

ARM & ARD

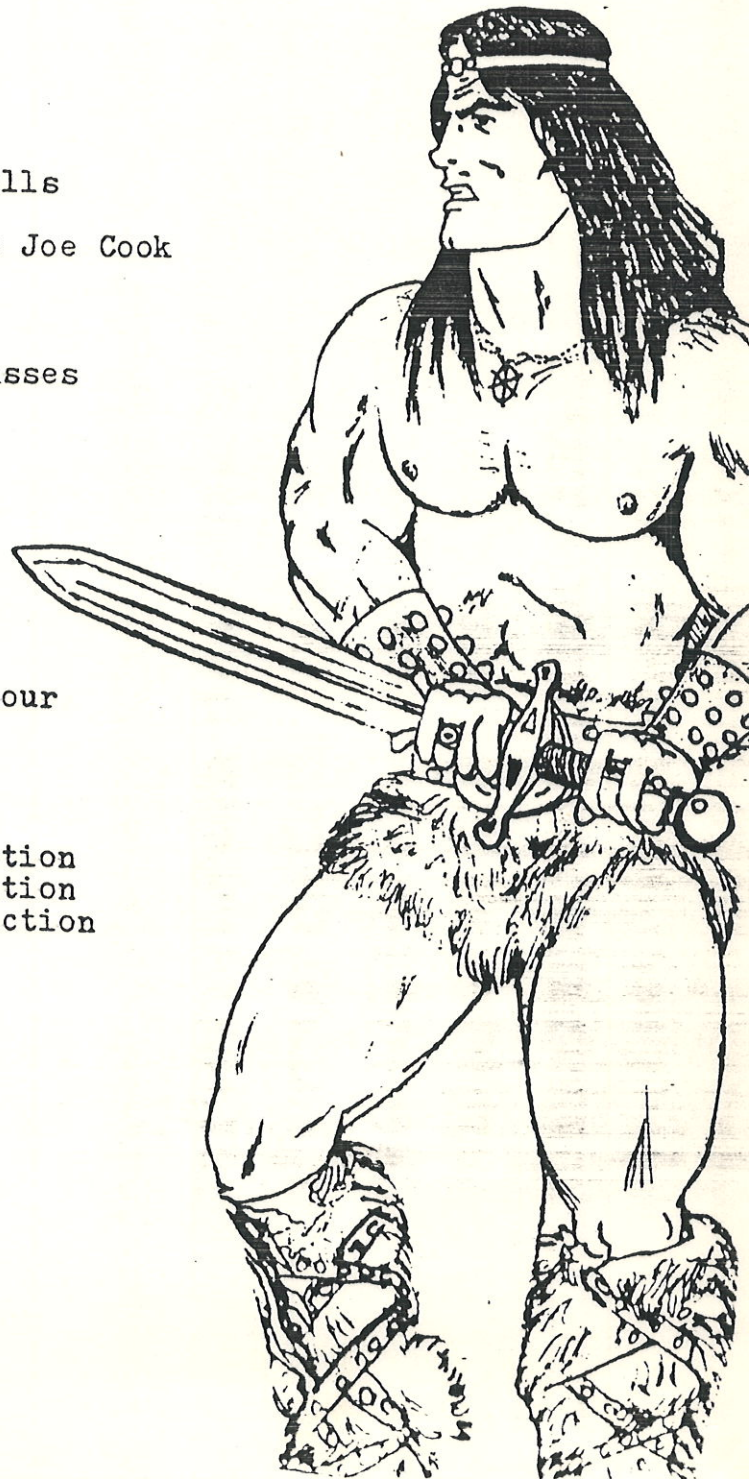
the
Book
of
Combat



COLLECTOR

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AMTGARD
KINGDOM OF THE BURNING LANDS
Handbook on the
Rules of Play

Anyone may join our society. To become a member all you have to do is:

- 1) Obtain a Handbook and read it
- 2) Develop a persona and personal history
- 3) Make a costume for yourself that is fitting to your persona
- 4) Fill out a membership form and turn it in to the Prime Minister

Dues are \$5 for every 6 months. All those who have paid their dues are considered active members. All others are members. Active members are entitled to vote in the Allthings (club government), receive the newsletter, and receive expansions and supplements to the rulebook.

PERSONA GUIDELINES:

Real History: A persona should be based on an Earth type human who could have truly lived before 1650 A.D. The name, weapons, clothing, etc. should be historically correct.

PLEASE: Do not impersonate a famous historical figure.

Fantasy: The persona should be based on a book, movie, religion, myth, television show, etc. You may play as another race; elf, orc, troll, dwarf, etc. Stay with just that material as your reference: Do not combine two or more sources together.

PLEASE: Do not impersonate a person from the media you choose.

REMEMBER: Everyone must be sword and sorcery related.

HERALDRY

Create a device or insignia to display on your flags, banners, coat of arms, etc. The device should be original or at least in keeping with your persona and/or company. You must register the device with the Prime Minister.

COMPANIES

People who are friends and/or are of the same persona types may wish to band together as a fighting group. This group is called a company. The company must choose a name, captain, sergeant and a device.

HOUSEHOLDS

People who wish to form a non-fighting group within the club can create a Household. The Household must choose a name, a Lord and Lady of the House and a device.

BATTLEGAMES

There are many types of battlegames we hold and participate in. These are some general categories:

- 1) Tournaments: Competitions between groups or individuals for awards, honors or challenges.
- 2) Wars: Involves two or more armies attacking each other for various reasons.
- 3) Special Scenarios: Quests, feasts, hunts, etc...

FIGHTING CLASSES

If you wish to fight or participate in a battlegame you must conform to one class for each game. The following are the basic rules of all the fighting classes:

ANTI-PALADIN:

Experience: Must have played a knight for at least twelve weeks to enter first level.
Garb: Must have a black phoenix device prominently displayed on the front of their outermost garb.
Weapons: Any non-throwing or non-projectile.
Armor: Any.
Shield: Any.
Immunities: See Paladin.
Special: Level 1 - May take the life of one person they have killed during a battlegame as their own, making their total lives five.

ARCHER:

Weapons: any bow (short, long, cross), any weapon under 3 feet in total length.

Armour: maximum of 3 point armour

Archers at first level (1 to 12 weeks of experience): unlimited stun arrows which act as a subdue blow.

Archers at second level (13 to 24 weeks of experience):
a. unlimited flame arrows or
b. 1 armour piercing arrow per life or
c. 2 throwing weapons each useable once per life.

Archers at third level (25 or more weeks of experience) do one additional damage over the norm with their arrows (i.e. 3 damage with a short bow, 5 damage with a longbow or crossbow). Plus 1 penetration arrow, once per life.

Archers have a total of 4 lives for the first 12 weeks. After he/she has reached master level, he/she will gain an extra life. Thus bringing total number of lives to 5.

Penetration arrow- penetrates all armour, destroys a shield on contact

ASSASSIN:

Garb: Mask. Masters must wear a red headband.

Weapons: Any throwing weapon, any weapon under 3 ft total length.

Armour: None.

Bonuses:

13 weeks (Master Assassin): May choose one specialty weapon: Bow, one poisoned weapon, or blow gun. May use one Touch of Death per life (See Magic user spells).

25 weeks (Ninja): Choose one of the following:

1) Two point armour

2) Small shield (2 ft diameter or less)

3) Ability to make traps; poisoned caltrops, pit (Circle of cloth), or entanglement devices (string noose leading to a tree).

37 weeks (Master Ninja): Choose one new specialty from above

VARIATIONS:

1. the seafaring Vikings of the North
2. Mongolian Huns of the Orient
3. savage African tribes to the South
4. and the American "wild" Indians in the West (unknown until the tenth century and not officially discovered until 1492 A.D.).

These four variations are divided into two categories:

The Nomadic category includes the Vikings and the Huns. These people ventured away from their offtimes inhospitable climes to plunder and pillage wealthier nations. The Huns raped all Asia on horseback while the Vikings invaded most of the world by sea.

The Tribal category includes:

- a. Amerindians (Eskimo, Apache, Mohican, etc.)
- b. Africans (Watusi, Zulu, Pigmy, etc.)

All Barbarians lived far from the influence of civilization, but these tribal barbarians lived in land completely unexplored by more modern men.

I. GARB

- A. blue or brown cloth
- B. tanned skins, leather and fur
- C. grasses, flowers, leaves, reeds, wood, or blueberry body paint
- D. decorative human and animal body parts

II. ARMOUR AND SHIELD

- A. armour (2 point maximum)
 1. Nomadic - leather or studded preferred
 2. Amerindian tribesman - wood splint or bamboo
- B. shield
 1. Nomadic - medium, or small round
 2. African tribesman - large oval
- C. helm
 1. Nomad - optional, small
 2. Tribesman - headdress only



* Note: Barbarians in armour or with shields cannot have berzerkänger.

III. WEAPONS

- A. Nomads - any knife, sword, axe, hammer or mace (including hinge-type maces)
- B. Tribesmen - knife, club, throwing axe, hatchet, javelin, spear, short bow and arrows/blowgun and darts

* Note: Arrows may be flamed and darts poisoned once per life. Berzerkers will not use ranged weapons.

** Special: any barbarian may throw large rocks [one foot (1') minimum diameter] repeatedly at any level provided they are approved by the Smith's Guild.

IV. LIVES PER LEVEL

1-12 weeks = 3 lives	Barbarian
13-24 weeks = 4 lives	Master Barbarian
25-36 weeks = 5 lives	Clan Master
37+ weeks = 6 lives	Barbarian Chieftan

V. SPECIAL

A. Magic

1. Barbarians will not use magic or enchanted weapons or relics except those pertaining to them
2. Barbarians cannot be subdued or held, i.e. iceballs, stun arrows, yield, hold person, honor duel, etc.

B. Missile Weapons

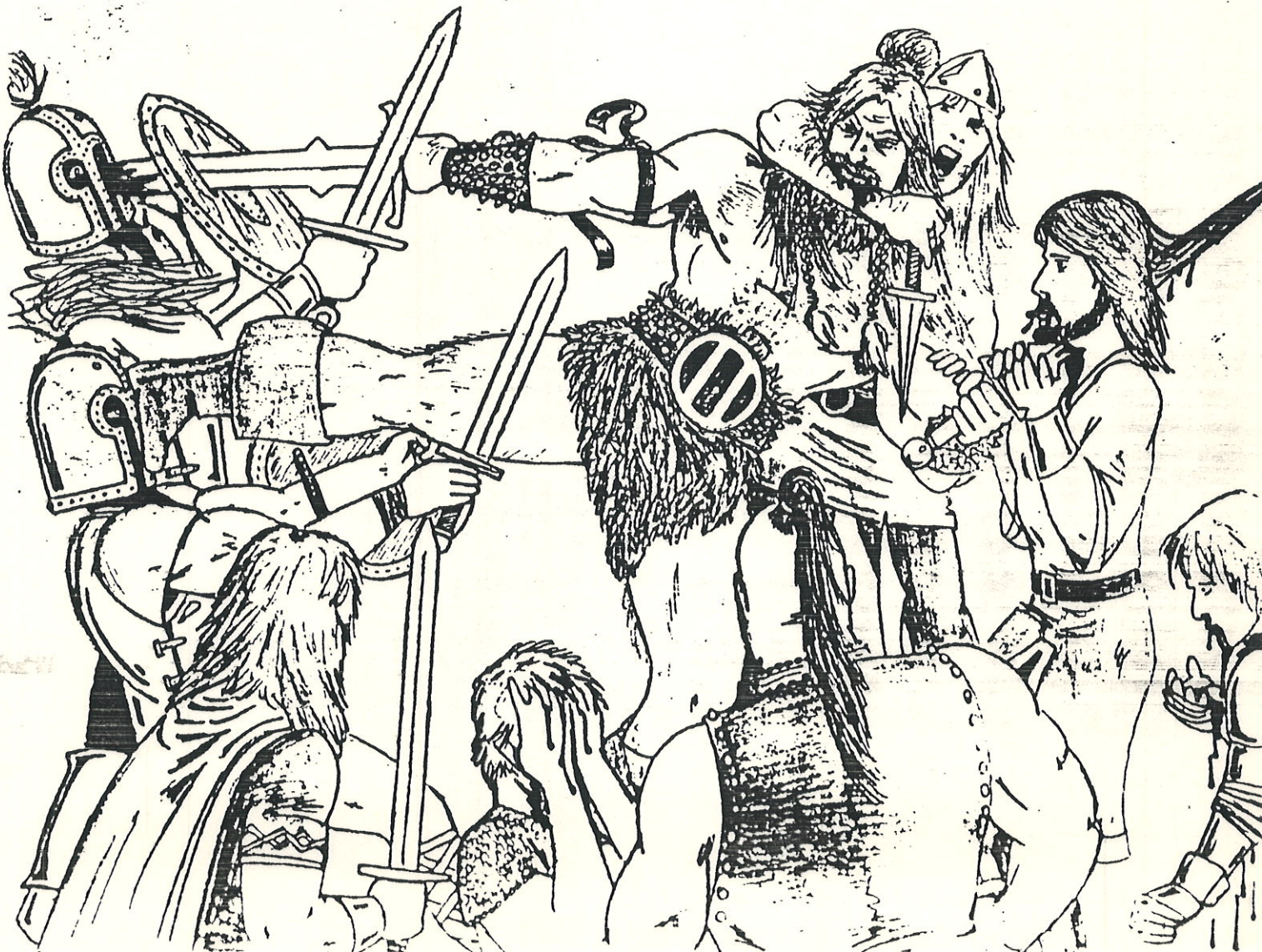
1. Barbarians may use 1 throwing weapon per life. Dagger or axe only for Nomads, Tribesmen may also use javelins
2. only tribal Barbarians may use bows or blowguns, darts may be poisoned and arrows flamed once per life

C. Healing

1. Barbarians can heal themselves once per life. They cannot heal others.
2. a pouch of special herbs (preferably legal) should be carried and eaten for a 100 count to heal one's self.

D. Berzerk

1. Barbarians berzerk on their last life. They must wear a red arm or head band to indicate Berzerk-ganger.
2. effects of Berzerk
 - a. heightened bravery: will attack all but insurmountable odds
 - b. Berzerkers are considered to be wearing 2 point armour (unless otherwise noted)
 - c. Berzerker weapons should be considered bladesharp
 - d. missile weapons cannot be used when Berzerk



BARD:

Garb: Brightly colored tunic. White, yellow or orange is preferred. A musical instrument must be carried to receive credit.
Weapons: Single handed swords, pike, and a dagger.
Armour: No armour. May use a shield.
Spells: The Bards have spell-like abilities (See the Bard sheet)
A more detailed explanation of bards is to be found in the Amtgard book on magic.

HEALER:

Garb: A red tunic or a visible red sash. Holy symbols and devices are encouraged.
Weapons: Any; healers may use edged weapons although this reduces the amount of useable spell points that they have.
Armour: No armour may be worn but a shield may be used.
Spells: They may use spells to heal and may use some offensive spells. More detailed info can be found in the magic book.

MAGIC USER:

Garb: A yellow belt or sash must be worn. Long robe, hoods and magical devices are encouraged.
Weapons: May use approved weapons if they give up some spell ability.
Armour: None.
Spells: They have a wide variety of spells. See the magic book.

A brief explanation of magical spells and their effects:

Bladesharp: Causes a weapon to do extra damage. Take the wielder's word for the effects.
Heat Weapon: Causes your weapon to become too hot to hold for five minutes.
Honor Duel: Protects two combatants from interference for the duration of their fight.
Iceball: If hit by blue ball, you must "freeze" for 300 count, but can't be attacked.
Light: Known in latter days as a flashlight.
Lightning Bolt: If hit by yellow ball, you are dead. Dead dead dead. Dead.
Magic Dust: Useful in several magic spells.
Stun Arrow: Allows an arrow to be used to stun without killing.
Talk to the Dead: Allows user to ask one question of corpse which must be answered truthfully.
Wounding: Allows user to inflict wound causing loss of specific limb.
Circle of Protection: Creates an impenetrable circle around Magic-user.
Enchant Shield: Shield may not be destroyed.
Fireball: If hit by red ball you are dead. Dead dead. Even if it bounces first. Dead.
Force Wall: Creates an impenetrable wall 10' x 10'.
Hold Person: You must stop and keep feet still for 100 count. May be killed & defend self.
Mend: Repairs destroyed weapons, shields, or other equipment.
Messenger: May take message to anyone without being harmed.
Mutual Destruction: Allows user to take anyone with him to their mutual deaths.
Protection from Flame: Protects against lightning bolts, fireballs, flamearrows, etc.
Touch of Death: Allows user to kill with a touch.
Yield: You must surrender to the user.
Ambidexterity: Allows user to use either hand in casting spells.
Antimagic: No magic or enchanted items will work withing 50' radius.
Curse by Name: You are dead. Yes, dead. Sorry.
Dispel Magic: Will dispel enchantments on people or objects.
Doomsday: Allows (with suitable effort) user to kill all enemies in sight.
Enchant Weapon: Limb hits count as death.
Extension: Doubles range on single spell.
Projectile Protection: Protects against arrows, and any other projectiles.
Protection: Counts one point for one point of armor.
Protection from Magic: Protects user against magical attacks. Enchanted weapons hit normal.
Pyrotechniques: Will destroy object.
Zombie: Makes a corpse "live" again.

MONK

Garb: Grey sash or belt. Masters must wear a black sash or belt.

Weapons: A quarterstaff, polearm, short sword, and a dagger.

Armour: None.

Special: May block arrows with weapons without penalty.

Healing: May heal themselves once per life.

Immunities: Immune to the spell of Wounding and the Touch of Death.

Master Bonus: 1) Use throwing weapons.

2) Immune to Poison.

3) Transfer one of their lives to another (1/game).

a. there may be up to one monk per 10 people.

b. the monk spell of self-healing:

"By the power of the kundalini,
by that which is called chi and ki,
as the spring bubbles forth,
as we feel life's worth,
sight, smell, sound, taste, and feel,
our body becomes whole and heals,
by the grace of the power of the whole,
in its name and word."



monks with 25-36 weeks of experience gain the following-

a. immunity to spells of charming, control, etc.

b. the "Vibrating palm", useable once per life:

A: the monk must raise his unarmed hand to shoulder height and state the following:

"By the power of the kundalini,
by that which is known as ki and chi,
I name you, (name of victim).
I draw upon your life source,
with this touch your life is mine.

E: Once this power is initiated it is in effect until either the monk or his victim is killed. Should the monk touch his hand to an unarmored portion of his named victim's body, then the victim dies and the monk gains one extra life.

c. garb at this level is a black sash and a headband

monks with 37-48 weeks of experience gain the following-

a. sanctuary- by chanting "sanctuary", the monk may wander unhindered where he will and no one within 20 feet may strike him. Sanctuary is negated in the following instances-

1. the monk stops his chant
2. the monk approaches within 20 feet of a home base or flag
3. the monk has a weapon in hand

b. turn undead- by stating this out loud, the monk may prohibit an undead creature (zombie, ghost, etc.) from attacking him for a count of 1,000. This may be done twice per life but never more than once on the same particular undead individual.

c. reincarnate- the monk may reincarnate one being into a monster once per battlegame. The reincarnated being will only have one life. The monster can be any bipedal creature. Proper garb and weapons must be used by the monster. Note that all monsters must be approved by the Guildmaster of Monsters.

d. garb at this level consists of a cape or cloak and prayer beads

PHOENIX:

Experience: Must have played a knight for at least twelve weeks to enter first level.
Garb: Must have a white phoenix device prominently displayed on the front of their outermost garb.
Weapons: Any non-throwing or non-projectile weapon.
Armor: Any.
Shield: Any.
Immunities: Immune to any offensive magic from Magic Users except Lightning Bolts, Iceball, and the Sphere of Annihilation.
Special: Level 1 - May extend their immunities to one person as long as they are in physical contact.

SCOUT:

Garb: Green tunic or visible green sash.
Weapons: May use either a short bow or a long sword. They may use any short weapon (under 3 ft total length), a spear or javelin.
Armour: Maximum of 3 point armour may be worn.
Healing: May heal one person per life (may heal themselves once in a battlegame from one of those healings).
Master Bonus: May use 1 Talk to the Dead per battlegame and heal 2 people per life.
to heal themselves or others, scouts must use the spell of healing:
"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."

scouts can additional abilities at the following rate:

25-36 weeks (ranger) - hinged weapons use, cure poison of self, obtain information from subdued person

37-48 weeks (master ranger) - tracking, entangle spell (2/battle), may carry two enchantments or self (once/battle)

Entangle (2/Battle): Range is 20 ft, scout must repeat 2 times "May mother nature bind thee", the victim must cut at each leg 10 times before he/she is free.
This is not a magical effect. The scout is assumed to have maneuvered his victim into an area of uncertain footing.

Tracking: the scout may ask one question only about a specific game effect (who passed by the area, where an object is hidden, etc.). The question must be in a "yes or no" format and the person questioned must answer truthfully. Every person present may be asked one question although live combatants (unless subdued) may not be queried. Dead people, reeves, and mundanes may be questioned.

Sense of direction- scouts have an innate sense of direction and may never be made "lost".

WARRIOR:

Weapons: May use any melee weapons but may not use a bow or any projectile weapons (i.e. "hand thrown").

Armour: A warrior may use any armour and shield.

Special: Will normally be given an extra life above the other classes.

Master: Will be given two extra lives

Abilities by level:

0-12 weeks	1 extra life
13-24 weeks	2 extra lives
25-36 weeks	2 extra lives, 1 sharpen/battle
37-48 weeks	2 extra lives, 1 sharpen/battle, 1 repair/battle
49-60 weeks	2 extra lives, 3 sharpen/battle, 1 repair/battle
61-72 weeks	2 extra lives, 3 sharpen/battle, 3 repair/battle
73-84 weeks	2 extra lives, 1 sharpen/life, 3 repair/battle
85-96 weeks	2 extra lives, 1 sharpen/life, 3 repair/battle, 1 harden shield/battle
97... weeks	2 extra lives, 1 sharpen/life, 3 repair/battle, 1 harden shield/battle, may use bow as a 1st level scout

Note: all warrior abilities are non-magical in nature, although they must be utilized in the same manner as the magic user spells. All abilities besides extra lives and bow must be done with a scout present, and the warrior must wear a blue ribbon with the name of the ability on it. Warrior abilities are only useable on self.

sharpen- a nonmagic bladessharp, or bludgeon (doesn't work against magic)
repair- each repair will fix a weapon, a shield, or one point of armour
Harden shield- makes a shield impervious to all physical effects

NOTES:

- 1) Any person who wishes to fight must be at least 14 years of age.
- 2) A person may become a Master in a class after having fought at least 12 battlegames as an apprentice of that class and having met the qualifications demanded of them by their guild master. To advance you must petition your guild master, he will review your performance with the Monarch and the Minister. In cases of indecision it will be brought to the attention of an Allthing.
- 3) People must actually participate in a class to receive credit.

NON-FIGHTING TYPES

If you do not want to fight but wish to participate in a battlegame there are a few classes that do so:

REEVE:

Garb: A gold tunic, headband or sash.

The reeve is a referee for the battlegame. He/she should be impartial and fair. The reeve has the last say in any decision in a battlegame. The reeves do not fight and should not be hit or touched in an offensive manner. Biased, unfair, or incompetent reeves shall be dealt with by the Guild Master of Reeves.

PAGE:

Garb: Master's device is optional.

A page is a non-fighting servant.

NO ARMOUR:

Head: Out of bounds. Will not count as a hit and is discouraged.

Arm: A hit to the arm will result in the loss of that limb. Anything held by that arm must be dropped before it can be used again. A lost arm could be kept behind your back. A second hit to the arm will result in death (We are going on the theory that the arm is no longer there). Hand shots will count as a hit to the arm unless you are holding a weapon in that hand (Most weapons normally had hand protectors on them).

Leg: A hit to a leg results in the loss of that leg. Drop to one knee. Any following hits to that leg have no effect. Crawling, dragging one's self, being carried, etc. are the only ways to move about while missing a leg. You may make a short spring onto an opponent.

Feet: Do not count as a hit.

Torso: Instant death.

Note: any 2 limb shots will result in death. Blows to the neck are illegal and will not be counted (consider them to be head shots).

ARMOUR:

Armour is rated on its ability to stop or deflect blows. The rating ranges from 1 to 7 points of protection. The same damage rules apply to armour, the big trick is to "hack" or "slash" through the armour to do the damage. All armour must look authentic and should be worn over your garb so your opponent may clearly see what it is. Armour only protects the area it covers. The damage applies only to the area that is hit (Leg, arm, etc.).

ARMOUR CONSTRUCTION

In armour nothing is free, it must look and weigh the proper amount in order to receive full points. Armour is rated by the Monarch, Minister and the Smith guild members. Mixed armour will take the lowest rating of the armour's point value. These are some general categories of armour ratings:

<u>Name:</u>	<u>Material</u>	<u>Point value</u>
Padded:	4 layers of cloth	1
Quilt:	2 layers cloth stuffed w/padding	1
Soft Leather:	1/16 inch thickness	1
Hard Leather:	1/8 inch thickness	2
Cuirboulle:	Boiled leather	+1
Studs/Rings:	Metal	+1
Scales:	Metal	+2
Chainmail, Barmail, Combined mail:		4
Doublemail, Augmented mail:		5
Brigandine, Lamented, Lamellar:		5
Ribbed Plates:		6

WEAPON TYPES

Besides a few magical weapons, Amtgard only allows weapons that might have been in existence before 1650 A.D. (No explosive or chemical ones however). All our weapons are padded replicas of the real thing. Colored tape on each weapon tells how it should be used. The meanings of the colors are:

Blue: Smashing or hacking weapons. Swords, axes, maces, clubs, etc... are blue weapons.

Green: Thrusting or stabbing. Daggers, arrows, spears, etc...

Red: This weapon may be used with one or two hands. To gain the damage bonus it must be used with both hands. It can destroy a shield with 3 solid blows. It does double damage to armour, one hit would destroy 2 point armour completely.

Yellow: Magic or enchanted weapon.

Black: Throwing weapon. Knives, shuriken, axes, etc...

White: Weapons that kill with one hit. This category includes siege weapons and poison.

What is a safe weapon? A safe weapon is one that will not leave bruises, break bones, or knock out teeth when an unarmoured person is hit with a baseball type swing. If your weapon hurts when you are hit, it is not safe. Your weapons will be thoroughly tested upon you. Markland and S.C.A. weapons will never pass our inspection.

The entire surface of a weapon must be padded except where it is held. If your weapon has a crossguard it too must be padded.

The best thing to use as the core of a weapon is PVC tubing. This is a plastic tubing that is used by plumbers. Other things that may be used but are not as good are bamboo and wooden dowels. The longer your weapon is the greater the chance it has of breaking.

Use a good, firm foam rubber to pad your weapon. Ensolite, a closed cell, waterproof foam is a good foam to use to pad the core. Foam is best cut with a razor or sharp scissors. To stick the foam together use an adhesive glue or tape.

The outer covering should be made of a durable cloth, it lasts much longer than tape and it is easier to remove if you need to repair the weapon. A cover will help protect your weapon and make it last much longer.

The chain of a morningstar or flail type weapon must be wrapped in foam with less than 1/2 inch of the rope exposed at any point.

SPECIAL WEAPONS

Some weapons have special rules that apply only to them:

Armour Piercing Arrow: This arrow is designated to penetrate armour with any bow. It has a blue cloth tied to the shaft.

Fire Arrows: Must have a red cloth tied onto the shaft. This arrow will destroy a shield if the shield is hit and the shield is not tapped upon the ground within 5 seconds of the hit. Two consecutive hits to a siege weapon will destroy it. The archer may only have one fire arrow lit at any time. The arrow will stay lit for two minutes before it must be relit.

Poison: Poison will kill the victim from any hit that occurs and would have normally just caused damage. It will not go through armour until the armour has been destroyed. May only be used on 1 weapon per person.

Siege Weapons: A hit from a siege weapon will kill a person regardless of armour or a shield. A siege weapon will destroy another with one hit. Ten hits from a blue or a red weapon will destroy a siege weapon. It requires 3 people to operate.

ARCHERY

The limit for a bow's pull is 35 pounds. No compound bows, broken or mended arrows are to be used, they can hurt someone. All wooden arrows must be taped. Arrows must be shot and can never be used as a hand weapon. An arrow destroys a limb as a sword would. An arrow to the torso is death. Bows shall only be half drawn at close range. Short bows will do 2 points of cumulative damage to armour. Long bows (Any bow that is 5 1/2 feet or more in height) and crossbows will do 4 points of damage to armour. People are not allowed to block arrows with their weapons unless they are monks. A weapon that is hit by an arrow is considered destroyed unless a reeve states otherwise. If a bow is hit by another weapon the bow is destroyed.

THROWING WEAPONS

A throwing weapon is treated like an arrow. A hit by any part of a throwing weapon counts as a hit, so all parts of the throwing weapon need to be padded. You may deflect throwing weapons with another weapon without that weapon being destroyed.

DESTROYED WEAPONS

13

Weapons that have been destroyed can be rejuvenated by the following: A Mend spell; visiting Nirvana; going to your flag or headquarters; or when you return to life after having died.

DESTROYED OR DAMAGED ARMOUR

Armour that has been destroyed or damaged can be fixed only by a Mend spell or after you have died and then returned to life.

SUBDUING AND PRISONERS

To capture a prisoner, the victim must first surrender or be rendered "unconscious". Prisoners may be knocked out by a killing blow (Torso or second limb hit) preceded by the word "subdue". The person will then be unconscious for 60 seconds and may not fight. The prisoner may be subdued up to 5 times, any more hits will result in the victim's death. Armour negates a subduing blow. Arrows and other stabbing weapons can never subdue, only kill or wound. If a subduing blow hits a limb but does not render the person unconscious the limb is considered useless for 5 minutes or to a count of 300. A prisoner's weapons must be kept within 10 ft of them and cannot be destroyed. A prisoner who consents to being tied may try to escape, one who refuses is honor bound not to try. Wizards who refuse a gag may not use magic to escape. A ransom demand may be given and if not paid the prisoner may be executed or held for the duration of the battlegame (or until freed or rescued).

SO NOW I'M DEAD

The instant you die, fall down and scream. Make it dramatic. Reeves will give you bonuses for a good death. If you witness a good death report it to Nirvana. Once you are down hold still until the battle stops or moves away. Then hold your weapons above your head and go to Nirvana. The dead are not allowed to talk to the living. When you arrive in Nirvana go to the reeve in charge and give the reeve your name. The reeve will record the time you came in and for 5 minutes you must stay there unless the reeve tells you differently. A bonus will take off 2 minutes of your time there, a penalty will add 2 onto it. You are normally allowed four lives, on the fourth death you must stay in Nirvana for the rest of the game. When returning to life, you are considered dead until you reach your fortress or headquarters.

HOLDS

Holds are used in the games to give reeves time to figure out and solve disagreements in the battles. When a hold is called the dead are allowed to leave but the living and wounded must stay where they are. NO COLLECTING OF WEAPONS, NO TACTICAL MANUEVERING, AND REMAIN QUIET SO DIRECTIONS MAY BE GIVEN AND HEARD.

If you really do get hurt (Bloody lip or stunned) yell "hold". People should not keep hitting you. If you get hurt consider yourself dead and remove yourself from the field. We have had a few people who were momentarily injured fall to the ground. Everyone thought they were dead and then they got up and started fighting again. Deliberate faking of a game death or accident is not allowed.

The only time a hold should be called by the battlegame participants is when there is a potentially dangerous situation at hand or when someone gets hurt. If there is a disagreement go find a reeve or get out of the game until you do solve the problem.

BATTLEGAME RULES

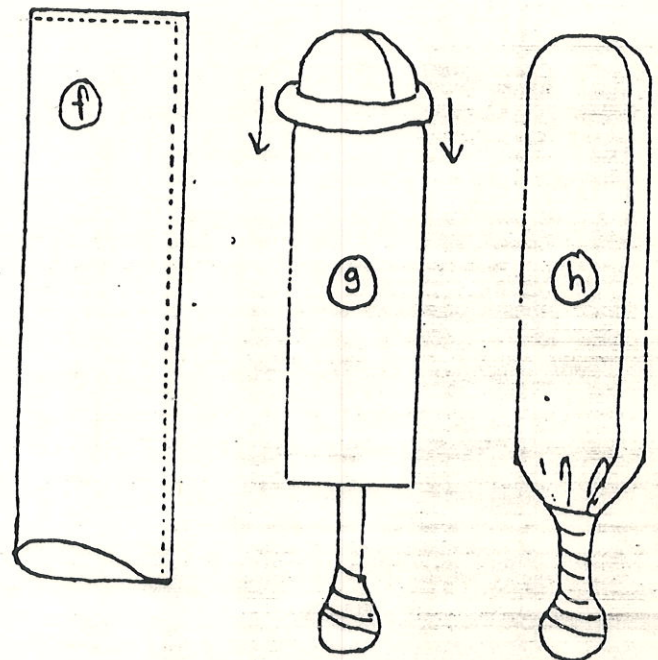
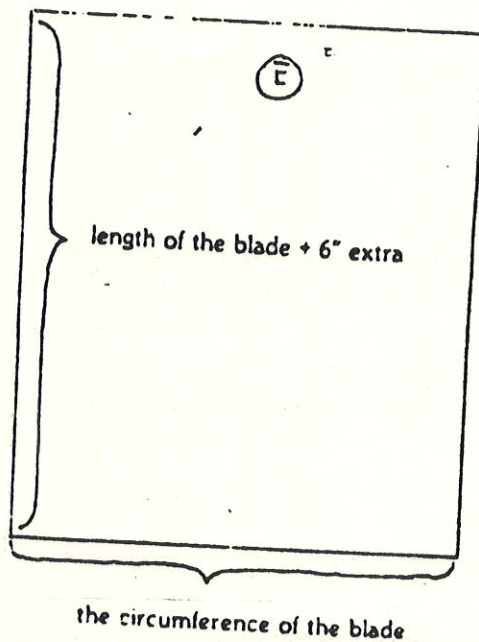
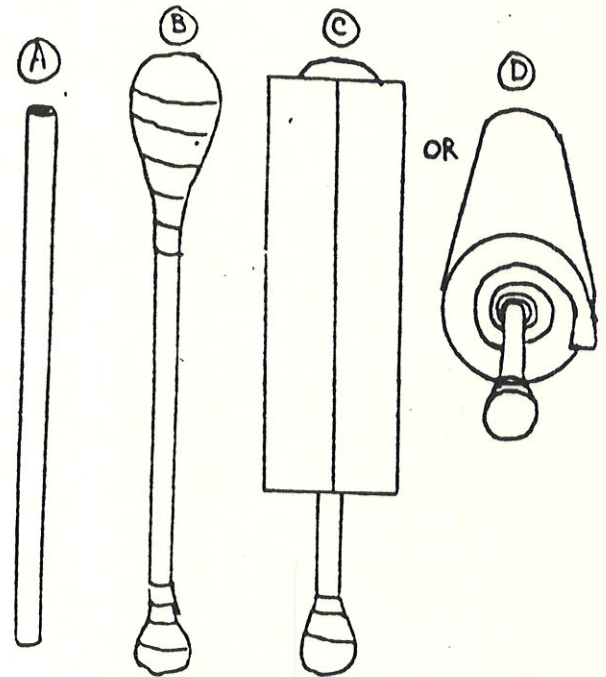
- 1) Switching classes during a battlegame is not allowed.
- 2) Weapons may not be used or stolen by anyone unless the owner has given permission to do so.
- 3) Switching sides is not allowed unless it's within the scenario.
- 4) There should only be 1 bow to every 5 people on an army.
- 5) There should only be 1 magic user to every 10 people on an army.

SWORDS

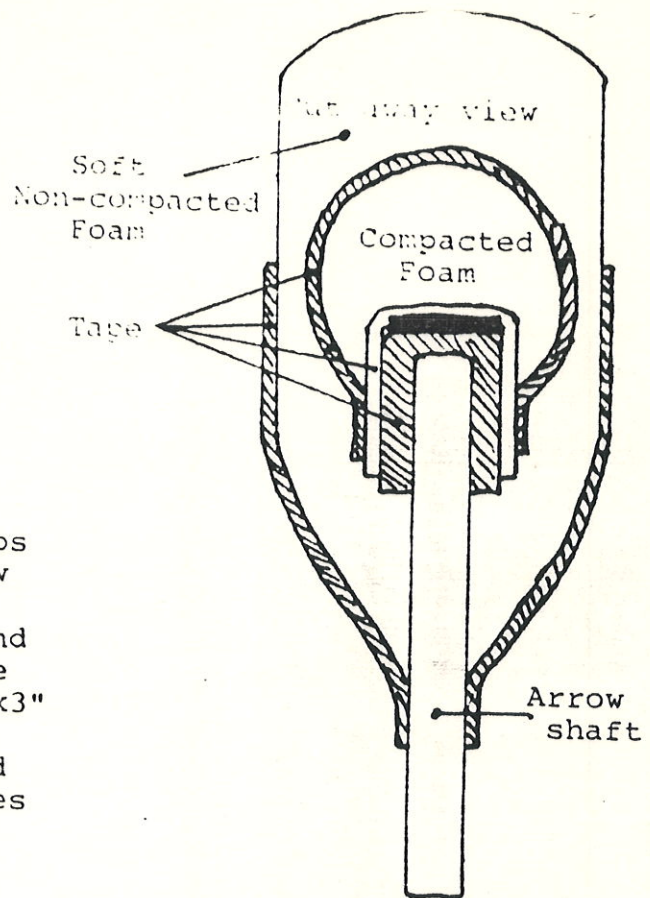
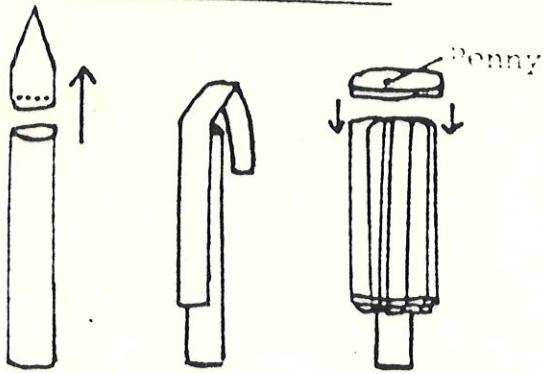
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- A. A PVC tube.
- B. Foam placed on the tip and pommel secured with tape.
- C. Sandwich the tube between two pieces of foam.
- D. Or roll it up in a sheet of foam.
- E. Choose a light durable fabric in a neutral color. Cut it to the length shown.
- F. Fold the fabric across and sew it up the sides and on the top.
- G. Roll up the fabric like a stocking and then roll it down over the sword.
- H. Secure the fabric to the hilt with tape.

Weapons must be colored to look like the real thing. Purple, red and multicolor prints will be rejected for bad taste. Use paint, duct tape or a cloth cover.

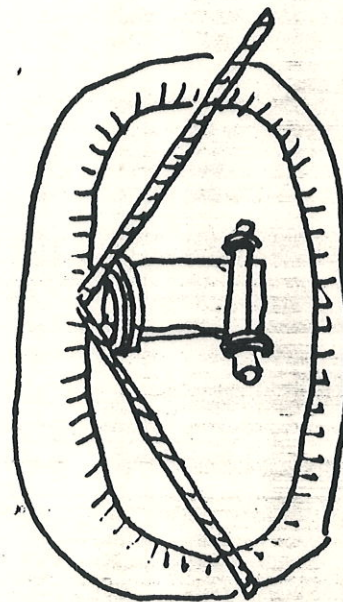
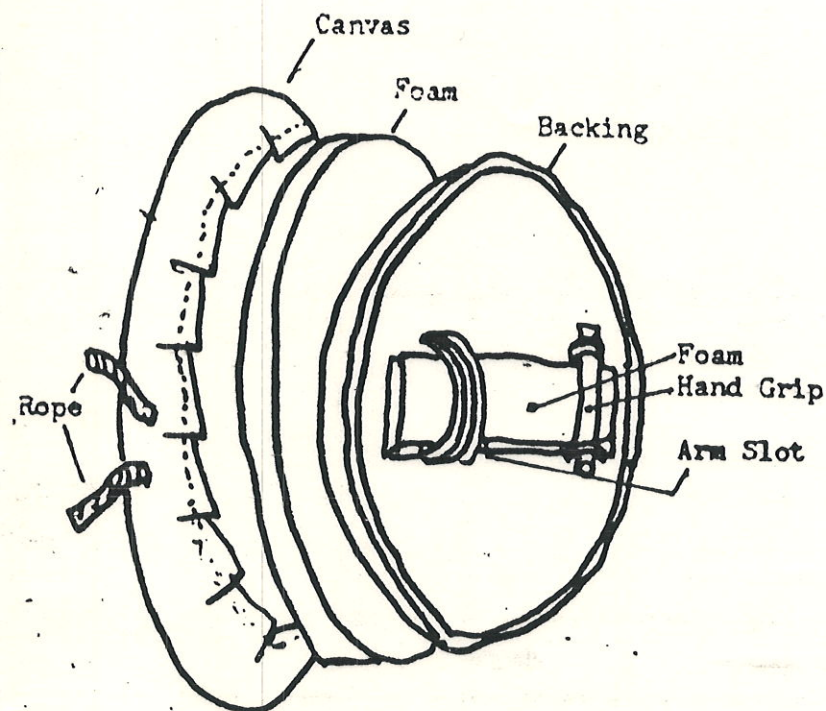


ARROW CONSTRUCTION



Pull off the metal tip. Fold strips of duct tape over the tip of the arrow shaft until it reaches the size of a penny. Place a penny atop the shaft and tape it down until it reaches the size of a nickel. Put a piece of foam, 3x3x3" on the top, compact this with tape. Finally place a piece of foam and fold it loosely over the top. Tape the sides down but not over the top. The top of the arrow must have a diameter of at least 2 1/2".

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 over three 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 shield recessed into the foam.