

AMTGARD
A SWORD AND SORCERY BATTLEGAME
RULES OF PLAY

AMTGARD

A SWORD AND SORCERY BATTLEGAME

RULES OF PLAY



Amtgard is a strange dimensional plane which all manner of folk may travel into. Amtgard is open to any type of medieval or ancient/medieval fantasy enthusiast. (Leave the cowboy hat, tie-dye, and Star Wars crapola at home.) A participant creates his or her own character, including a name and history. The point behind all this is to stimulate both the body and the imagination and behave as an elf, ninth-century Norseman, or demon might.

Costuming is a very important area, too. Authentic clothing materials are leather, fur, cotton, wool; and for armor, steel, tin, and bronze. XX century materials can be used, but hide things like zippers and blue jeans. Check the library and fabric pattern books for ideas.

HOW TO PLAY IN AMTGARD

Anyone 14 or older may fight in an Amtgard battlegame. Standard bearers and paiges should not be younger than 12.

While all weapons are safe and accidents seldom occur, the Amtgard Battlegame Group assumes no responsibility for personal injuries. Observers are only permitted at tournaments (field events).

WHAT IS NEEDED:

1. Bring your handbook to go over if need be. Anyone wanting to participate must obtain a handbook. AND READ IT! The handbooks are not being sold to make a profit, but so every participant will have a clear understanding of the game and disputes can be kept to a minimum. A handbook may be purchased by mail or at the check-in.
2. A site charge must be paid. This is to cover REEVE equipment and bookkeeping expenses. An admission ticket will be issued- hold onto it.
3. A costume. (SEE THE PERSONA AND COSTUME SECTIONS.)
4. A weapon which will meet our size, construction, and safety requirements. (SEE WEAPONS SECTIONS.)
5. If you are a healer or scout, have your healing spell scroll with you. Wizards must have their spellbook and equipment with them to work magic.
6. 3 strips of cloth- white, blue, and red. The red and blue will serve as headbands.

So now you're really perplexed (unless you cheated and opened to the middle of the book). Read on!

Check-In and Registration last one (1) hour. After check-in closes, anyone arriving late will not be allowed to fight, but may reeve.

PERSONA GUIDELINES

Real History: Your Character is based on an Earth human who could have truly lived before 1650 A.D. Your name, clothing, weapons, etc are historically correct for the time and place your persona is born in. Check history and geography books. NOTE- Do not try to impersonate a famous historical figure (Robin of Lockesley, Robert the Devil, Will Adams, Walter Ralieg, etc..). It would draw large amounts of laughter and shows a lack of originality. In addition, a fighter portraying Lancelot DuLake had BETTER BE REAL GOOD, BECAUSE EVERYBODY WILL BE LOOKING TO NAIL HIM!!!

Media Fantasy: Just to make things tough (and because we're biased), the works of J.R.R. Tolkien (The Hobbit, the Lord of The Rings cycle) will be the standard for Hobbits (of course), Elves, Dwarves, Orcs, Ents, and Wargs. If your persona is based out of a book, movie, religion/myth, television show, board game, etc stick to just that material as your reference. Meaning- Don't combine Hunters of The Red Moon with Amber and the lost continent of Atlantis. And on the same note- the Iron Hills have never had any contact with medieval Japan, so what's a dwarf doing in a gi with a Katana? Dwarves wear short belted robes with hoods and carry axes.

Because of the linguistic rules/problems some literature has, it may be necessary to take a well-known name (of course as a last resort). As part of your persona development, make it REAL CLEAR to everyone that you are NOT that character. For example- Conan and Merlin are very common Welsh male names. Conan Uerch Kyle and Merlin the Gold Smith would be acceptable for Welshmen. Aragorn son of Arathorn or Strider the Ranger are not acceptable for anyone!

And don't try to be clever, like stealing a character from what you think is an obscure source. Chances are we know the author and have autographed first-editions!

Pure Fantasy: Too many people will find it easy to cut loose and make up rules as they go along. DON'T! Pure fantasy is fine, but make it believable. Remember, everyone has to be sword and sorcery related. Timetravellers, immortals, and ship-wrecked astronauts must keep this in mind. Leave the phasers and deflector shields at the Con. Set your own rules and stick to them.

COMPANYS AND ARMYS

People who are friends and/or a certain persona type may wish to band together. This group is called a COMPANY for general purposes. Each company then chooses a name, a CAPTAIN and SARGEANT (the T is silent), and designs a flag/ device. The name should be something original and interesting, for instance, "The White Wolves". A company of a single nationality or race, say orcs, might want the name, "The Orcs". But as more orcs show up, they would probably want to distinguish themselves (for example- "The Red-Hand Orcs" or "Slurth's Raiders".) A group of elves, Danish Vikings, and wargs calling themselves "The Celts" is dumb. A company's interest would be good (The Blue Mystics' Guild" or "John The Brave's Free Company").

Fighters and wizards unattached to a company are referred to as NOMADS. Do not feel you have to join a company.

For a battlegame, most scenarios call for two sides, called ARMYS. Both armies will have fairly even sides. Companys will be banded together into an army with an OVERLORD COMMANDER chosen to lead it. Assassinations or challenges may occur, but to keep this from becoming common, 5 extra minutes will be added to the assassin's or victorious challenger's time in Nirvana. The armies are distinguished by colored headbands- RED for one and BLUE for the other. Headbands must be worn at all times.

HERALDRY

A DEVICE is the insignia displayed on a flag, coat-of-arms, tabard, clothing, etc... A device should be original or at least in keeping with one's persona and/or company. A group of Saxons and Japanese bearing the Klingon device is dumb.

A Company should wear uniform garb and/or prominently wear their devices (personal and/or company). Besides a show of unity, it will help to show who is on what side. The number of people who will be killed by their own side will shock you!

ROYALTY, NOBILITY, AND AWARDS OF AMTGARD

1. FOYALTY - King and Queen or equivalent titles. Their reign, which lasts 6 months, is won by force of arms at the Crown Tournament held twice a year. The victorious fighter's mate or favorite becomes Queen or Prince Consort. Children of the royal couple are Princes and Princesses.
2. DUKE and DUCHESS - Retired monarchs. Marquis - son of a Duke. Marquise - daughter of a Duke.
3. EARL / COUNT / BARON/(ESS) - Titles granted for miscellaneous honors by the King's whim.
4. CHAMPION - Second place fighter at the Crown Tournament and the first person to receive accolade by the new monarch, (See exceptions in section #6).
5. PALADIN - A Knight after 12 additional battlegames may wish to make a public declaration of his or her chastity. The Knight then becomes a Paladin. While there are restrictions on garb, weapons, and armor, the Paladin becomes curse resistant and gains the ability to heal himself and others.
6. KNIGHT or DAME / MASTER or MISTRESS - AT-ARMS, BRIGAND, ASSASSIN, OR THIEF - A participant is awarded for grand achievement in their field of endeavor. Granted by the King's whim. A Master or Mistress cannot become a Knight or enter into or advance in the Order of the Lion. A Master Wizard is a combat achievement and is eligible for one level #6 title and other titles/rank.
7. QUEEN'S ORDER OF THE DRAGON - Awarded by the Queen's whim for cultural achievements.
8. ORDER OF THE LION - Awarded for heroism. Also a factor for Knighthood. Deeds performed each result in a degree being awarded. The order has 10 degrees - The first being the lowest, the tenth the highest. Ten degrees result in Knighthood!
9. ORDER OF THE CHICKEN - Awarded for cowardly accomplishments by the King's whim. Membership disqualifies entrance into or advancement in the Order of the Lion and Knighthood.

Elements of a good costume :

fur
leather
jewelry
metal studs/rivets
fringe
silk
loose
rope
straps



NORMAN

WIZARD
OR
HEALER
(REMEMBER,
A HEALER
MUST WEAR
RED!)



TITLES AND NOBILITY

Titles and rank must be earned on the basis of fighting ability and/or courtly accomplishments (arts, craft, music, etc..), costume, and persona development.

Untitled nobility may be claimed (as in the case of the fourth child of a duke or the child of a knight).

Gold, purple, and silver are clothing colors reserved for royalty, as are crowns. White belts and gold-colored spurs are reserved for knights. Other clothing, color, and regalia restrictions are noted under FIGHTING TYPES.

FIGHTING TYPES

Warrior: This type of participant relies on the force of arms to win victory. A warrior may not use healing spells or cast spells. Certain magic "relics" and weapons may be used (see RELICS). Any non-magical weapon and armor can be used.

Scout: This is the only type allowed to scout. The scout is allowed to heal only one person per battlegame. The scout must wear a green tunic with or without a green cloak. The scout may only wear scale or chain maile or leather w/wo studs armor..WEAPON

RESTRICTIONS- Dagger, one-handed sword or axe, javelin, and longbow.

Paladin: A gentleman (at all times) having fought 12 or more battles after being knighted. The paladin is allowed to heal three people per battlegame- one may be for himself. The garb of a paladin is a white tunic with or without a white cape. Armor is only chain maile or plate. WEAPON RESTRICTIONS- one or two-handed sword, mourningstar, dagger, shield.

Healer: A healer may cast unlimited healing spells during a battlegame, but can not heal himself. A healer wears a red tunic, but may not wear armor. In addition, a crucifix or crescent moon (depending on your own religious preferences) device or necklace must be prominently displayed on his person and a scroll with the healing spell must be carried at all times. WEAPON RESTRICTIONS- quarterstaff, mace, mourningstar, and shield.

Apprentice Wizard: This is a beginner magic-user, but can cast unlimited apprentice-level spells during a battlegame. The A.W. may not wear armor. Garb is a long robe (any unrestricted color) with a pointed cap or hood. A star necklace or device must be displayed. WEAPONS RESTRICTIONS- one-handed sword, quarterstaff, dagger, apprentice-level relics and weapons.

Master Wizard: The weapons and garb requirements are the same as for an apprentice, except that after 12 battlegames, The title "MASTER WIZARD" is bestowed and both master and apprentice-level spells may be used. A master wizard is possibly the most dangerous participant in a battlegame!

Squire: A beginner warrior directly under the orders of a paladin, knight, or warrior with the experience of 15 battlegames or more. A squire wears his master's device and uses the same type of weapons. After 2 years, the squire will definitely be considered for knighthood.

NON-FIGHTING PARTICIPANTS

REEVE: The reeve is Amtgard's answer to a judge or referee in combat situations. The garb of a reeve is a gold tunic, tabard, headband, or cape and is armed with an unpadded gold staff. Reeves must be honest and reliable. The reeve is not fighting and anyone touching him in an offensive manner is dead for the remainder of the battlegame and will probably be told not to come back! The reeve may stop the fighting at any time with the command, "HOLD!" Everyone will freeze until the problem is straightened out and the reeve commands, "LAY ON!" The reeve is the final say out in the battlegame and WILL be obeyed.

STANDARD BEARER: This a person who's only job is to carry a company's flag/totem. Since he is a non-fighter, he may not be hit; but, if the flag is captured, he is still allowed to carry it. The standard bearer must cooperate with the captors, though.

Paige: a Paige is a non-fighting servant and is not allowed out in the lists or battlefield, except to carry his master's corpse off. Paiges, like squires wear their master's device and assist him in non-combat ways (running errands, hold water bags, etc..).

WEAPONS TYPES

Besides a few magic weapons, which will be discussed later, Amtgard only allows for weapons in existence on Earth before 1650 AD, Except for explosive or chemical weapons (rockets, flintlocks, greek fire, etc..). All our weapons are padded replicas of the real thing.

The way a weapon may be used is indicated by a strip of colored tape prominently showing on the striking surface.

Blue: Smashing/hacking. Swords, axes, maces, and clubs fall into this category.

Green: Thrusting/stabbing. Daggers, spears, and arrows, for example.

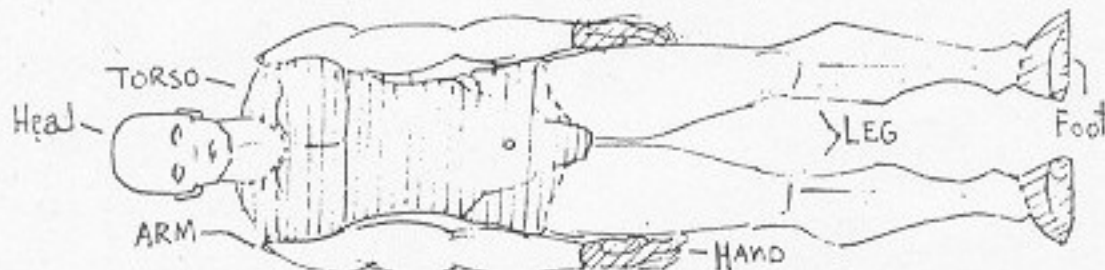
In addition, a weapon may also be taped:

Red: The weapon must be used two-handed. If one arm is cut off, the weapon must be dropped. A red will destroy a shield in three blows (the blows have to be solid hits, not taps). On the third blow, the shield must be dropped. The fourth blow destroys the shield arm!

Yellow: Magic or may be enchanted. Unless it is a relic, a spell must be cast on it to be used magically. Otherwise, it does normal damage. (See MAGIC WEAPONS AND RELICS for damage.)

Black: Throwing. Javelins, Throwing axes, rocks, etc...

White: Special. Examples are catapults and battering rams. A white requires 3 people to move or operate it (in the case of a catapult, 3 must be touching it upto the time it fires). A white may be destroyed by one hit of a yellow or ten hits of a blue or red. A hit by a white is death, regardless of shield, armor, or casting a spell.



The following sections may seem very confusing and technical. Active participation in a few games is all it takes to develop a cohesive understanding of the game and its rules. After all, think how confusing baseball would appear if its rules were written out. As far as the game being too technical, we feel we have found just the right medium for keeping both the "tech nuts" and the "simpletons" happy.

DAMAGE TO YOU

No Armor:

Head: Out of bounds, except for arrows and throwing weapons, which result in death.

Hands and Feet: No damage. No blocking with them allowed, though.

Arms: A hit on the arm results in loss of that limb. Anything being held on that arm or in that hand must be dropped before it can be picked up again. A lost arm should be put behind your back or held stiffly against the body. A second hit to that arm is death (we're going on the theory that the hit arm isn't there).

Legs: A hit results in a lost leg. Drop to one knee. A second hit to the lost leg has no effect (it isn't there, either. Kinda makes up for those two arm hits, huh?). Crawling, dragging oneself, being carried, rolling, and making a short spring onto an opponent are the only ways to move with a leg missing. NO HOPPING AROUND ON ONE LEG!

ANY TWO LIMBS HIT IS DEATH!

Torso: Death. The shoulders are torso. The groin, and breasts on females are unethical targets and should be avoided, but are legal torso hits. However, any reports of unsportsmanlike shots to those areas repeatedly will result in the offender being told not to come back.

While it does not count as armor, XXcentury groin and breast protection and shatter-proof eyeglasses are highly recommended. Accidents do happen.

OR:

The same damage rules apply to the armor classes. The big trick is "cutting" or "smashing" through the armor to do the damage. All armor must look authentic and be worn OVER garb, so your opponent can clearly see what it is. Armor only protects the area it is over. For example, a plate breastpiece only protects the chest. Aluminum, fiberglass, rubber, plastic, pop tops, and other man-made material will not pass for armor.

Leather isn't chain,

Chain isn't plate.

If you want the protection,

You have to bear the weight.

Leather/Studded Leather: The minimum thickness is 1/8" of an inch. This armor is destroyed on the second blow. Arrows and throwing weapons penetrate in one shot, though.

Ring/Chain Maille: Minimum- 18 gauge steel. If the maille is not mounted over leather, a gambeson (a sweatsuit is minimum protection) MUST be worn. Ever pull links out of your skin or get hair tangled in maille? Maille is destroyed on the third blow. Arrows and throwing weapons will penetrate in one shot.

Plate/Band/Scale: The fourth blow destroys it. Arrows and throwing weapons will not penetrate. 16 gauge steel is the minimum.

ARCHERY AND THROWING WEAPONS

The limit for a bow's pull is no more than 35 lbs. No compound bows. We will have a pull gauge on hand to check poundage. The quality of arrow you buy is up to you. The cheap 40¢ K-Mart type do not fly as well and break easily, but when you lose them, the loss isn't as bad as when you lose the \$3 aluminum type. Broken or mended arrows are not to be used. Likewise for arrows without their fletching. All wooden arrows must be wrapped in tape.

Arrows must always be shot- they can't be used as a hand weapon. Shields, plate, band, or scale armor; and physical obstructions stop arrows. Cloth sheets or nets may not be hung up in forts to stop projectiles.

An arrow to any limb and you've lost it. An arrow to any other part of the body, except hands and feet is death. Bows may only be drawn half-way at close range. Fighters can't snatch arrows out of the air or knock them away with their weapons. If an arrow is shot at you and it hits your weapon, the weapon is destroyed and may not be used until you have been killed and reincarnated.

Bouncing or ricocheting arrows do not count. You may not carry other people's arrows around, but may be shot back at them. If a bow is hit by a weapon, the bow is destroyed. A bow may be used to turn aside thrusts. Glancing arrows don't count. If the arrow continues past you in its same flight path, that is a glance. Sometimes an arrow will hit at an angle and deflect off the body. That is not a glance, for a real arrow would have stuck in.

A throwing weapon must be treated like a loosed arrow. A hit by any part of a throwing weapon counts as a hit. Therefore, all parts of a throwing weapon must be padded.

EXCEPTION TO THE ABOVE: A rock is good for shots only to an unarmored head. A hit is death.

SO NOW I'M DEAD

The instant you are killed, fall down and scream. Make it dramatic! Reeves will award bonuses for really good deaths. If you witness a good death, ask his name and report it to the NIRVANA REEVE. And if you witness an unsportsmanlike act, ask his name and report it to the NIRVANA REEVE!

Once you are down, tie your white strip around your weapon's blade or impact surface or chain. This must be kept on until you are brought back to life. Reeves will penalize those who arrive at nirvana without a strip around their weapon. The dead must lie flat while the fighting is going on; no sitting up or rubbernecking around. Lay down rather than yell, "OK! I'm dead! Stop hitting me!"

If you are inside a fort and fear you will be stepped on, curl up into a ball. The living should either drag the dead out or pile them up. The dead can not talk to the living or they will be penalized. The dead may talk to the dead when the living aren't around. (Keep it to low tones).

Those who keep striking the dead lying down will be penalized.

In field tournaments, the dead have the option of either lying there or running off the lists with their weapon held over their heads and then may watch from the sidelines.

Remember- no talking or giving advice to the living!

If you really do get hurt (bloody lip or stunned), shout, "HOLD!" People shouldn't keep hitting you to kill you. We have had a few people who were momentarily injured fall to the ground. Everyone thought they were "dead". Then suddenly they felt better, they popped up and started fighting again. If you get hurt, consider yourself dead; remove yourself from the fight. Deliberate faking of an accident, or a game death or wound is not allowed.

REINCARNATION

When all the living are gone and only the dead and wounded are left; the dead may get up and collect their equipment. Go directly to Nirvana (remember, no talking to the living).

If a seige at a fort has been going on for more than 20 minutes, the reeves will call a momentary cease-fire, to let the dead leave for Nirvana. During a cease-fire, the wounded and living may not move. NO FIGHTING, NO COLLECTING OF WEAPONS, NO TACTICAL MANUVERING, AND REMAIN QUIET SO DIRECTIONS MAY BE GIVEN AND HEARD!

When you arrive at Nirvana, go to the reeves, get in line and wait your turn. Tell the reeve your battlename. The reeve will record the time and for ten (10) minutes you will have to stay there. Unless you have been bonused or penalized. A bonus takes 5 minutes off your stay, while each penalty adds 5 minutes onto your stay. The living may not enter Nirvana, except to report violations and then must quickly leave. You are allowed 3 reincarnations, the fourth time, you stay dead. You must go to Nirvana and STAY there. Most people leave their food and drink in Nirvana. When the reeve tells you your time is up, you may leave Nirvana. If you remove your white band the instant you step out, you might be ambushed. Therefore, we offer you this alternative to instant life- You may keep your cloth on until you leave sight of Nirvana, then you may remove it. However, you must be on your army's side of the battlearea and heading toward your fort. In tournaments, there is no Nirvana. You are brought back to life after every melee.

HEALING SPELL

This healing spell must be used by healers, paladins, and scouts. A scroll made from parchment or parchment-style (no, not grocery bag) paper attached to two wooden rods. must have this this spell written on it. The scroll must be carried and read from. If the spell is interrupted, it must be restarted. The healer and the wounded are open to attack during the spell.

SWORD CUT, SPEAR STAB, MACE SMASH, ARROW JAB

LET THE WHITE LIGHT OF HEALING DESCEND ON THOU.

SWORD CUT, SPEAR STAB, MACE SMASH, ARROW JAB

LET THE WHITE LIGHT OF HEALING STOP THY SPILLING BLOOD.

SWORD CUT, SPEAR STAB, MACE SMASH, ARROW JAB

LET THE WHITE LIGHT OF HEALING MEND THY BONES.

SWORD CUT, SPEAR STAB, MACE SMASH, ARROW JAB

LET THE WHITE LIGHT OF HEALING CLOSE THY WOUNDS.

SWORD CUT, SPEAR STAB, MACE SMASH, ARROW JAB

LET THE WHITE LIGHT OF HEALING RESTORE THY VIGOR.

SWORD CUT, SPEAR STAB, MACE SMASH, ARROW JAB

THE WHITE LIGHT OF HEALING HATH HEALED THOU!

The spell is ended and the wounded fighter may return to action. Every fighter is allowed to be healed twice in a life. The third time, the fighter should suicide or be mercifully slain by a companion.

FRANKISH WARRIORS

fighting the Romans
in 400 AD wore
striped uniforms
similar to swimming
suits worn in the
19th century



Weapons Construction

What is a safe weapon? A safe weapon is one that will not leave bruises, break bones, or noses and knock out teeth when an unarmored person is struck with a good baseball bat type swing. If your weapon hurts (if the core of the weapon is felt) when you are struck with it, it is not safe, and believe us they will be tested on you. Markland and SCA style weapons will not pass our inspection.

The entire surface of the weapon must be padded with foam rubber (except where it is held) including the butt end of the weapon. If you choose to add a cross guard or quillions to your sword they must also be padded to our safety requirements.

The best thing to use for the core of a weapon is PVC tubing; a plastic type of tubing used by plumbers, it comes in different lengths and diameters. The second best thing to use is good, thick, stout bamboo, one and three quarters inches in diameter. The third best choice is wood about the thickness of a broom, (there is no way something like a bat or axe handle can be made safe). The longer your weapon is, the greater the chances are that it will break.

Use a good firm foam rubber to pad the weapons with. Don't use the soft squishy kind. Look in the Yellow Pages under the Rubber "Foam and Sponge" heading, and buy it from a whole saler: they are cheaper than retailer.

Foam is best cut with a new single edge razor blade, or a small toothed hack saw. To stick the foam together, the best adhesive is something called "Camie" Spray Adhesive (it's made for foam, they have it at the Foam Center) the second best adhesive is rubber cement. Apply it to both halves, let it dry for three min. then stick it together. Contact cement also works very well.

Then the outer covering must be rolled over it so the foam will not tear easily. The best covering is a heavy durable cotton. The second best, and old stand by, would be to wrap it in duct tape. Duct tape, however, has a tendency to slap because of its non-porous surface. It also will separate and lose its adhesiveness when wet. It is also more expensive than making a cloth covering. Another problem with duct tape is that if you need to repair an internal section of your weapon, removing the duct tape will rip the foam it is stuck to. Cloth coverings can be removed as often as you wish, to inspect your weapon, wash the cloth covering, etc.

Ensolite foam, a closed cell, water-proof foam, available at Hudson Bay Outfitters is a good foam to use.

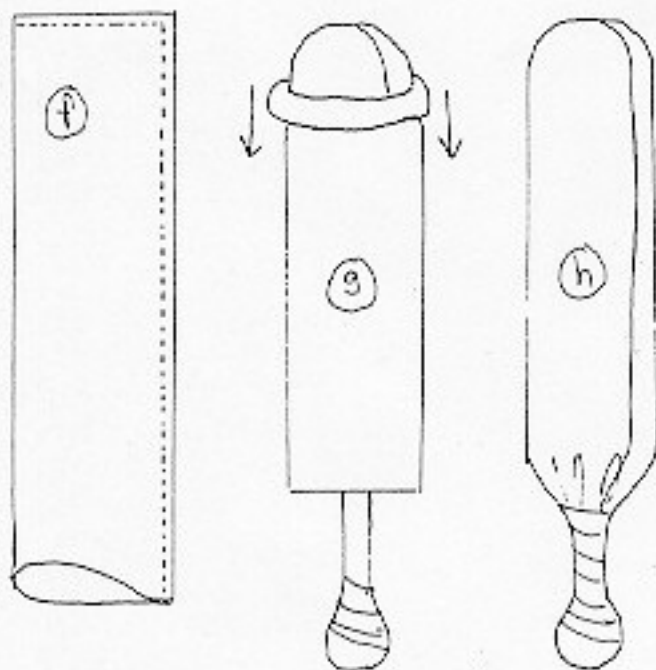
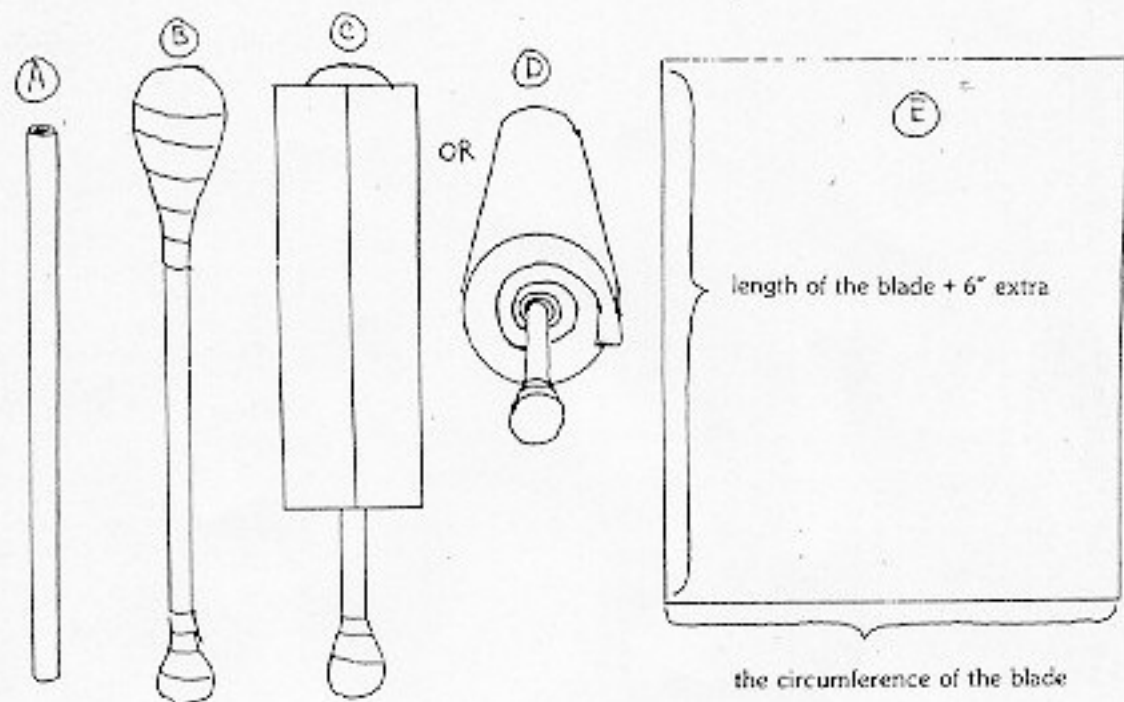
Javelins must be made of thin, light bamboo. A Nurf, soccer or basketball is the only thing we will allow Morning Stars to be made from. The "chain" of the morning star (regardless if it's made of rope or cloth) has to have foam wrapped around it so that no more than 1/2" of rope is exposed at any one section.

All blue weapons must weigh a minimum of 1 oz. for every inch the weapon is long, from tip to end of pommel. ex. a sword or axe that is 3 ft. long must weight at least 36 oz.

All red broadswords and battleaxes must weight a minimum of 1 oz. for every inch the weapon is long.

* Weights do not apply to green weapons, mourning stars or pole arms (halberds, bills, etc.)

The best way to make a safe and durable sword



- A. pvc tubing
 B. Copaced foam folded over the tip and pommel, firmly secured with Duct tape.
 C. you can either sandwich it between two pieces of foam, glue it with rubber cement or "Carie" spray adhesive.

or

- D. roll it up in a sheet of foam, roll it tight when you start for a compact core, then loose at the end for a softer outer layer.
 E. select a tough durable fabric in a neutral color (gray, tan, etc.) cut it to the length specified.
 F. fold it across and sew up the side and across the top.
 G. roll up the fabric like a stocking then roll it down and over the blade.
 H. secure the fabric to the hilt with tape.

Weapons must be colored to look like the real thing. Clubs and quarterstaves must be brown. Sword, axe, and spear blades and the like should be metal colored- black, grey, blue, silver, white. Purple, red, or multi-colored prints will be rejected for bad taste. Use paint, duct tape (it comes in various colors- look around), or a cloth cover.

Shield construction

All shields must be covered with a layer of foam that is at least 2" thick (the heavier the shield is, the thicker the foam should be). Cover the foam with canvas. The height of your shield should not exceed the distance from your ankles to your shoulders.

No circular shield can have a diameter exceeding 3 feet.

Any shield that is not a circle cannot be wider than 2 feet.

All shields must either have foam folded over the edges; or have the base of the shield recessed into the foam (only on shields with foam that is thicker than 2").

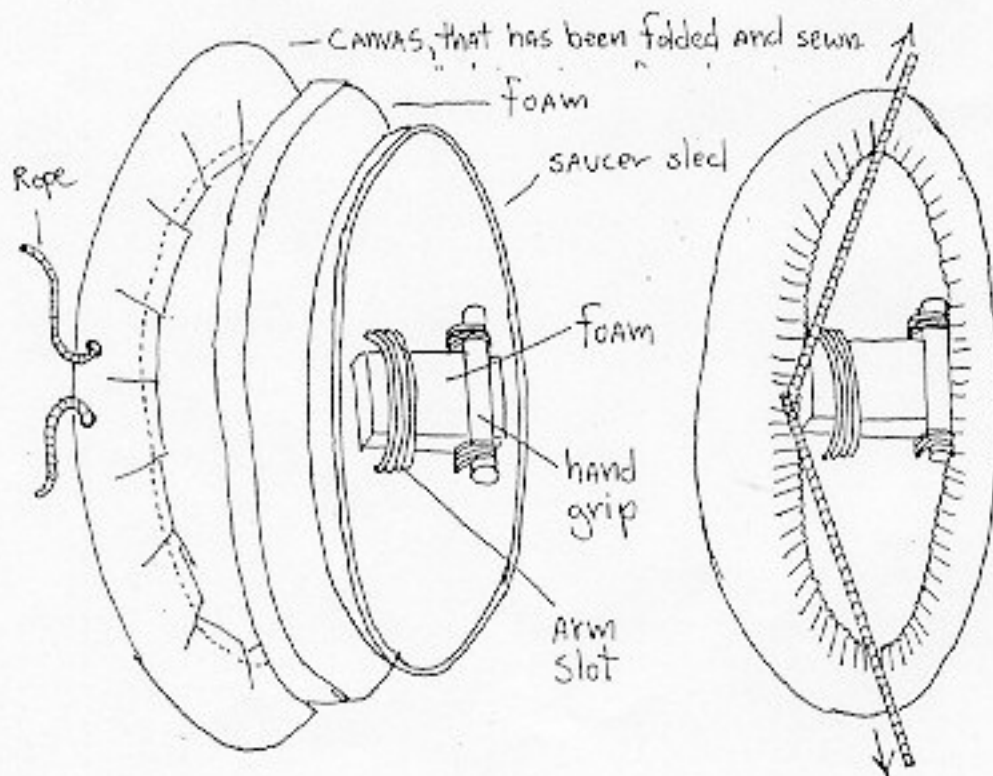
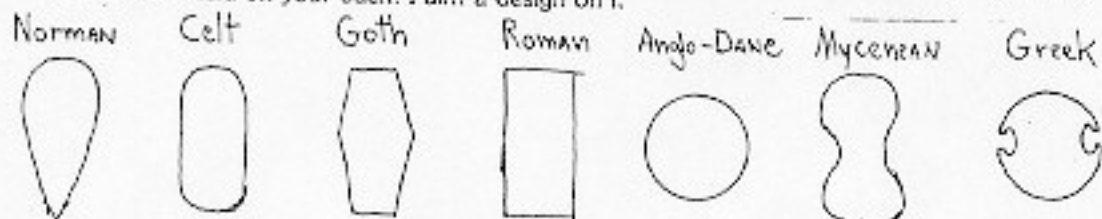
Any shield with a surface area bigger than a saucer sled must be made of $\frac{3}{8}$ " plywood at the minimum.

A light, durable shield can be made from a saucer sled.

. Punch

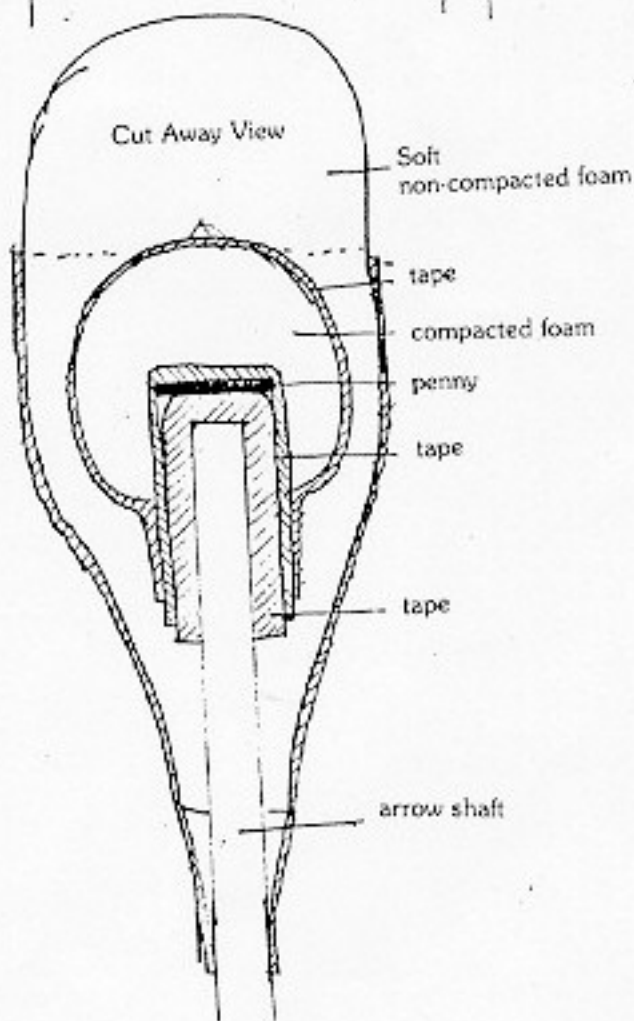
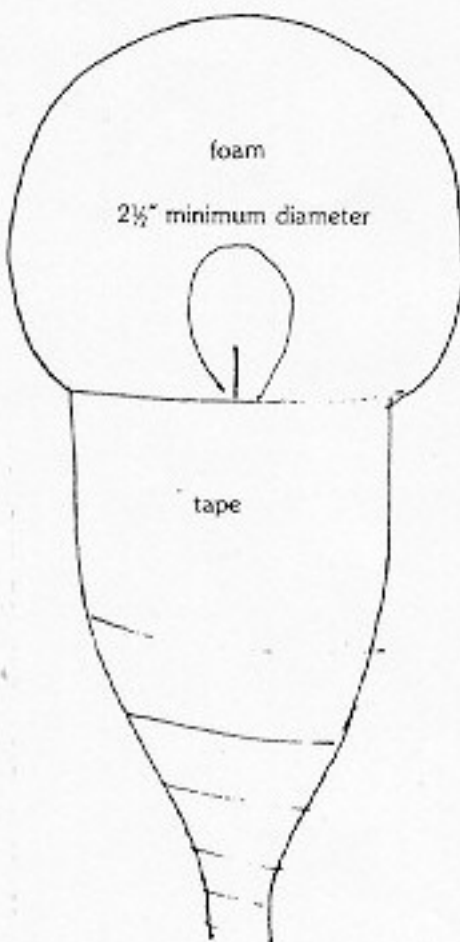
holes in it and string some rope through, to form an arm slot and hand grip. Put some foam on to pad your arm. Cut out a piece of foam (from a sheet of foam) that is five inches wider, all around, than the sled, so you can fold the foam over the edges of the sled.

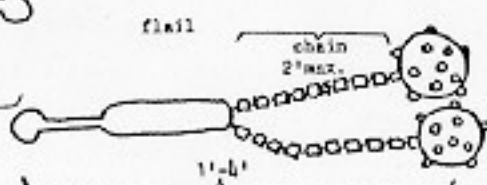
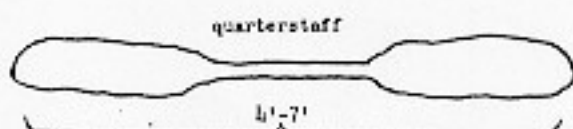
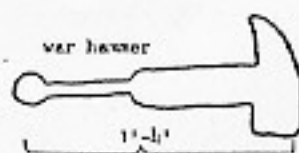
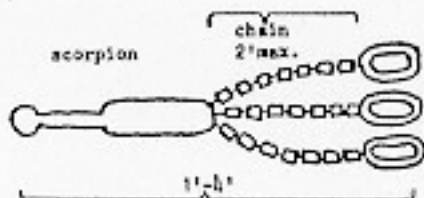
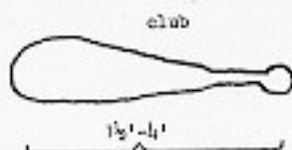
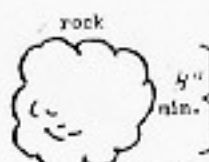
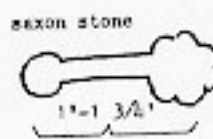
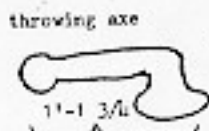
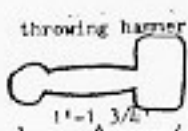
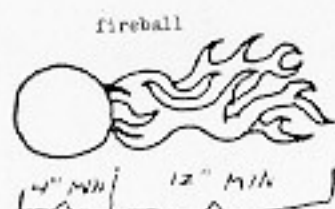
Cut out a piece of canvas at least one foot bigger all around than the sled. Fold the edges and sew it, work some rope through the newly formed hem. Put the three together and pull the rope tight, drawing the foam over the sled's edges. If you have extra rope make a strap so you can wear the shield on your back. Paint a design on it:



Arrows

First the metal tip is pulled off the arrow. Then strips of duct tape 4" long and $\frac{3}{8}$ " wide are folded over the tip to the shaft until it reaches the size of a penny. Then a penny is put on top and more tape is added over that until it is about the size of a nickel. Then take a piece of foam 3" by 3" by 3" put this on the top, adhere it and compact it with tape. Then take a piece of foam $2\frac{1}{2}$ " x $2\frac{1}{2}$ " by 8" and fold it loosely over the top then tape the sides tight, but not the top.





NON-WEAPON TACTICS

Shields can be kicked or bashed into, but people may only be bashed (meaning tackled or knocked into). An opponent can also be wrestled to the ground and disarmed and/or killed. No punching is ever allowed. Don't be over-rough!



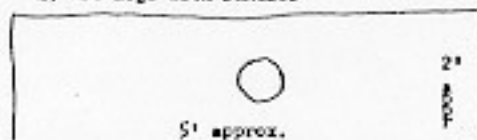
Minimum costume requirements

Upper body

- 1) waste length or longer tunic
- 2) dull solid color shirt with medieval style vest
- 3) waste length armor

Lower body

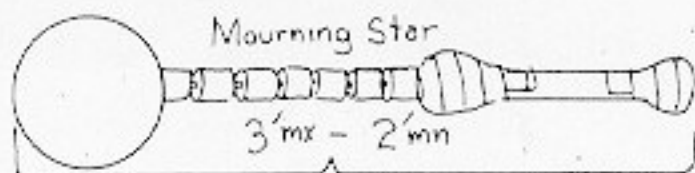
- 1) dull solid color pants with rope tied around the ankles or up to the knees
- 2) baggy medieval style pants
- 3) any type of pants with knee-high boots or leggings
- 4) bare legs with sandals



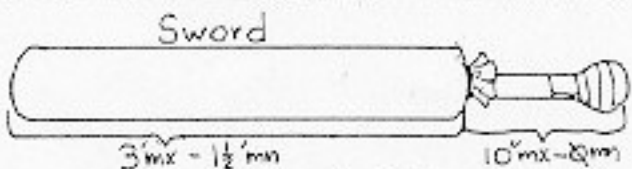
this is the easiest type of tunic to make, just cut a hole for your head in the center of a piece of material approximately 2' by 5'. Use a piece of rope for a belt. You may also want to sew the sides together and add sleeves.

this warrior is wearing dull colored corduroy with pieces of rope around his ankles.

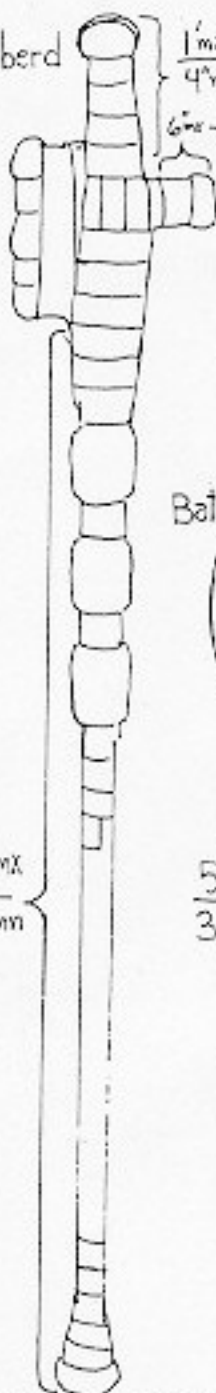
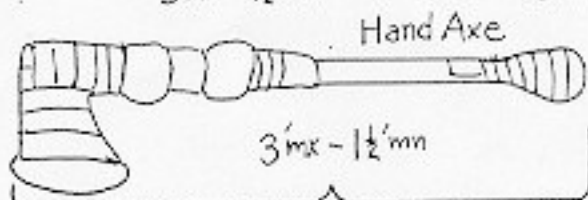
Pikes and Spears
Ømx - 4'nn.



Halberd
1'nx
4'nn
6'nx - 4'nn

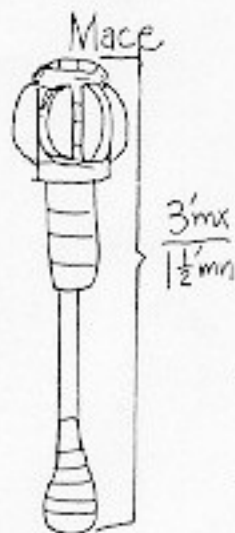
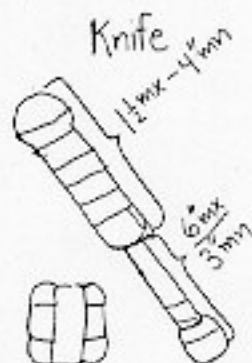
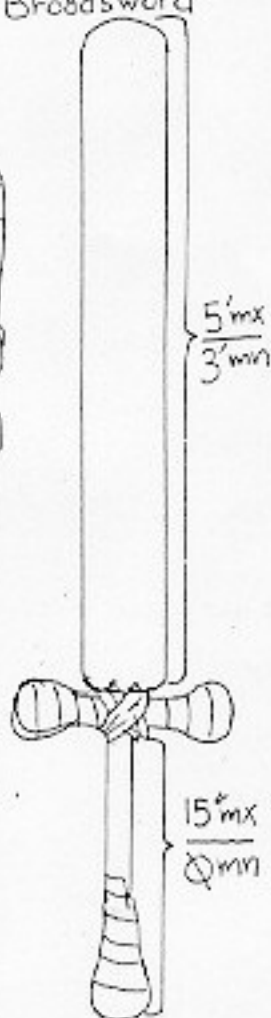
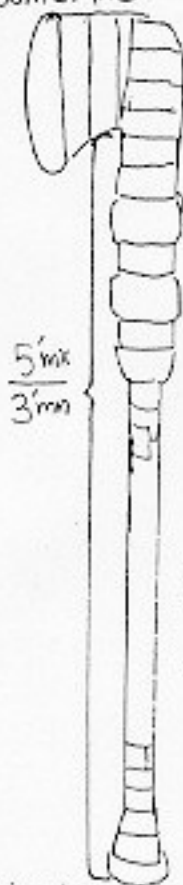


Javelin
7'nx - 4'nn.



Broadsword

Battle Axe



WEAPON SIZE LIMITATIONS



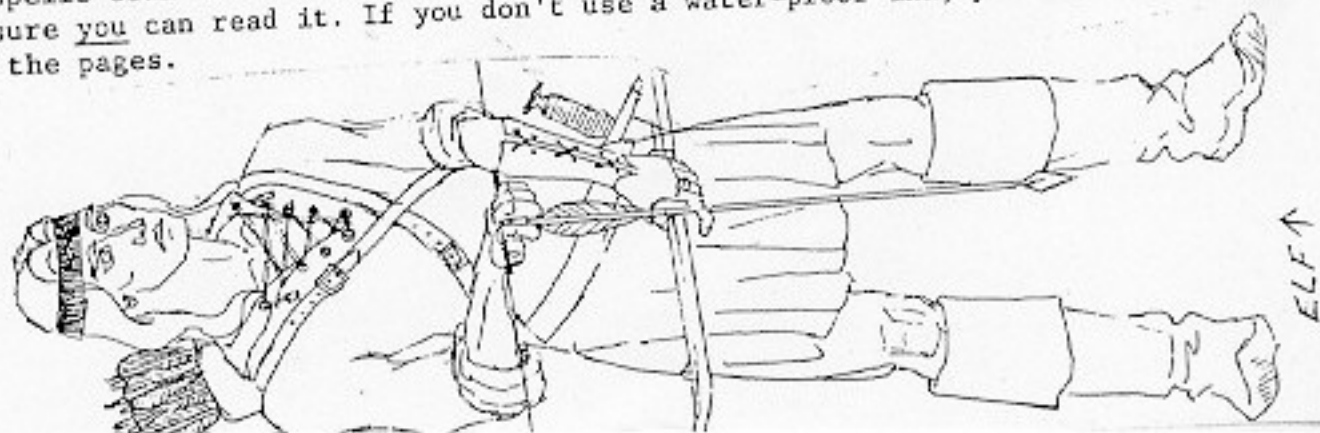
"Oh, Jesus, I forgot the counterspell!"

MAGIC

APPRENTICE LEVEL SPELLS

But, before we get into that, a spellbook must be made. Use parchment or parchment-style paper (just like the healing spell scroll). Bind it with leather cords or the like. The covers must be made of wood or leather. Put your persona name in it. You are the only person that may use this spellbook.

Write the spells down inside. You don't have to use an archane language or the like—just make sure you can read it. If you don't use a water-proof ink, you might consider lamenating the pages.



APPRENTICE-LEVEL SPELLS

#1 LIGHTENING BOLTS

Materials needed: padded throwing weapon(s) in the shape of a lightening bolt, yellow.
To activate: Hold the bolt(s) in your left hand and repeat 5 times, "LIGHTENING BOLT".
If you are interrupted, start over. After completing the chant, you may throw the bolts at other participants and siege weapons. DAMAGE: a lightening bolt destroys ANYTHING it hits. Bouncing or ricocheting bolts do not count, but anyone other than a wizard picking it up is killed by it. All bolts must be thrown on the same occasion (no enchanting them and throwing them one at a time during the day) and must be reenchanted to use over again.

#2 MAGIC JAVELIN

Materials needed: any javelin
yellow strip of cloth
a pouch of flour

To activate: (This will work on only one javelin at a time), hold the javelin in your left hand and repeat 10 times, "MERCURY, OH BLESS THIS JAVELIN". Tie the yellow cloth onto the shaft, sprinkle with flour and turn clockwise once. If you are interrupted, you must start over again. DAMAGE: the same as a lightening bolt- same restrictions for misses and touching, too.

#3 TALK TO THE DEAD SPELL

Materials needed: one dead participant.

To Activate: Touch the dead's forehead with your left hand and say 10 times, "SPEAK TO ME, (PARTICIPANT'S BATTLENAME)". You may ask one question, which the dead must answer truthfully. After the question is answered, the dead must continue on to Nirvana.

WARNING: this spell may only be used once during a life.

#4 SPELL OF WOUNDING

Materials Needed: an immediate attacker.

To activate: (This will work on only one attacker at a time), if you are being attacked by someone twenty feet away or closer, say 2 times, "FROM MY HEART, I STRIKE OFF YOUR (LEFT OR RIGHT LEG OR ARM)". DURING THIS TIME, YOU MAY BE FIGHTING OR EVADING! The attacker will treat the enchanted limb like a regular hit. This wound may be healed by a healer, paladin, or scout.

MASTER-LEVEL SPELLS

#1 FIREBALL

Materials needed: padded rocks painted, taped or bagged RED.

To activate: Like the lightening bolts, hold the fireball(s) in your left hand and repeat 5 times, "FIREBALL". If you are interrupted, you must start over. Like the bolts, fireballs must be thrown in one attack. DAMAGE: a fireball destroys anything it hits, even after bouncing or ricocheting. Again, nobody may pick up a fireball, except for a MASTER wizard. Fireballs must be reenchanted to use.

WARNING- A FIREBALL IS THE MOST DANGEROUS WEAPON IN A BATTLEGAME!!

#2 CURSE BY NAME SPELL

Materials needed: a small doll or figurine.

the opponent to be cursed in sight, not more than 50 feet away.

To activate: Hold the doll in your left hand and turn once counterclockwise. Then repeat 20 times, "(BATTLENAME), I CURSE AT THEE". WARNING-THIS SPELL WILL NOT WORK ON PALADINS! DAMAGE: the curse results in death. This spell may be used twice in a life.

#3 TOUCH OF DEATH SPELL

Material needed: none

To activate: Stand with both arms outstretched and repeat 20 times, "TOUCH OF DEATH". As in the other spells, if you are interrupted, start over. For ten minutes after the spell is completed, you will be able to kill just one person simply by touching them. The touch must be solid to the body, but need not be a punch. A shield or armor blocks the spell.

#4 SPELL OF YIELD

Materials needed: a small doll or figurine

a pouch of flour

the opponent intended in sight, not more than 50 feet away

To Activate: Hold the doll in your left hand, sprinkle with flour. Turn twice clockwise and repeat 3 times, "(FULL BATTLENAME), YIELD THY ARMS AND RESIST NO LONGER. COME UNTO ME AND BE MINE CAPTIVE". The person named must cease fighting and walk over to you. At this point, you may kill him or keep him for ransom.

#5 CIRCLE OF PROTECTION

Material needed: a can of YELLOW spray paint.

To activate: Repeat loudly 5 times, "CIRCLE OF PROTECTION". You must be standing still to work this spell and not fighting. Then spray paint a circle around yourself on the ground. The circle of protection lasts as long as you stay in it. No hits or magic will effect you while you are inside, but also no fighting or magic can be done, either. This is an excellent spell if you are wounded and alone.

#6 SPELL OF DOOMSDAY

Materials needed: none

To activate: Stand with both arms outstretched- nothing in either hand and repeat 1000 times, "DOOMSDAY!" very loudly. DAMAGE: all opponents in sight are dead, except for master wizards in circles of protection. If you are interrupted, you must start over. This spell may only be used once in a battlegame by each wizard.

NOTE- Except for APPRENTICE-LEVEL SPELL #4, a wizard must be standing still and be holding, carrying, or reading from his spellbook. Reeves should pay extra attention to spells being cast, so no violations occur.

RELICS

Relics are magical treasures found at large during a battlegame. they are of great worth and should be captured at all costs.

The ZEUS DAGGER: Yellow in color, this knife destroys shields like a regular RED weapon. It is taped GREEN and RED. Anyone may use it repeatedly.

WAND OF INVULNERABILITY: It too is yellow and will stop 4 hits from scoring. After 4, you may be killed or wounded and the wand must be passed on to another fighter. Wizards MAY NOT use the wand. Anyone else can, though.

OGRE GLOVES: These yellow gauntlets have the same ability as a shield to stop blows and arrows. Like a shield, one or both of them may be destroyed by a red weapon in 4 blows. They must be worn a pair and given to a companion after being destroyed. The ogre gloves may be used to tear a weapon out of someone's hands by the blade. The gloves may only be worn by wizards.

GOLDEN LASSO: Used only by master wizards, this relic causes death to anyone ensnared by it.

HORN OF RESSURRECTION: The horn may be blown only once in a battlegame by the Overlord Commander. All the dead in his army within 30 feet of him when the horn blows are brought back to life. This is for one life only.

OTHER NEAT THINGS TO ADD TO A BATTLEGAME

COINS

Everyone should have a little bag of "coins" with them. Various scenarios may be played, including CAPTURE THE COINS (the dead are pillaged by the living) TROLL BOOTH, or PRISONERS AND RANSOM (see that section). The coins do not have to be precious metal/ mundane world value, but can be gold, silver, or copper- colored (pinball token, tin foil, or penny, for example). At least 3 of any should be carried and if you're upper-class or in command, you should carry at least 10. The most anyone should ask for is 20 gold.

PRISONERS AND RANSOM

Unless it is stated at the beginning to be otherwise, prisoner-taking and ransoming is allowed. To take a prisoner, the hands and only the hands must be gently, but really tied (no handcuffs-they're out of period for the most part). No struggling. After a person has lost two limbs and is about to die, may he be taken prisoner. Two people are necessary to make a capture. Again, NO ROUGHSTUFF BY EITHER PRISONER OR CAPTORS! A ransom demand can be made to the other army. If the ransom is not paid, the prisoner may be executed or held for the length of the battlegame, unless freed.

NO TORTURING! A guard must be present at all times, but if the captive gets loose and kills the guard with a weapon or magic, that is legal. Even then, the captive may have to fight his way out.

THE GOING RATE FOR RANSOMS-

OVERLORD COMMANDERS- 20 gold
DEPUTY COMMANDER- 19 gold and 1 silver
ROYALTY- 15 gold
COMPANY CAPTAINS AND NOBILITY- 14 gold and 2 silver
PALADINS AND MASTER WIZARDS- 12 gold
COMPANY SARGEANTS AND APPRENTICE WIZARDS- 12 silver
KNIGHTS AND HEALERS- 10 silver
SCOUTS- 9 silver
WARRIORS- 5 gold, silver, or 20 copper
SQUIRES- 10 copper
ANYTHING ELSE- make a deal
TROLL BOOTH- 3 of anything

FORTS

Forts may be constructed out of natural materials (wood stone, ice, etc.)- no xx century materials, like aluminum, plywood, etc... A fort may be torn down or battered through- no burning. while a moat can be dug, no traps or sharpened sticks are allowed to be part of the fortifications. Use common sense when building and keep in mind that we are all friends!

Mantlets of metal or plywood can be used to seige a fort. Size is limited to 6 feet tall and 4 feet wide. The edges must be padded. A mantlet will be classed as a WHITE weapon.

JAPANESE SAMURAI →

JAPANESE SOHEI

(NOT A NINJA) ↓



EVENT INFORMATION

For general purposes, we refer to all fighting events as battlegames. But, they break down into 3 types.

FIGHTING PRACTICE: Usually held indoors on a weeknight. Garb is not required. Practice usually lasts 1 hour.

TOURNAMENT: Held outdoors on a field or flat, clear surface. Group fratricides are MELEES and single encounters are DUELS. Single fights on horseback are JOUSTS. The fighting area is called THE LISTS.

BATTLE: are held in the desert, woods, mountains, or other uneven area. Forts may be constructed.

Non-fighting events are also held. People with skills that are applicable (armor, weapon or costume-making, calligraphy, recorder playing, etc..) are encouraged to show off and share their knowledge by setting up WORKSHOPS.

FEAST- occasionally, gala affairs are put on. Put on that dress garb you made at the costume workshop and come out. Everyone must bring their own medieval cup and eating utensils (if you use them). Awards and accolades may occur, dancing and bardic circles will be taking place, and food and merriment abounds! Steel weapons may be worn, but NO combat of ANY type will take place during the event.

REVEL: This is a little casual get-together usually held spontaneously at someone's home. Usually pot luck and B.Y.O.B., but in garb. Still, leave your ghetto blaster and disco records at home!

ALL ORDERS FOR HANDBOOKS AND EVENT INFORMATION AVAILABLE FROM:

AMTGARD BATTLEGAME GROUP
8632 Mettler Dr.
El Paso, Texas 79925
(915) 772-3807 (Ask for SIR PETER)

Make checks and money orders payable to:
JAMES H. HAREN
send cash at your own risk!

Nashomi

ATTENTION: RETURN CHECKS TO:

PLEASE PRINT ALL INFORMATION AND BRING TO FIRST BATTLEGAME

Mundane (real) name _____

Address _____ Zip _____

Farspeaker (phone) number _____ Area code _____

Full persona name _____

What company are you with? _____

Are you Captain or Sergeant? (specify) _____

What race are you? (human, elf, dwarf, etc) _____

What country are you from? _____

What is your social status? _____

What is your role in battle? _____

How many events have you been to? _____

How many events have you been a warrior? _____

How many events have you been a healer? _____

How many events have you been a wizard? _____

How many events have you been a reeve? _____

How old will you be October 1, 1983? _____

Today's date? _____

No member of Amtgard is responsible for any injuries received or given
at any Amtgard event.

I, _____, understand and accept
these conditions

(If under 18 years of age, parent or legal guardian must also sign)

parent or legal guardian

GARB IDEAS



CELT



NORSE WITH A
SAXON INFLUENCE



FRISIAN



GOTH



LEATHER



GAMBESON



FUR
(HUN OR TATAR)



RING MAILE ON
LEATHER



PURE FANTASY



LEATHER
WITH
STUDS/SCALE



SCALE
MAILE



CHAIN
MAILE



PLATE MAILE
(NO EARLIER
THAN 14TH CEN)



SHARE, HIGH MEDIEVAL SAXON OR
GERMAN

