OFF THE FIELD

In the past, it has become more and more difficult for the common populace in our club to trust our elected and appointed officers. Some officers have assumed a position without knowing what all the responsibilities are. In most cases, all that is needed is for them to read the section in the Corpora that pertains to their position. It might be of help if a few questions were asked of those who were successful during their time in an office. Being successful means more than just surviving your six months in office.

Before anyone should decide on throwing their hat into the political circle, you should have an idea of what you have to do as one of our club officers. One thing is for sure, if your intentions are to only better yourself then you are getting into the wrong circle. Amtgard needs our officers. What it does not need is another person who is looking for a quick or easy way to receive recognition or titles. Those who would run for one of our offices should not be concerned with what the rewards could be. Instead their thoughts should be on what they can do for the club while in office.

It all comes down to responsibilities. Every one of us has some form of duty to Amtgard. Even the lowest populace members has the responsibility to sign in legibly, mark a class, then going out on the field to play that class. As your position in Amtgard rises so will your duties. Guildmasters still have it pretty easy. It is up to them to insure those who play in their class do so within the boundaries of the rules laid out so many years ago. This includes proper garb, weapon selection, and, when appropriate, the proper use of any available spells and spell components. It would not hurt any Guildmaster to take the time to watch his guild members during the course of one battlegame. This includes checking up on those who sign in as a class then spend their day sitting in Nirvana. It is hard to say which is worse, someone who repeatedly signs in as one of the fighting classes, gaining levels yet never steps on the field or a magic user who does the same. Then there are those who use the confusion on the field to purposely abuse a class. Let's face it, a warrior who abuses his class is far less damaging than a wizard who would do the same.

Moving up the ladder of precedence, the next stop is the Scribe. This office is usually filled by someone who can work closely with the Prime Minister. Of all the positions described in the Corpora, this is one of the two jobs that requires prior knowledge in secretarial work. Access to a tape recorder with lots of batteries would also be nice. This position is a good place to learn just how much paperwork is involved in the daily grind to keep the Amtgard wheels rolling. Just be careful not to get caught under that wheel.

Next in the climb to the top is the position of Guildmaster of Reeves. In the past this office has been over-looked or down right misused. The GM of Reeves needs to know not only the rules but also how they effect the various classes. Besides that, this office is there to aid the King and Champion to insure the populace keeps playing on the safe side of Amtgard. Just knowing your class is not enough for this position, you need a working knowledge of all the classes. Being in this office does not empower you with the means to change anything. On the contrary, it is your job to keep

the rules the same and to merely clarify on the many vague rules we have played by for so long. Our first GM of Reeves held the office for over three terms. In that time there were more tourneys held than ever before or since and he received little reeving help from the populace. One of our last reeves didnt bother to look up his job description in the Corpora so he didn't know what he was supposed to do. He didn't even know what it took to remove him from office. Too bad ignorance isn't painful.

Skipping on down to Champion, this position means more than having come in first in the Crown Tourney. You are the extra set of eyes and ears for the Crown. It is your job to insure the Kings' safety at all events. Unless it just can not be done, you should be the first person to the park and the last person to leave. You must coordinate the battle games for the massive hords and maintain a lost and found for the brainless masses who can not keep their ---- together. If the Champion suffers form the infamous Amtgard time, then the whole Kingdom will suffer. There is no room in this office for slackers. If you would rather sit back on Saturdays and have others do the organizing of teams, then this office is not for you.

The position of Princess/Prince Consort is one of the top three positions in the club. A lot of people have looked at this job and said th themselves, "Gee, I could do that.". Even though there are only eight lines to describe this job in the Corpora, it is one of the most under-rated positions in Amtgard. This poor person is in charge of almost all club activities off the field. It encompasses coordinating the Arts & Sciences Guilds and it does help if the person holding this post is at least interested in these areas.

Now on to the most overworked, underpayed, misconceived position in Amtgard, the Prime Minister. It has been said in the past that this office holds more true power than any other office, and without a good P.M., the whole of Amtgard structure would fall down around us. If you thought the Scribe's job was bad and filled with pe erwork, take a good look at the P.M. job. Every day this person is doing something for Amtgard, whether it is making copies of newsletters, rulebooks, or sign-in sheets. Then there is the updating of the populace credits, dues list, donations to the club, plus a financial report. Then there are all the phone calls from people who want to know how many credits they have, are their dues paid up, or when was the last time they signed in as a certain class. The list goes on. In one Barony the P.M. took it upon herself to refuse to answer any Amtgard questions on any day other than an Amtgard day. This is not the best way to approach this office. Once again, if you like to leave all Amtgard problems at the park, then this is not the job for you.

Finally we come to the office of Monarch. This is the most sough after position in Amtgard, yet once you have obtained it, it loses some of the luster. It has been said that this office is nothing more than a figure head, and without his populace to back him, no Monarch could achieve anything. Besides being the ultimate ruler (even though this club is based on a democratic system), this office holds other advantages. It is a quick way, and mostly an easy way, to receive a knighthood, should you survive the six month term. You get to oversee all the other offices. It would

even be nice if you could make it to a few out of town events. You will probably end up spending some of your own money for the good of the club, but in the end, when the smoke clears, this is by far one of the more fun positions in Amtgard.

All of this may seem a bit too much for just a game, but when you take that step into politics, then this game begins to resemble a part-time (sometimes full-time) job. By offering your services to the club some sacrifices must be made, hopefully it won't be your sanity. Responsibility is a heavy responsibility.

Humbly yours,

Duke Viscount Baron Baronet  
Sir Lord Nevron Dreadstar  
Warlord

THE WRONG CROWD

They've called us barbarians, they called us cretins.  
They've called us lots of things, but never the beaten.

In the past, they've given us nothing but laughs  
Now they're gone, we've got nothing to smash.

In our own lands, we've found delight  
In moshing the peasants and picking on the knights.

People try to join us, instead they just learn  
That it's just not that easy to make people squirm.

Some of us are royalty and some of us are not.  
But it doesn't matter, we've all mastered the art.

Killing and torture is what we call fun  
In all kinds of weather, we don't need the sun.

So you see that it's useless, just give up the fight  
You know you can't win, so bow low and say goodnight.

Ten years from now, I wonder who will be forgotten  
The goody two shoes or the low down and rotten.

NEVRON