

Amigard

Chapter of the Burning Lands

*a Medieval-Fantasy
Society*



Anyone may join our Society, to become a member all you need do is

1) Develop a persona and personal history

2) Make a costume for that persona

3) Fill out a membership form and turn it in

All those who have attended two or more activities a month for the previous two months or have attended twenty or more events, the most recent of which must be within thirty days, are considered active members. All others are members only.

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, clothing, weapons, etc. should be historically correct.

PLEASE-Do not impersonate a famous historical figure.

Fantasy: The persona is based on a book, movie, religion myth, television show, etc. Stay with just that material as your reference, do not combine two or more sources together.

PLEASE-Do not impersonate a person from that media.

REMEMBER-Every one must be sword and sorcery related.

Classes: Each person must choose a class for thier persona. Classes are discussed under FIGHTING TYPES.

HERALDRY

A device is the insionia displayed on a flag, coat-if-arms etc. A device should be original or at least keeping with one's persona and/or company. You must register the device with the Minister before it will be recognized.

COMPANIES

People who are friends and/or of a certain persona type may wish to band together. This group is called a company. The company must choose a name, Captain, seargent and a device.

BATTLEGAMES

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

- 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, hunts, free-for-all, etc..

ROYALTY, NOBILITY, ORDERS

- I. Monarch of the realm: Every six months, a Crown Tournament shall be held to obtain the Throne of the realm. The contest shall be fair and solely dependent on the person's skills and abilities. Participants must have at least four battlenames of prior experience. The contestants must have consorts. The winner of the tournament shall become the next ruler of the realm for six months. Their consort will become the Prince or Princess Consort.

The Monarch has the following awards, honors, privileges and duties:

- A. Upon winning the tournament the new Monarch will become a Knight if not already one.
- B. During the six month reign the Monarch is not required to pay any fees or dues.
- C. Upon leaving the Throne the Monarch will receive the title of Duke or Duchess.
- D. Must maintain peace among the subjects and take proper actions against those who persist in causing disturbances.
- E. Preside over and conduct all ceremonies and functions.
- F. Maintain workshops for:
 1. Costumes
 2. Weapons (construction and use of)
 3. Personas and Heraldry
 4. Etc...
- G. Decide on policies of fighting and rules.
- H. Preserve the Flag and Crown of the realm.
- I. Decide with the aid of the Minister where the money in the treasury should be spent.
- J. Decide with the aid of the Minister where and what future events will be.
- K. Bestow the following honors and awards:
 1. Champion of the realm (if vacant)
 2. Titles of nobility and rank
 3. Knighthood
 4. Orders of the Lion
 5. Orders of the Rose
 6. Orders of the Warrior
 7. Orders of Cowardice

- II. Minister: One week before each Crown Tournament an election will be held for the position of Minister. The election will be fair and solely dependent on the participant's support. Only active members may vote or participate. The winner is whoever gets a simple majority. The Minister may not fight in the Crown Tournament but may be the consort of someone who can.

The Minister has the following honors, privileges and duties:

- A. The Minister is not required to pay any fees or dues.

Minister con't

- B. At the end of the Minister's term the Minister will become a Knight if not already one.
- C. Is responsible for the treasury, all fees and dues paid.
- D. Must keep accurate records on attendance and the Society's financial position.
- E. May appoint a Historian.
- F. Perform the coronation ceremony for the new Monarch.
- G. Print booklets, fliers and handbooks about Amtgard.
- H. Decide with the aid of the Monarch where the money in the treasury will be spent.
- I. Decide with the aid of the Monarch where and what future events shall be.
- J. May appoint people to help with the duties.
- K. Is responsible for Society owned property.
- L. Must check and approve all weapons to be used in the battlegames.

III. Duke and Duchess: Retired monarchs.

IV. Earl, Count, Baron (ess): Titles granted for various honors by the Monarch.

V. Champion of the realm: The person who places second in the Crown Tournament shall become the Champion. The Champion has the following honors, privileges and duties:

- A. Upon becoming Champion the person shall become a Knight if not already one.
- B. Shall become the Monarch if that position should become vacant.
- C. Is the Honor Guard of the Royalty.
- D. Must bear the flag of the realm.
- E. Must maintain a set of loaner weapons for new-comers to our society.

VI. Knight: Title given for excellent conduct and devotion while participating in the battlegames and activities of our Society.

VII. Dame, Master, or Mistress: Titles given for outstanding achievement in their field of endeavor.

VIII. Order of the Lion: Awarded for heroism, excellent conduct in fighting, etc. There are five degrees for fighting ability only.

IX. Order of the Rose: Awarded for devotion and outstanding achievement towards the advancement of our Society. These are counted and go towards gaining titles of nobility.

X. Order of the Warrior: Awarded for fighting ability only. There are ten consecutive levels to this order.

XI. Order of the Dragon: Awarded by the Monarch's consort for cultural achievements.

XII. Order of Cowardess: Given for cowardly deeds in battle. A person will not be allowed to become a Knight if in this order. This title may be removed by the Monarch.

CLOTHING, COLOUR, AND COSTUME RESTRICTIONS

Purple, gold and crowns are reserved for Royalty. White belts are for Knights. Other restrictions are noted in the next section.

FIGHTING TYPES

- Warrior: This participant relies solely on force of arms to win a battle. A warrior may not use spells of any sort. Any non-projectile weapons may be used by a warrior.
- Paladin: A person may become a Paladin after having fought in at least twelve or more battlegames after being 'Knighted'. A Paladin's garb is a silver tunic. The Paladin is allowed to heal three people per battlegame one may be himself. A Paladin is immune to the wizard's curse spell. A Paladin may use any sword, mourning star, mace, dagger, shield and armour.
- Archer: Only archers are allowed to use bows in the battlegames. They are restricted to any bow, one throwing weapon and a short sword. They may wear armour.
- Assasin: Assasins use stealth and trickery. They must wear a mask. They may not wear armour. They may only use a short sword or comparable weapon and any throwing weapons.
- Squire: Squires are warriors training under a Paladin, Knight or warrior with fifteen or more battlegames of experience. A squire uses thier master's weapons and wears thier device.
- Scout: The scout is allowed to heal one person per battlegame. The scout must wear a green tunic. A scout may wear scale, chainmail or leather armour. They may use a dagger, short sword, javelin or spear and a short bow.
- Healer: A healer may cast unlimited healing spells during a battlegame but may not heal themselves. A healer must wear a red tunic and may not wear armour. The healer must wear a holy symbol or device. The healer must always carry a healing scroll. They may use a mourning star, mace, quarterstaff and a shield.

FIGHTING TYPES CON'T

Master Healer: A healer becomes a master healer after completing thier 12th battlegame. The master healer may resurect one person per life. The restrictions are the same as those for healer.

Apprentice Wizard: This is a beginning magician. The A.W. may not wear armour. Garb is a long robe with a yellow belt. They may use any apprentice spells, javelin, dagger or quarterstaff.

Master Wizard: After completing 12 battlegames the A.W. becomes a master wizard. The master wizard may use apprentice and master spells. The restrictions are the same for a master wizard as the A.W.

NONFIGHTING TYPES

Reeve: A reeve is a referee. They should be impartial and fair. Reeves should wear gold tunics and headbands. Reeves don not fight and should not be hit or touched in an offensive manner. The reeve has the last say in any descension in a battlegame.

Standard bearer: The standard bearer has the job of carrying the flag of thier company. Since they do not fight they should not be hit.

Page: A page is a non-fighting servant. They must wear thier master's device and may assist thier master in any non-combat way.

Observer: Anyone is welcome to come and watch Amtgard events. They do not have to wear garb but it would be very much appreciated if they did.

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 games and thier rules. After all, think how confusing baseball would appear if its rules were written out.

DAMAGE TO YOU

No Armour: Head-Out of bounds.
Hands and Feet-No damage but no blocking with them will be allowed.
Arms-A hit on the arm results in the loss of that limb. Anything held by that arm must be dropped before it can be used again. A lost arm should be put behind your back or held stiffly against the body. A second hit to the same arm results in death. (we are going on the theory that the arm is no longer there)

DAMAGE CON'T

Legs-A hit results in the loss of that leg. Drop to one knee. Any consecutive hits to that leg have no effect. Crawling, dragging yourself, being carried, rolling, and making a short spring onto an opponent are the only ways to move with a leg missing.

Torso-Death. The shoulders are a torso shot.

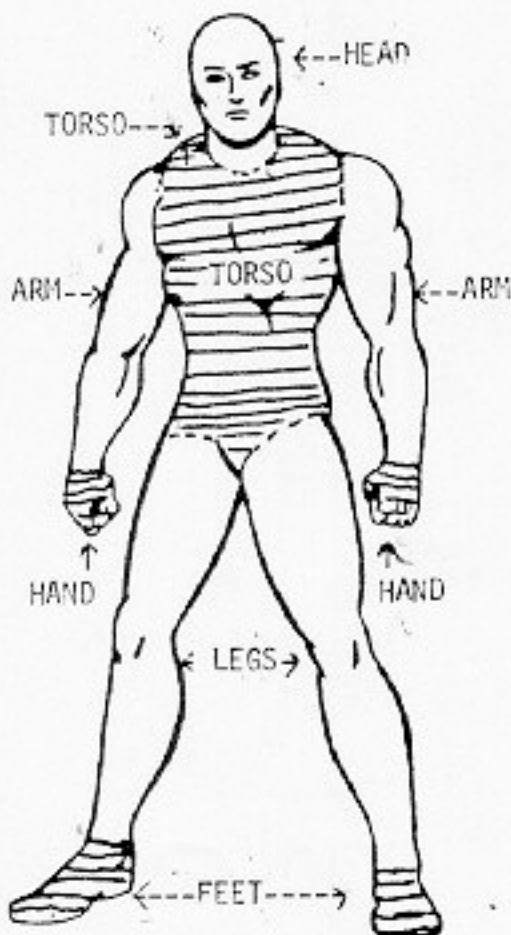
Death: Any two limb hits count as death.

Armour: The same damage rules apply to armour. The big trick is to "cut" or "smash" through the armour to do the damage. All armour must look authentic and be worn over garb so your opponent can clearly see what it is. Armour only protects the area it is over.

Leather/studded leather: The minimum thickness is 1/8th of an inch. This armour is destroyed on the second blow.

Ring/Chain Mail: 18 gauge steel. Some heavy protection must be worn underneath. Mail is destroyed on the third blow.

Plate/Band/Scale: 16 gauge steel is the minimum thickness. The fourth blow of a weapon will destroy it. This is the only armour that will stop throwing weapons and arrows.



Those who keep striking the dead will be penalized. In the field tournaments, the dead have the option of either lying where they died or running off the lists with their weapons held over their heads and then watching from the sidelines.

If you really do get hurt (bloody lip or stunned), yell "hold". People should not 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 and then they get up and start fighting again. If you get hurt consider yourself dead and remove yourself from the fight. Deliberate faking of an accident or game death is not allowed.

When all the living are gone and only the dead and wounded are left the dead may get up and go to Limbo or nirvana. Go directly to Limbo, you may not talk to the living. During a "HOLD" the dead may also leave but the wounded and the living may not move. NO COLLECTING OF WEAPONS, NO TACTICAL MANUEVERING, AND REMAIN QUIET SO DIRECTIONS MAY BE GIVEN AND HEARD.

When you arrive at Limbo go to the reeve who is in charge. Give them your battlename. The reeve will record the time and for five minutes you will have to stay there. A bonus takes two minutes off your stay in Limbo and a penalty adds two on to it. The living may not enter Limbo except to report bonuses and violations. You are normally allowed four deaths, on the fourth death you must stay in Limbo for the rest of the game. Most people leave there food and water in Limbo. When the reeve tells you your time is up you may leave Limbo. You are considered dead until you are out of sight of Limbo or when you lower your weapons from above your head. You must however be on your army's side of the battle area. You are brought back to life after every melee in a tournament.

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 the Limbo reeve. Once you are down, hold still until the battle stops or moves away. Then hold your weapons above your head and go to limbo. The dead are not allowed to talk to the living.

PRISONERS AND RANSOM

To capture a prisoner, the person must be rendered unconscious. Prisoners may be taken by a killing blow (torso or second limb hit) preceded by the word "subdue". The prisoner must accompany the attacker. The prisoner will be unconscious for sixty seconds, during which he may be subdued again and must restart the count. Five subdual blows result in death. Armour negates a subdual blow. Arrows and throwing weapons and other stabbing weapons can never subdue. If subdual blow hits a limb but does not render the person unconscious the limb cannot be used for five minutes. A prisoner's weapons must be kept with ten feet of them and the weapons may not be destroyed. A prisoner who consents to being tied up may escape, one who refuses is honor bound not to try. Wizards who refuse to be gagged may not use magic to escape. Tying ropes and gags must be approved by the Minister. A ransom demand may be made to the other army. If the ransom is not paid the prisoner may be executed or held for the length of the game, unless freed or rescued.

MAGIC RELICS

- Zeus Dagger: Yellow in colour, this knife does the same damage as a red weapon.
- Wand of Invulnerability: This wand is yellow in color and will stop the first four hits on you per life.
- Ogre Gloves: These yellow gloves act the same as a shield, stopping hits from weapons and arrows if successfully blocked by your hands. These gloves are destroyed in the same manner as normal shields.
- Horn of Resurrection: This horn may only be blown once during each of the armies' captains lives. All dead within 30 feet of the captain when the horn is blown are brought back to life negating the last death.

WEAPON TYPES

Besides a few magical weapons, which have been discussed, Amtgard only allows for weapons in existence on Earth before 1650 A.D., except for explosive or chemical weapons. All our weapons are padded replicas of the real thing. Colored tape on each weapon tells how the weapon should be used. These are the colors meanings:

- Blue: Smashing or hacking. Swords, axes, maces, clubs etc... are blue weapons.
- Green: Thrusting or stabbing. Daggers, arrows, spears, etc... are green weapons.
- Red: This weapon must be used two handed. If an arm is lost the weapon must be dropped. A red weapon will destroy a shield in three solid blows. On the third blow the shield must be dropped.
- Yellow: Magic or enchanted weapon. Unless it is a relic a spell must be cast on it to be used magically. Otherwise it does normal damage (see RELICS & MAGIC SPELLS).
- Black: Throwing weapons. Knives, axes, etc...
- White: Siege weapons. Catapults or battering rams. A white weapon requires three people to move or operate it. A white weapon can be destroyed by magic or ten hits of a red weapon. A hit by a white weapon is death, regardless of armour.

ARCHERY AND THROWING WEAPONS

The limit for a bow's pull is 35 lbs. No compound bows, broken or mended arrows are to be used, they can hurt someone. All wooden arrows must be wrapped in tape.

Arrows must always be shot, they cannot be used as a hand weapon. Shields, plate, band, scale armour stop arrows. Cloth sheets or nets cannot be hung up to stop projectiles.

An arrow to any limb destroys the limb as a sword would. An arrow to the torso is death. Bows can only be half drawn at close range. People are not allowed to snatch arrows out of the air or block them with their weapons. If an arrow hits your weapon that weapon is considered destroyed and may not be used until your next life. Glancing arrows do not count. If the arrow continues past you in its same path of flight that was a glance. Sometimes an arrow will hit the body at an angle and deflect off of it, that is not a glance for a real arrow would have stuck in. Bouncing or ricocheting arrows do not count.

If a bow is hit by a weapon it is destroyed. A bow may be used to turn aside thrusts and not be destroyed. PLEASE do not try and break someones bow if possible for they will need that weapon to fight with.

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.

WEAPONS CONSTRUCTION

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 tested on you. Markland and SCA style weapons will never pass our inspection.

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

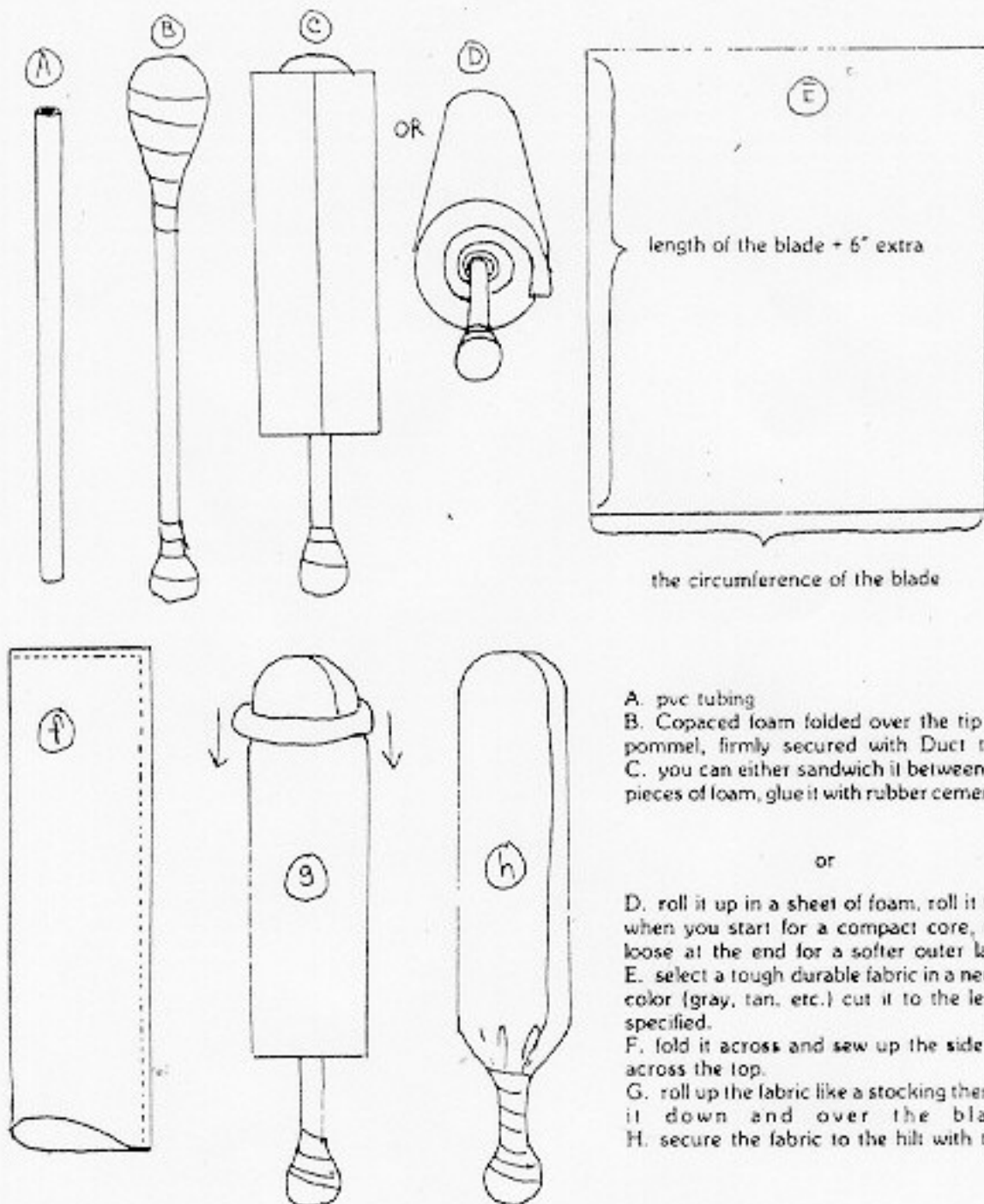
The best thing to use as the core of the weapon is PVC tubing. This is a plastic tubing that is used by plumbers. Other things that may be used but are not as safe are bamboo and wood dowels. The longer your weapon is there is a greater chance of it breaking.

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

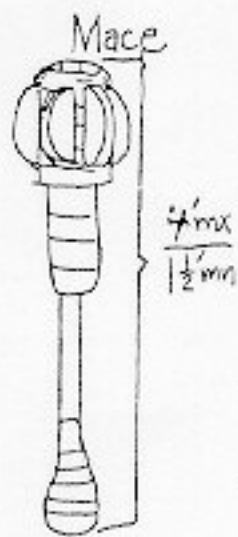
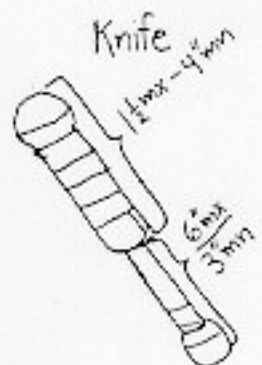
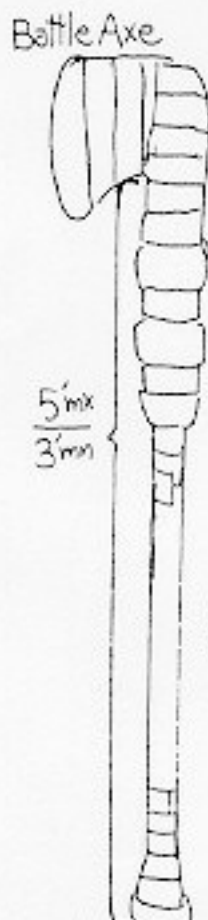
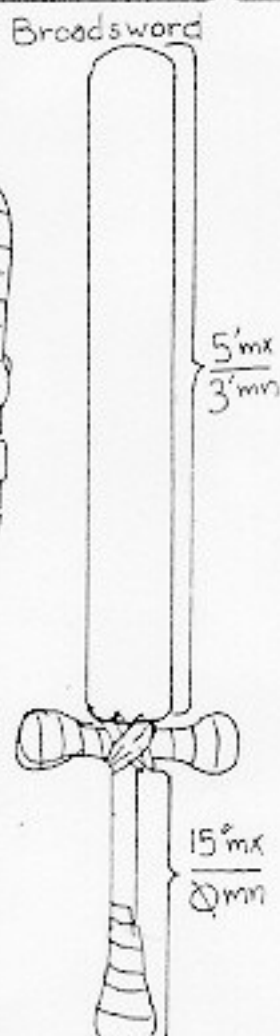
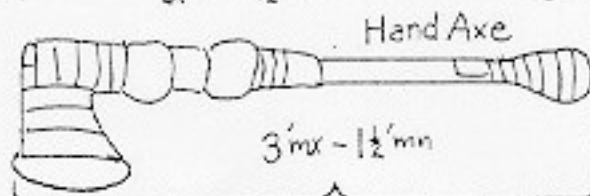
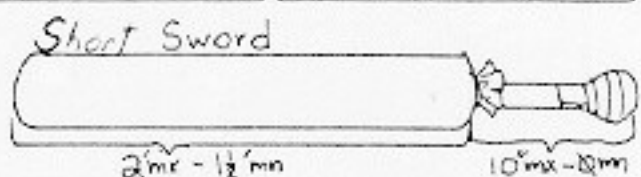
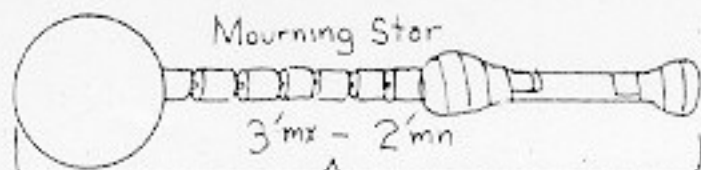
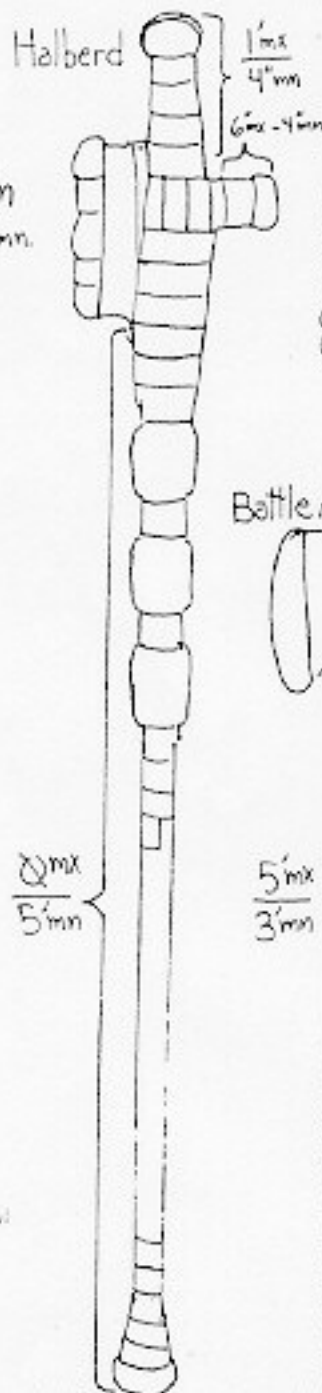
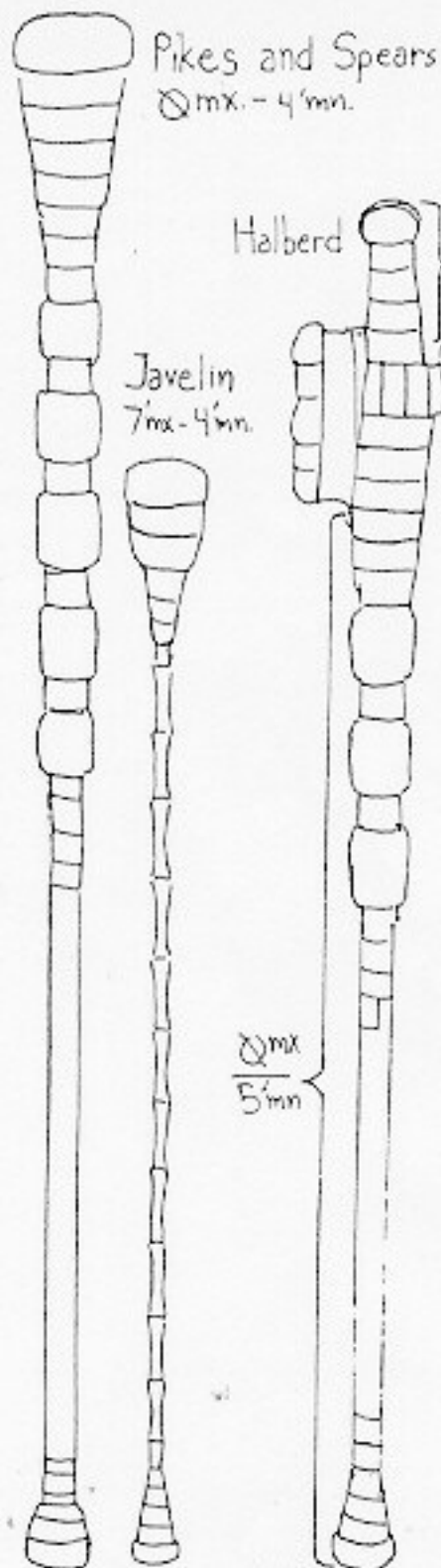
The outer covering should be made of a durable cloth. A cloth covering will help protect your weapon and make last much longer.

A nurf soccer ball is good for making morning stars out of. The chain of the morning star must be wrapped in foam with less than 1/2 inch of the rope exposed at any point.

All blue and red weapons must weigh a minimum of one ounce for every inch the weapon is long. Weights do not apply to green, black, white, or yellow weapons. There is no minimum weight for morning stars, javelins etc...



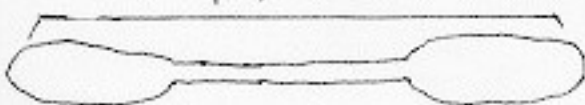
Weapons must be colored to look like the real thing. Clubs and quarterstaves must be brown. Sword, axe, and spear blades and the like should be metal colored- black, grey, blue, silver, white. Purple, red, or multi-colored prints will be rejected for bad taste. Use paint, duct tape (it comes in various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



WEAPON SIZE LIMITATIONS

quarterstaff

4' - 7'



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.

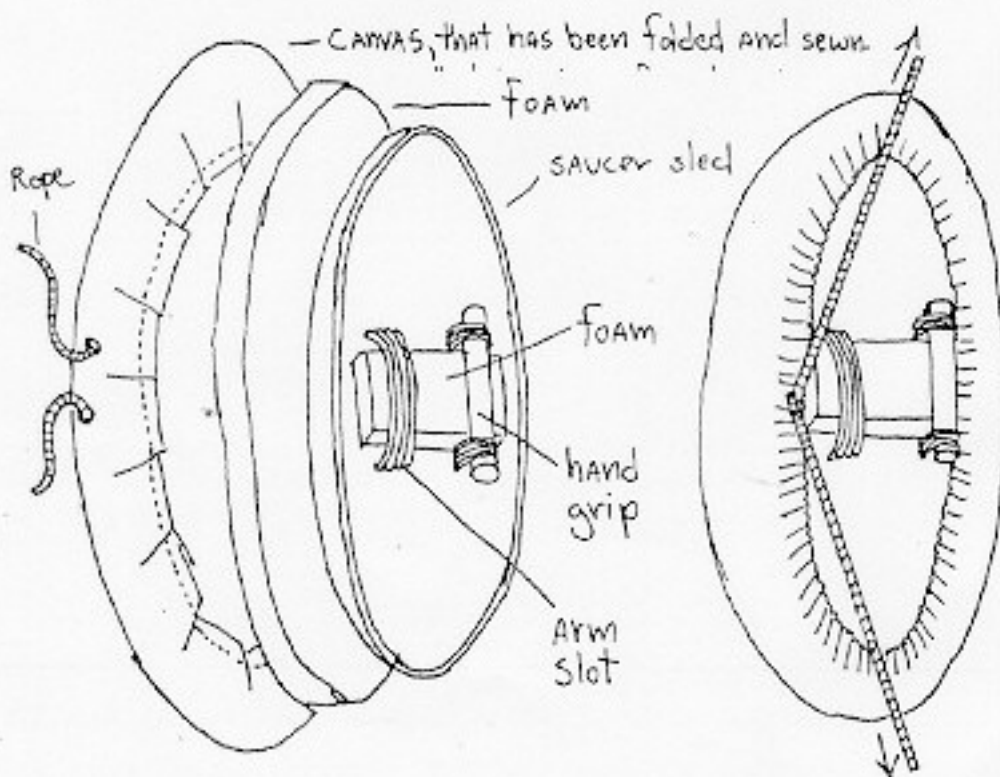
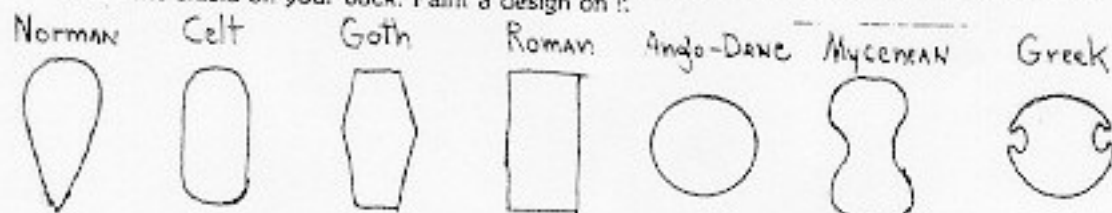
Any shield that is not a circle cannot be wider than 2 feet.

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 $\frac{3}{4}$ " plywood at the minimum.

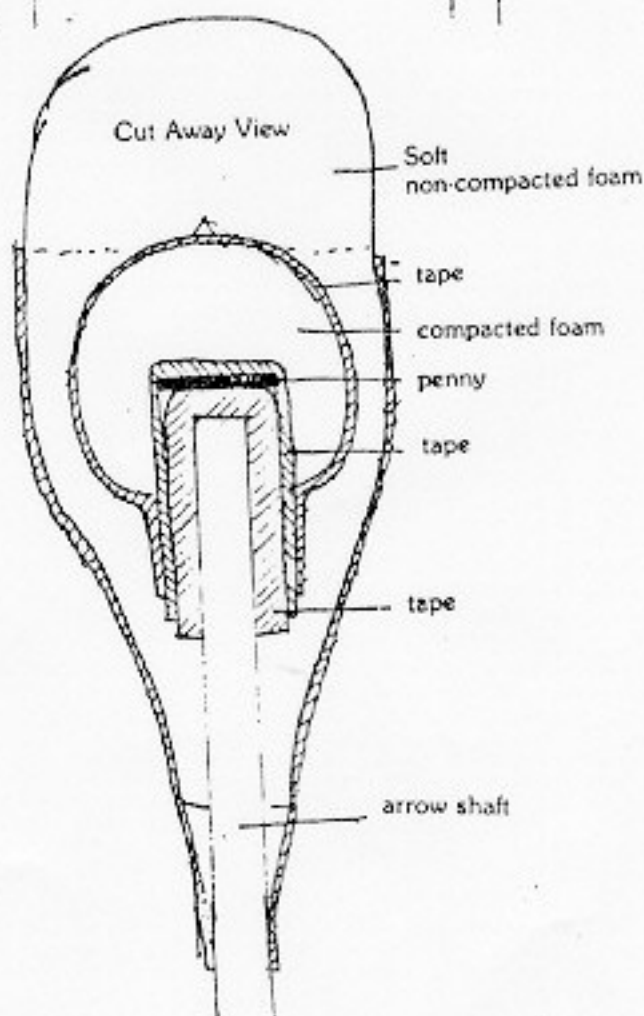
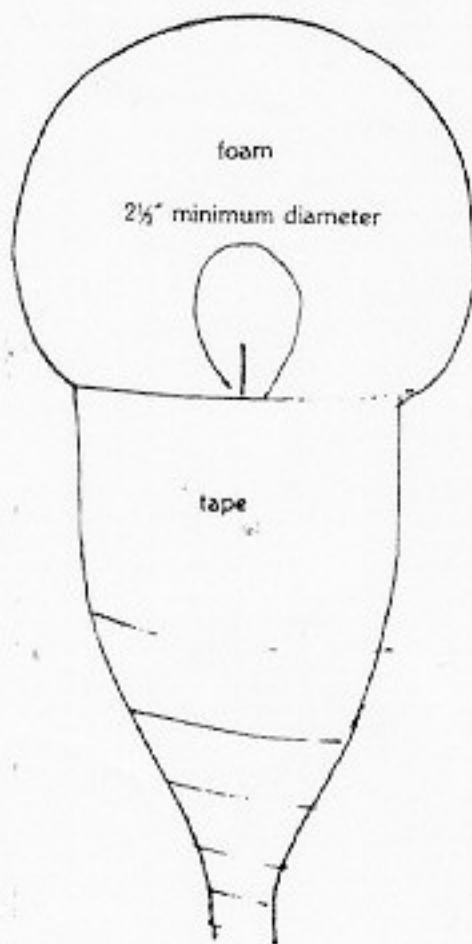
A light, durable shield can be made from a saucer sled. Punch holes in it and string some rope through, to form an arm slot and hand grip. Put some foam on to pad your arm. Cut out a piece of foam (from a sheet of foam) that is five inches wider, all around, than the sled, so you can fold the foam over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

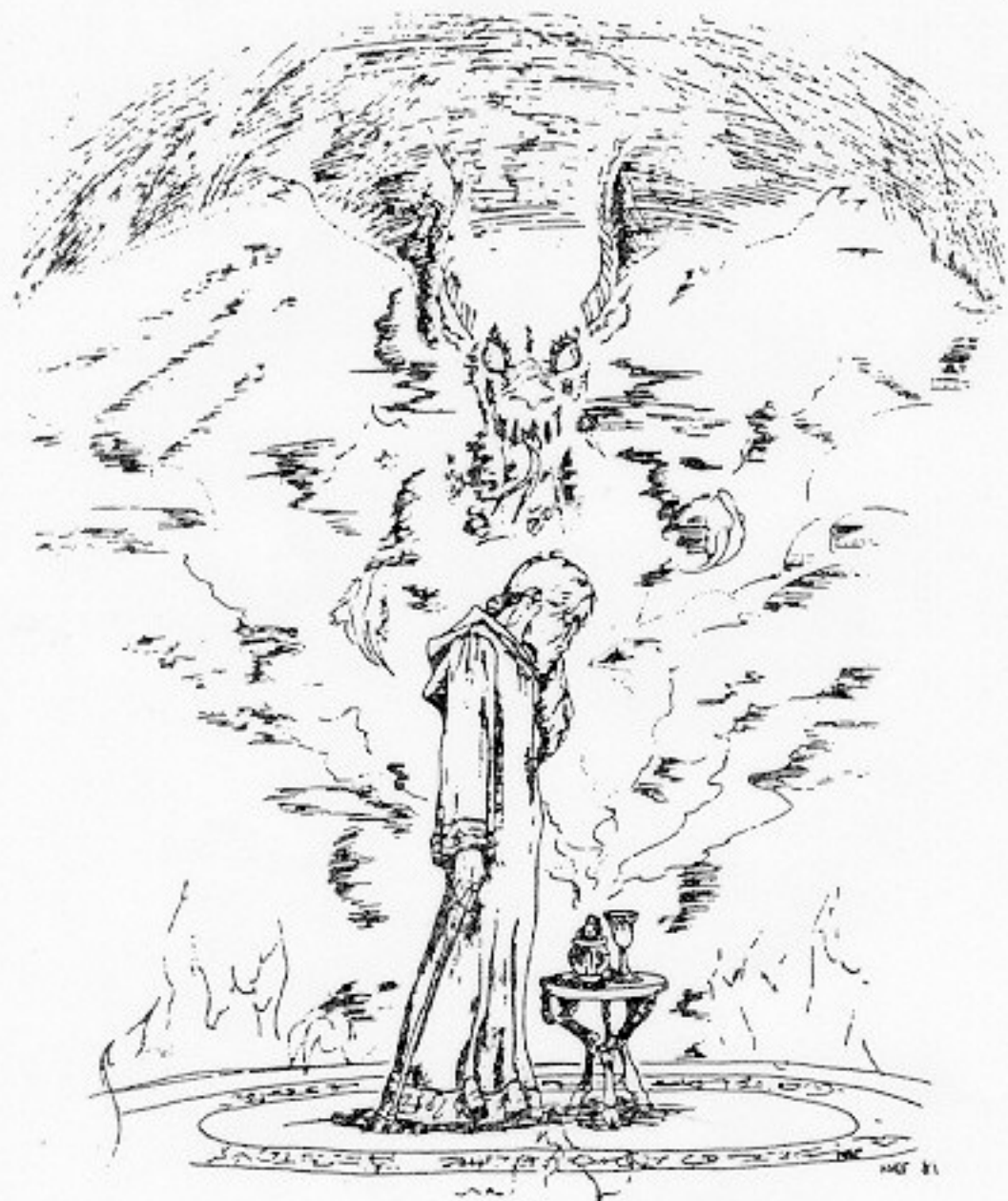


Arrows

First the metal tip is pulled off the arrow. Then strips of duct tape 4" long and $\frac{1}{8}$ " 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 nickle. 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.



Magic Spells



"Oh, Lord, I forgot the counterspell!"

MAGIC

The first thing a wizard must do is to make a spellbook. Use parchment or parchment-style paper. Bind it with leather cords or the like. The covers must be of wood or leather. Put your persona name on it. You are the only person that may use this spellbook.

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

APPRENTICE SPELLS

- Lightening Bolts:** **Materials:** Padded lightening bolt
To activate: Hold the bolt in your left hand and repeat five times "Lightening Bolt". After completing the chant you may throw the bolts at other people or siege weapons.
Damage: A lightening bolt destroys anything it hits. Bouncing or ricocheting bolts do not count.
Limits: Three bolts may be enchanted together but must all be thrown on the same instant, no throwing them one at a time. The bolts must be re-enchanted to use again.
- Magic Javelin:** **Materials:** A javelin
 Yellow strip of cloth
 bag of flour
To activate: Hold the javelin in your left hand and repeat ten times "Mercury, oh Bless This Javelin". Tie the strip onto the shaft and sprinkle with the flour, then turn once clockwise.
Damage: The damage is the same as a lightening bolt.
Limits: None.
- Talk to the Dead:** **Materials:** One dead participant
To activate: Touch the person's forehead and say ten times "Speak to me (person's battle-name)". You must touch them with your left hand.
Effect: The dead must answer one question truthfully.
Limits: This spell may be used only once per life.
- Spell of Wounding:** **Materials:** One unwounded attacker
To activate: When the person is within twenty feet say two times "From My Heart I Strike Off Your (left or right arm or leg)"
Effect: The victim must treat the cursed limb as a sword hit.

MASTER SPELLS CON'T

cast spells at other people while in the circle. You may not hold an objective of a battlegame within the circle (flag, person, etc...).

Doomsday Spell: Materials: None.
To activate: Stand with both arms outstretched and repeat a 1000 times "doomsday".
Effect: All opponents in sight are dead, except for master wizards within a circle of protection.
Limits: This spell may only be used once each battlegame by each wizard.

NOTES

Except for the apprentice spell of Wounding, a wizard must stand still holding, carrying or reading from thier spell book. If any spell is interrupted the spell must be done over again to have any effect. If a spell is completed but did not do anything the spell is still considered used.

HEALING

The following spells can only be used by healers, scouts and Paladins. A scroll must be made and the spell written on it if the spell is to be used. The person must carry it at all times and the spell must be read from it. The healer and the wounded are open to attack during this time. If the spell is interrupted, it must be begun again to work.

Healing Spell

The following spell will heal any wound:

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.

Ressurrection Spell

This spell may only be used by a master healer. This spell is the same as the healing spell except the last line reads:

By the Power of the Gods ressurect thou.

The person recieving the spell is once again alive negating thier last death. The person must be where they last died to have the spell work.

ROYAL COURTS

First Court

Queen Tawny Dark Falcon
Prince Consort Harnsaure
Minister (Puhbah) Peter Le Grue
Champion Sir Joela Starwatcher
Interim Minister Nashomi
Baron Thanus Darkside



Second Court

King Gilos Dawn Hope
Princess Andreelain
Minister Nashomi the Timid
Champion Baron Thanus Darkside
Duchess Tawny Dark Falcon

