The Torn Pages

Rand
Aaron Greenburg

Edited and Compiled by:

Marcus Asplus Cotta, Chancellor of Tori-Mar
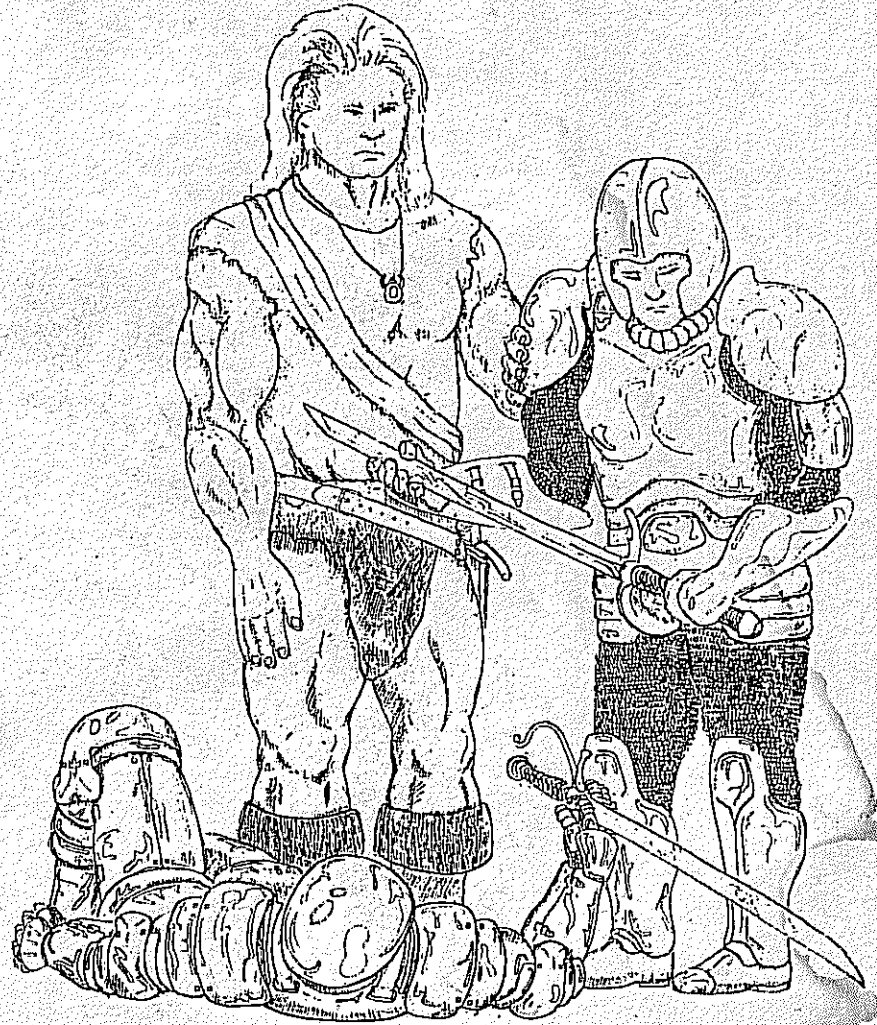
The Torn Pages

Under Lord Duke Thunderblade

January - February Issue, Volume 1 for 1995

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I wish to give special thanks to Lord Gallowin, for donating rulebooks to the duchy and offering help and advice at a time when I could use it. Thankyou, and although your acts were selfless, I hope that they do not go unnoticed.

-Marcus Asplus Cotta, Chancellor of Tori-Mar

Greetings from the Duke

Greetings fellow Tori-Marians! Since taking office as Da Duke, I've learned much. First off, it ain't as easy as it first seemed! The title of Duke carries with it a large burden of responsibility, as do most titles of authority in life. So far, so good... but you'll have to excuse me if I make a few mistakes along the way. After all, this is my first time as Duke. I will say, however, that I'll do my best to make Tori-Mar a duchy to be enjoyed and admired by both it's populous and others in Amtgard.

For now though, a few words about some events coming up in the next few months...

Midreign is upon us! Yours truly, along with my staff is now in the process of preparing for a midreign that you, our populous, should enjoy immensely! I'm very excited about our plans and hope to have more details for you at a later date. For now, be expecting it to be held in either late March, or early April.

As some of you already know, the Wetlands are having a Triple-Midreign on the weekend beginning March 17. For those who don't know, the "Confederacy of the Wetlands" are located outside Galveston, Tx., and consist of the duchies/baronies of Granyte Spyre, Spidervale, and Stormwall. I am currently making plans to travel to the Wetlands for their Midreign, and for anyone else interested, contact me, Grendel, or Asylus for Directions and Car Pool options... Also, look for more info on it in the Tom Pages.

Now for some other issues... there have been some questions concerning clarifications and explanations of rules on the field, and who should do the clarifying/explaining. In lieu of a guild master of reeves (which never seems to find the time to attend our field, and has decided to transfer his weeks to Tirana), I'll be clarifying some of the more "disputable" rules before gameplay this Sunday, so as to cut down on some of the discussions which seem to constantly cut into gametime... Until I can persuade the guild master of Reeves to hold an election for a local GoR, this seems to be the most viable course of action. For any rules that need clarification or explanation during gameplay that I haven't covered, I'll leave it to the current reeve of the game. If there is no reeve, the clarification will fall to the highest ranking individual on the field (who has passed a reeves test in the last six months).

That's about it for now... If I've left anything out, I'll let you know on the field. Congratulations to my staff for a job well done. So far, this reign has ran smoothly compared to others I've worked under... Until next we meet...

Lord Dirk Thunderblade, Duke of Tori-Mar

Greetings from the Chancellor

Hello, populace of Tori-Mar! I apologize for the time delay in the Torn Pages first publication under this present reign... as it is in most problems, it was a matter of finances. Thankfully to F'nord Farthing, our current Guild master of Reeves for Kingdom, I was able to obtain some funds which were promised this Duchy quite some time ago by the CK. By the time you've read this, The Duchy of Tori-Mar will have acquired it's own Federal I.D. Number through the IRS, and has thusly acquired a checking account (*golf clap*). Now, on to the update...

For anyone who is curious, Kingdom has begun it's creation an all inclusive personal update file using MS Access as the database. Yes, Amtgard has entered the computer age. Everything from your weeks update, to awards, to your address will be completely updated, and a hard copy can be printed out for your personal files. For those fortunate Chancellors who have access (heh) to a 486, Windows, Access, and a template of the database, this can also be implemented on a local level, and future updates can be given to Kingdom via those chancellors. I plan to implement this in Tori-Mar, if anything, to make the communication and records transportation that much easier between our Duchy, and Kingdom.

...It is an ambitious project at the very least on a kingdom level, and I complement our Current Prime Minister for orchestrating it.. It is important to note, however, that this type of plan (on a kingdom level) will work much more smoothly if all future Chancellors have access to a computer, and "MS Access"; and if future PMs recognize the need for a strong communication base between the Chancellors of the CK and the PM. It seems our present PM has recognized this need with the advent of a liaison. Rufus now has someone who communicates between him and the Chancellors of the CK. I believe, however, that Rufus might want to take that idea a bit further by creating new offices and categorizing them for specific regions. I do recognize a current interpretation of this with Wanderer as Rufus' liaison, but I was thinking more along the lines of several regional liaisons who keep in close contact with a specific group of baronies and duchies rather than one individual who does the footwork of the PM. But I Digress....

I have an awards listing for those that are interested which has been partially updated. I await Warchyldes list of awards, Thax's list, and Hulka's list of awards while he was king to make the list complete. The Weeks update is completely updated, and as I've mentioned before, if anyone is dissatisfied with their standing, I will gladly audit their weeks to make sure their weeks are correct. The Financial Report for January is also listed in this publication, but if anyone want to see a current listing, they have but to ask. Well, until next time...

In service to his Lord Duke Thunderblade,

Marcus Asylus Cotta, Chancellor of Tori-Mar

Greetings from the Former Duke of Tori-Mar...

Greetings to the populace of Tori-mar,

This has been a time that I shall always remember, Not only are you a group that can be polarized in your opinions you are also a people that can be very, very sure that you are right. When and if any of you ever become a ruling monarch you will see that. Only Tori-Mar can make me both smile, and sigh in frustration. In simpler reckoning, you are a people that is best just steered in a general direction and not told what to do. In fact,. never tell a native of Tori-mar that they can't do something. Not unless you have a real good reason.

I really enjoyed making your time in Amtgard a fun time for all and I hope to do it again one day. First, I want a vacation and a chance to try my hand at Kingdom stuff for a while.

The person that has assumed my position is a young man who has both a lot to learn and a lot to teach. Dirk can do a lot of things that I can't, and fighting with a shield is the least of them. He's really good with the parents and relating to the younger generation that I am not familiar with.
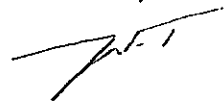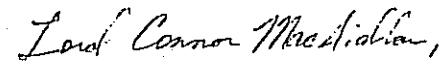
Together, we were the most trouble that the Celestial Kingdom had seen in a long time. As usual with life, things change and Dirk and I changed.

Now, he's Duke and I have been there, done that and lost the tee-shirt. Again, the CK is due for it's share of trouble out of us.

I feel that everybody should give Dirk a fair shot at being monarch. He is a man who lives by a code of honor, and he feels that honor is the most important thing in his life. I personally don't understand the intricacies of his belief system, but then I don't have too. As long as he understands it and lives by it, I'll trust him.

You'll have too as well, if Tori-Mar is to prosper the way that it must; We have to trust each other to do what we must.

Forester of Sojourner's Wood,
Lord Squire Connor Angus MacAidlan, The Wanderer

Page 6 (left)

Do you Need GARB?

443-3091 Tori-Mar
(in March) every sunday

fighting, colors, and
count garb, accessories,
sword covers, etc.

Leanneder Rasethorne
(Lara K. Mahoney)

Page 7 (right)

January, 1995 Financial Report for the Duchy of Tori-Mar
Performed by Marcus Asylus Colta, Chancellor
2-5-95

Financial Report Coverage area: Beginning December 18, 1994 , Ending on January 31, 1995.

Previous Balance:	$ 64.00
Ending Balance:	$ 13.70
Net Change:	$ 50.30

Deposits and Payments to The Duchy of Tori-Mar:

Date	Description	Deposit Amount
12-18-94	Beginning Balance	$ 64.00
12-26-94	Donation from Christopher Adkins (dues)	$ 5.00
1-13-95	Donation from Lisa Carmona (dues)	$ 5.00
1-14-95	Donation from Wallace Cady (dues)	$ 1.00
1-14-95	Donation from Lara Mahoney (dues)	$ 1.00
1-14-95	Donation from Tod Hastings (dues)	$ 1.00
1-22-95	Donation from Seth Kraal (dues)	$ 5.00
1-22-95	Donation from Matt Zaldivar (dues)	$ 5.00
1-29-95	Purchase of 1 rule book (buyer unknown)	$ 3.00
1-31-95	Donation from Anthony Martinez (dues)	$ 5.00

Total: $ 95.00

Kingdom's Cut (1/2 of all assets): $ 47.50

Kingdom's Beginning Debt to Tori-Mar: $ 400.00
Kingdom's Ending Debt to Tori-Mar: $ 352.50

Expenditures for the Duchy of Tori-Mar:

Date	Description	Expense Amount
12-19-94	Office Depot Supplies	$ 25.00
12-19-94	HEB supplies (paper clips, paper)	$ 2.31
12-20-94	Kinko's Copies	$ 6.48
12-20-94	Kinko's Copies	$ 6.22
12-20-94	Kinko's Copies	$ 5.00
12-22-94	Office Depot supplies	$ 13.06
12-26-94	Kinko's Copies	$ 7.84
1-13-95	Ginny's Printing	$ 4.05
1-25-95	Office Depot (rulebooks)	$ 11.34

Total: $ 81.30

Final Balance: $ 13.70

Member name	Amtgard name	Dues paid until...
Adkins, Christopher	Asylus Cotta	10-10-95
Augenstein, Gary	Tiberius Augustus	2-05-96
Barr, Todd	Rufus Grimwulff	Lifetime membership
Cady, Wallace	Connor MacAidlan	2-14-95
Carmona, Lisa	Darianna	7-13-95
Carmona, Will	Dirk Thunderblade	Until End of Reign
Davidson, Patrick	Durin Seaeagle	2-14-98
Denton, Sam	Menion	10-23-95
Fojtik, Travis	Aandor	9-05-95
Greenburg, Aaron	Rand/Raven/Reaper	9-25-95
Hammers, Jay	Dreamshadow	4-09-95
Hastings, Todd	Dragon	2-14-95
Jessop, Justin	Morham	8-05-95
Johnson, Wendell	Grendel	5-28-95
Kraal, Seth	Tenson Soft Foot	7-22-95
Mahoney, Lara	Leannder Rosethorne	2-14-95
Martinez, Anthony	Zenitram	7-31-95
Morin, Victoria	Zerlina Veridian	4-10-95
Ragsdale, Erich	Elrond	4-09-95
Turner, Matt	Calidor	8-05-95
Zaldivar, Matt	Wydrune	7-22-95

Crown Qualifications

On March 19, the 10th Monarch & Regent/Consort will be chosen (OK! OK! 9th Monarch if you don't count Michael twice.) Registration will begin at Noon and the fighting and A&S events will commence at 1 P.M. Somebody will give the Reeves' and Corpora exams. If you are running for Monarch, Royal Regent, or Champion you must submit a letter of intent to PM Rufus by February 19 (Spring War/Olympiad Sunday). Scoring for the Arts & Sciences will be on a 0-to-5 scale. The winner of the cultural tourney must enter 7 events and have the highest average score out of his/her 7 best entries. War points will be awarded by event; 5 pts. for 1st, 4 for 2nd, 3 for 3rd, 2 for 4th, and 1 for 5th. Bishop Dunbar will preside over these events. The winner of the war tourney will have amassed the greatest # of war points.

On to the juicy part! To qualify for Monarch, one must score an average of 3.5 in their best 7 A&S events, pass the Reeves' and Corpora tests (75%), and participate in 4 war events. To qualify for Regent, one must score an average of 4.0 in their best 7 A&S events and pass the Corpora test. The next Champion must pass the Reeves' test and score at least a 3.5 both in weapon and shield construction.

The War Events are:

Sword and Shield   2-PersonTeam (Sh. Swd.& Shield/8' Spear)   Single Sword

Magic Bolt   Sword & Dagger   Archery   Dbl. Dagger (Time Perm.)

The Arts and Sciences Events are:

Fiction	Musical Perf.	3-D Art	Weapon Constr.	Act./Pass. Constr.
Non-Fict.	Non-Mus. Perf.	Cooking	Shield Constr.	Court Garb
Poetry	2-D Art	Rose	Armor Constr.	Fighting Garb

Please have a heart, people! No more than 2 writing events per person per category. I must receive them by March 5. Please mail them to 11909 Buckingham Rd., Austin, 78759 (c/o Curtis Wade). If you have any questions (no obscene calls in the middle of the night, please!), please call (512)918-0031 before. 11 P.M. Entries in all events can be no more than 6 months old (since completion).

To get there, take Hwy. 290W to Hwy. 16 (switch in Fredericksburg). Go South to Kerrville. (San Antonio folks can tune in at this point) get to I-10 and head West, then take the Ingram exit (taking a left over the highway). After you've cleared the hwy, make a rt. on Lois (no Lois Lane jokes, please)and go 1-1/2 blocks. The park will be on your left.

When you get there, please register at the tables. I'll try to have the CK battle banner up to make us easy to find. This should be a great event, so bring out your best work and be ready to fight your cojones off!

Go in peace in service of the Dream!

Zephram

Wetlands Triple-Midreign

March 17,18,19, 1995

Host: Shire of Stormwall– Ft. Travis State Park, Point Bolivar, TX

The Confederacy of the Wetlands is having a triple midreign celebrating the Monarchs of Granyte Spyre, Spider Vale, and Stormwall. The event will be co-sponsored by other Wetlands chapters including Mordengaard and Darkmoor. There will be several planned battlegames, a slave auction, a quest for the artifact Soulbinder, a feast, non-contact competitions, and a unique underground scenario! The site forbids glass bottles so plan your libations accordingly. Entry to the event will be $5.00. Admission time to the park are between 11 am and 6pm. Late arrivals will be admitted by the Troll Booth troll as they arrive. There will be open campsites available (some with grills) and a limited number of cabanas are available. Those wishing to reserve a cabana (maximum of eight people and unfurnished, $15.00 per night) should contact the Galveston County Parks and Recreation Board at (409) 766-2411; ask for Theresa. Those wishing to stay in more "accommodating" surroundings may contact the Fisherman's Cove Motel (just across the highway) at (409) 684-8567. There is no additional fee for park admittance and there is a public beach (and good fishing) at the site.

CO-AUTOCRAT
Lucas Wyngarde
Eric Park
515 1st St. #140
Galveston, TX 77550
409-762-6339

CO-AUTOCRAT (for reservations)
Cynthya of Clan Ros
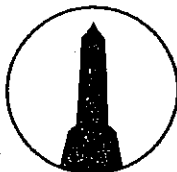Cynthia Ross
515 1st St. #140
Galveston, TX 77550
409-762-6339

FURTHER CONTACTS
Lord Defender Vaargard Malorius
Kevin Raley
8114 Braeburn Valley
Houston, TX 77074-4506
713-776-1620
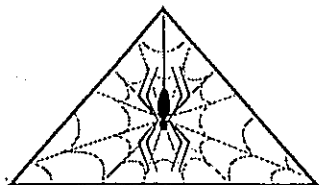(between 12 midnight & 4am or leave message)

FEASTOCRAT
Fionnghal Nic Phaiden
Penelope McFadin
PO Box 61814
Houston, TX 77208-1814
713-645-4888

REEVES & FIRST AID
Lord Sir Nomad
Robert Schoenberger
401 Ripple Creek
Houston, TX 77024
713-464-5249

Everything you wanted (and didn't want) to know about Shield sizes
By: Marcus Asylus Cotta

When most people design and make shields for the first time, little thought goes into the actual size of the shield. More often than not, they use whatever they can find that is convenient at the time, whether it be a round snow sled, a rectangular bread crate, or an old square roadsign. However, when playing certain classes, shield size become an issue if an individual wants to fight with one, and even for a 1st level warrior, certain restrictions must be adhered to when designing your shield.

The rule that governs the actual size of a shield and how they are classified is stated below as it can be seen on page 14 of Amtgard: Handbook on the rules of play, 6th edition:

"....Small shields shall not exceed three square feet in total exterior surface area. Medium shields shall not exceed five square feet, and large shields shall not exceed eight square feet."

Surface area refers to the front surface of the shield, and square feet refers to a square that is 12 inches wide, and 12 inches long. You can draw several of these squares on a shield to determine the overall square footage of the surface of the shield. Fortunately, however, there are simple formulas which will allow you to figure out the surface area of most shields without breaking out a piece of chalk, and a yard stick.

Now from the above statement, we should clarify exactly how the shield sizes are classified as to avoid confusion:

- Small shields are less than or equal to 3 square feet.
- Medium shields are greater than 3 square feet, and less than or equal to 5 square feet.
- Large shields are greater than 5 square feet, and less than or equal to 8 square feet.

You might ask why I'm being so exacting in pointing out these distinctions. The simple fact is I've heard many state that "a shield must be less than 3 square feet", or that "medium shields are between 3 and 5 square feet". These statements are incorrect and can cause confusion, especially to those trying to build a shield. Now if you understand the actual distinction between the sizes, then you're on to the next phase... the various shapes to choose from when designing a shield. I will only cover the three basic shapes myself: round, rectangular, and heater. From there, you can use the information provided to design whatever shape shield you wish. I will also include some ideas for those of you who wish to experiment with different shapes and sizes.

Rectangular shields

These are by far the easiest to calculate when you're trying to design a shield. You simply multiply the length by the width to acquire the area (Area = Length * Width). Most individuals fashion large rectangular shields for themselves, the most common dimensions being 2 ft. by 3 ft. (6 square feet), and 2 ft. by 4 ft (the maxium, 8 square feet). Medium shields of this shape are very uncommon, but can be manufactured. Sometimes you'll find a small rectangular shield being used as an arm-guard for archers and assassins at higher levels. As an example of how to figure out the area of a rectangular shield, we'll use Zephram's shield, which is 2 foot wide, and 4 foot long. Is it a legal shield? Is he allowed to carry it when playing paladin? Lets find out...

The shield's length is 4 ft., and its width is 2 ft. The Area equals the length multiplied by the width.

Area = L * W
Area = 4ft * 2ft
Area = 8 square feet

Paladins are allowed to carry large shields, and since large shields are defined as any shield larger than 5 square feet, and smaller or equal 8 square feet, Zephram's shield is legal.

Round Shields

In case you haven't figured it out by now, round shields are a favorite of Amtgardians. As a result, it is important to know how to calculate the square footage for a round shield. The easiest thing to remember is the phrase "Pie are squared". There's an Aggie joke to go along with that phrase I believe, but all you need to know is that is refers to a formula which is used to calculate the area of any circle. Please note the following formula:

Area = Pi * radius^2   (Pi = 3.14159265...)
Area equals Pi multiplied by the radius (which is squared).

Radius is defined as *the fixed distance from the center to the edge*. The diameter is *the total distance from one edge to the other, while crossing the center*. Pi is a universal mathematical constant when dealing with circles; it represents the ratio of the diameter to the circumference of a circle. Pi is not important in figuring out the area, however... you need only know it's value, which is commonly rounded out to 3.14. The only value you need to figure out is the radius. This can be deduced by measuring out how wide your round shield is (the diameter), and then halving that value. For instance, Dirk has a two foot wide round shield. If you take half that value, you now have the radius: 1 ft. Now having acquired the radius, you can plug the value into the "Pie are squared" formula:

Area = Pi * radius^2
Area = 3.14 * 1^2   (squaring refers to multiplying the value by itself. It is always done first.)
Area = 3.14 * 1
Area = 3.14

...As you can see, a two foot round shield, by definition, is considered a medium shield, given that a medium shield is greater than 3 square feet, and less than or equal to 5 square feet. However, please note than for simplicity's sake, most kingdoms refer to 2 ft. diameter round shields as small shields. This makes measurements slightly easier to remember. 2.5 ft diameter is commonly considered the maxium a medium shield can measure out too, and 3 ft. diameter is considered the maxium a large round shield can measure too.

The chart below should help if you're in the process of building a round shield:

Small round shield   <= 1.954 ft. (2ft) in diameter.
1.954 ft. (2ft) in diameter   <   Medium round shield   <= 2.523 ft. (2.5ft) in diameter.
2.523 ft. (2.5ft) in diameter   <   Large round shield   <= 3.192 ft. (3ft) in diameter.

Heater Shields

A heater shield, for those who do not know what I am referring too, begins at the top as a rectangle, and gently curves downward to a point forming a rounded triangle. An example of a heater shield can be view below:
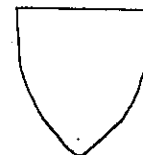

Because of it's unique curvature, there is no formula for figuring out it's square footage (that I know of). A little ingenuity, therefore, must be used to figure out the exact square footage of it's surface area. There are many methods, but the one I choose to illustrate is the simplest, using a formula normally used for exacting the area of a triangle. First, the formula:

Area = 1/2 * base * height

Since any triangle is basically half a rectangle, this formula should look somewhat familiar, even if slightly modified. This formula, however, becomes more useful at deducing just how much square footage is not there. Let me explain...

The heater shape is basically a large rectangle that has been shaved down to a point. We can easily figure out the area of the heater shape if we "pretend" for a moment that the heater is actually rectangular shaped. First, we figure the area of the "imaginary" rectangle with the Rectangle formula ($A = L * W$). Note the illustration below, as an example:
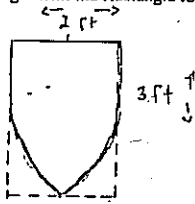
$$Total\ Area = L \times W$$
$$A_1 = 6\ sqr\ ft.$$

After acquiring this, we have an area, but obviously it is not entirely correct. Now, this is where the triangle formula comes in. As you can see below, two somewhat large triangles can fit snugly between the imaginary rectangle, and the actual sides of the heater. In fact, depending on how accurate you want to get, you can fit several triangles, one stacked on top of the other and on either side.
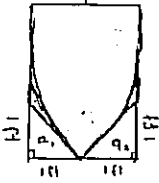
$a_1 = \frac{1}{2}bh$

$a_1 = \frac{1}{2}(1)(1)$

$a_1 = \frac{1}{2}$

$a_2 = \frac{1}{2}bh$

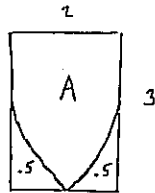$a_2 = \frac{1}{2}(1)(1)$

$a_2 = \frac{1}{2}$

$A_2 = a_1 + a_2$

$A_2 = 1$

In adding up the areas of all these triangles, and then subtracting that total area from the rectangles total area, you now have the area of the heater. I've continued the illustration example below:

Total "rectangular" area = 6 sqr. ft.
Total "missing" area = 1 sqr. ft.

Total Heater area = 5 sqr. ft.

$A = 6 - 1$
$A = 5\ sqr.\ ft.$

Miscellaneous Shapes

You are more than welcome to try new shapes and sizes when designing your shield, but be aware that the shield design has been tried and tested centuries ago, and the best designs are probably already out there... however, this is amtgard. So, you have a unique shape? Fine, the easiest way to decide the square footage is to improvise with the basic area formulas I've just given you. Most shapes can be segregated, and by adding the areas or by subtracting areas "created", you can always formulate the area, no matter how wierd the shape. Also know that not all shapes are covered here. There are formulas for figuring out ovals, hectal shapes, and many others not listed in this article. There is even a formula for figuring out the partial area of a circle (Area = Pi * Raduis * Theta - (theta = the "angle")) . All it takes is a little investigation into geometry to acquire those formulas. However, as stated above, the simple area formulas provided should get you though most of the shapes you'll be building. Good luck with your shield construction, and if you have any questions concerning the construction phase, feel free to ask questions! Everyone, including me, is more than willing to help.

The Amgardians