



Back to Basics

Battlegames for Small Parks

Volume One





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Introduction

This book is not the first of its kind. Michael, Hammer of God developed the Big Book of Battlegames as a collection of battlegames played in many Kingdoms. The purposes of *this* book are first and foremost to offer a starting point for small parks to begin learning games. This is only a small sample of Amtgard mechanics in action – it was made to display games that can be run with only a handful of people.

If you feel you have another game that you would like to share with the rest of the Amtnation, there will be a volume made for every twenty games recieved.

Feel free to send any new games to ladyshalingh@gmail.com.

This book should be treated like any tabletop game expansion: it is here to allow you a greater understanding of what things exist in the world so you can develop something unique that your park and players will enjoy.

– Shalingh



Thanks

Thank you to all those listed below, who took the time to submit games for this book or who have posted clear rules to games in the past.

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The Most Basic: The Mother Games

Most Amtgard games, whether ditch or class can be broken down into one of five games. Think of them as the Amtgard equivalent to the *mother sauces* in cooking where each sauce is the basis for every other sauce: these are the games that best show the mechanics that all other games are based on.

Each game has been chosen for the goal it showcases:

Capture the Flag – Capturing or holding a location.

Caravan – Moving an item from one place to another.

Kill Your Killer – Being the last man or team standing.

Regicide – Protecting a person or item.

Ring the Bell – Scoring points on a target.

All games in this book are listed with one of the five Mother games as their type of play style. The Mother games themselves are so basic that they are excellent games to have in your park's game rotation, if only to change things from standard ditching and battlegames.

Below are the rules to these games. Take the time to try them out if you've never played them before.



Capture the Flag

People Needed: 4+

Requirements: Two flags in different colours.

Setup: Divide players into two teams. Have each team place a flag somewhere visible and reachable.

Goal: To have the most flag captures as a team.

This game can be played as a *ditch* game or *class*. You should play up to a set number of captures. There are several simple ways to modify this game:

- Lives and magic reset each round.
- Lives and magic *do not* reset each round.
- Your flag must be in your base to capture your opponents flag.

Caravan

Type of Game: Caravan

People Needed: 4+

Requirements: A large item, preferably with some weight to it, a stopwatch.

Setup: Choose 3 bases: Two starting locations and one location the caravan must get to.

Goal: The object is for the raiders to get the caravan to their base as quickly as possible.

One side are "raiders" and the other side are "defenders". Raiders play as peasants, Defenders play class. Two hands are required to move the caravan which can be supplied by one or more players. Anyone carrying the caravan must walk. Defenders may also pick the caravan up, but may only carry it back to its starting location.

Raiders have unlimited lives and an instant death count, once they tag their base they may come alive. Defenders have a 50 second death count and normal class lives. Raiders may not take a death at anytime (To prevent Entangles, Iceballs, Petrify bolts from being just kill bolts).

Time is called when the caravan reaches the raiders base. Teams switch sides, and start again. Whichever team defends the caravan the longest wins.



Kill Your Killer

People Needed: 3+

Requirements: None.

Setup: Decide whether to play with weapon of choice or a specific type of weapon. Have all players stand with their weapons touching in a circle.

Goal: To be the last man standing.

Once lay on is called, all players ditch. If you are killed, you stay dead until the player who killed you is killed. If there is a mutual death, all players waiting to come alive may do so.

Regicide

People Needed: 6+

Requirements: None.

Setup: Divide players into two teams. Designate one person on each team the "King".

Goal: The goal of each team is to shatter the other team's king.

This game should be played as a *class* game.

Ring the Bell

People Needed: 4+

Requirements: Two shields or other large, relatively flat targets.

Setup: Divide players into two teams. Place a shield on either side of a field.

Goal: To cross the field and hit the other team's bell; to have the most points as a team.

Imagine a line running through the bell, width-wise across the field. That is the "bell line". Start each team behind the bell line. Each team is attempting to get a hit on the other team's "bell". If a player goes behind the bell line, they are considered dead.

After the bell is rung, the teams reset and go again. Play up to a set number of points.

Only solid hits should count as points on the bell. No slides, no stabs.





Class Hunt

Type of Game: Team

People Needed: 4+

Requirements: None, or perhaps a "stolen" artifact.

Setup: Divide the populace into two teams, one team comprised wholly of members of one specific fighting class (Assassins, Barbarians, Scouts, etc.), the other made up of the remaining populace. If the ratio is greater than 3 to 1, consider asking other players to play one of the Hunted at 1st level (or higher, if someone has credits in that class)

Goal: The Populace must catch and/or shatter the Hunted. The Hunted must elude the Populace for a specified amount of time.

For whatever reason, the local Lord has declared the members of a certain class are evil and must be destroyed. The Hunted Class flees into the woods, pursued by the Populace. Theme is important to this battlegame, for without a story, this turns into little more than a "destroy the bad guys" blood bath. Try and even things up for the Hunted by using one or more of the Options, below:

1. Band two similar classes together. For example: a band of Barbarians and Scouts are robbing the local merchants and must be stopped, or a renegade sect of evil Assassins and Monks terrorize the farmers of the Shire and must be tracked down.
2. Put some Monsters, or a high-level spellcaster, on the side of the Hunted.
3. Give the Hunted two or three times the normal number of lives, and have them come alive in a 50 count.
4. Make the Hunted Class able to use Bows and forbid the use of Bows by the Hunters. This will go a long way in evening things up, especially if the Hunted don't have magic.
5. Give the Hunted another goal, such as assassinating a specific member of the populace or carrying an object from one point to another. If the Hunted does this before they are all killed or captured, then they win. Or perhaps they receive some beneficial aid or magical relic.

Death Ball

Type of Game:

People Needed: 4+

Requirements: A large inflatable ball covered in cloth.

Setup: Players stand in a circle. Take the bouncy ball and put it at the center.

Each player has four lives – a kill shot does not make you lose a life, however – only being hit by the ball does. The ball can be picked up and used as a projectile; it can also be blocked by weapons. A kill shot sends you back to Nirvana for a 20 count. A death ball hit takes a life and sends you back to Nirvana for a 50 count.

Double Domination

Type of Game: Capture the Flag

People Needed: 6+ (4+ players, 2 reeves)

Requirements: Four flags: two in one colour, two in the other *or* two posts, each half painted a different colour, two reeves.

Setup: Give each reeve two of the flags/one post. Set capture points for them to stand in. Divide the field into two teams.

Goal: To be the team that earns the most points.

This game can be played as a *ditch* game or *class*.

Each team needs to hold down both points at once. In order to hold down a point, they need to touch the reeve for a full ten seconds. The reeve will then hold up the flag to represent which team has just captured; when both capture points are held by the same team, the reeves will also start counting down from 30. If a team manages to hold down both bases for that thirty seconds uninterrupted scores a point.

Escalation

Type of Game: Kill Your Killer

People Needed: 3+

Requirements: None

Accredited to: Bowen (Goldenvale)

Setup: One person is designated "it".

Goal: The designated player's goal is to clear the field until he has fought and won against everyone else on it.

In the first round, the chosen player fights one other person. If he wins, he fights



two people. If he wins again, he fights three, etc. If he loses, another player becomes it.

Fox and Rabbit

Type of Game: Capture the Flag

People Needed: 5+ Players

Requirements: Snow *or* a way to mark different types of path, three items to represent carrots.

Accredited to: Eohnni Vonwolf and Ray Vonwolf (Ravenwing)

Setup: Using either trails cut out of the snowfall or your alternate marking system, mark out three circles big enough to hold three people. From those circles, make a pattern of paths leading around the field between them. Some can go to nowhere. From those paths, add a few paths marked in a different way or in a different colour. One base is the "rabbit den". One base is the "fox den" One base is the "farmhouse". Place your three "carrots" in the farm house.

Goal: The goal of rabbits is to get all the carrots back to their den. The goal of foxes is to prevent this until time runs out.

With five players, three players are "rabbits" and two players are "foxes". A rabbit may carry only one carrot at a time, but this item may be carried in the same hand as a weapon.

All counts in this game are ten seconds. A kill shot on a rabbit forces the rabbit to go back to its den and count. A kill shot on a fox stuns the fox for a count. If a rabbit falls off of the path, it is stunned for a count. For more players, the ratio should be roughly 2:1 in favour of rabbits. Each round should be 5 to 10 minutes in length.

Gladiator

Type of Game:

People Needed: 4-7. If there are 8 or more, consider making multiple rings.

Requirements: None

Setup: All players select weapons (limited to 2 items [weapons and shield] total) and go to ring. The ring is the playing area that doesn't have to be marked, but should be surrounded by the players. Players decide who will be the first Gladiator and he steps into the centre of the ring.

Goal: Each player takes their turn being Gladiator, keeping the same weapon set.



Once everyone has been Gladiator, the Gladiator with the most kills is declared the winner, and if another game is played, players may switch out their weapon selection.

The Gladiator gets the benefit of having two protects. Each round, the gladiator must call out a number of opponents equal to the round (1 opponent on the first round, 2 opponents on the second round, 3 opponents on the 3rd round, etc) until the gladiator is defeated or the gladiator has defeated all the combatants surrounding the ring. At the end of a round, if the Gladiator is alive, he either heals a wound or gains a Protect.

When calling out opponents, an opponent cannot be called out for a second time, until every opponent has been called once. No opponent can be called out for a third time until every opponent has been called out twice, etc. For example, in a 4-6 player game, no opponent will be called out a second time until the 3rd round; in a 7 player game (gladiator + 6 opponents) no one will be called twice until the 4th round.

Kraken

Type of Game: Last Man Standing

People Needed: 5+ Players

Requirements: Two 50ft lengths of rope *or* two marking devices of a similar length.

Setup: Take your rope lengths and place them about 10-20ft apart, as you would a bridge in a bridge battle. The space between the ropes is the "ship". Anything beyond is the "sea".

Goal: The goal of the Kraken is to kill all pirates. The goal of the pirates is to be the last one standing.

One player is in the center of the ship. This is the Kraken. Split the rest of your players between both ends of the ship. They are now "pirates". When the game begins, each pirate team needs to make it to the other side of the ship. Players on opposite teams are encouraged to fight each other.

When a player dies, they stay in place where they are and become a "tentacle". A kill-shot on a Kraken stuns the Kraken for 10 seconds. A kill-shot on a tentacle stuns the tentacle for 10 seconds. If a player falls over the rope lengths, they're a man overboard! Drowned pirates should come back onto the ship and become a tentacle near where they fell overboard.



Last Stand

Type of Game: Kill Your Killer

People Needed: 6+, ideally 10+.

Requirements: Marking tape or rope to mark out a 30x30' square.

Accredited to: Felfrost

Setup: Set up your 30x30' square with a bunch of survivors. Outside of the square, there should be one or two zombies. The only modification to zombies is that they all possess the Slow trait.

Goal: The game ends when all survivors are killed.

When the zombies kill a survivor, the survivor joins the ranks of the undead, spawning 20' away from the square. The survivors may not leave the square. If they do, they are instantly killed and sent back as a zombie.

Magic Ball Duel

Type of Game: Kill Your Killer

People Needed: 2 Players

Requirements: One of each type of standard spell ball.

Accredited to: Wunjo (Twilight Peak)

Setup: Take each of the magic balls and place them in a circle. Lightning Bolt should be across from Fireball, Acid Bolt across from Magic Bolt, Entangle should be across from Iceball, and Sphere of Annihilation should be across from Petrify.

Goal: To charge and use a spell ball to outright kill the other player.

Each player stands back to back inside the circle and counts down. When the game starts, each player runs to the ball of their choice, says the incantation, and attempts to kill the other player. Only Magic Bolt, Entangle and Iceball are not considered immediate kills.

Nest Raiders

Type of Game: Caravan

People Needed: 4+

Requirements: 15 to 25 balls, spellballs, or small round objects; two large containers.

Accredited to: Shalingh (Twilight Peak)

Setup: Set up a container in each base. Set the balls into the center of the field.

Goal: The goal of the militia is to either kill the class team or end the game with the



most eggs. The goal of the class team is to end with the most eggs.

Divide the field into two teams. One team is class, the other team is militia. The militia team has unlimited lives. Each team needs to run to the center and take the eggs back to their base. An egg must be carried in an empty hand. A player who drops all weapons may carry an egg in each hand. The game ends once the class team is shattered or all eggs are in team containers. Ideally, this game should be played in multiple rounds, switching which team is class and which is militia.

Power

Type of Game: Kill Your Killer

People Needed: 3+

Requirements: None

Setup: Designate one player to start with "the power."

Goal: It is the objective of the everyone else playing to kill the designated player. It is the objective of the designated player to kill everyone else playing.

If and when the player with the power is slain, the power is transferred to that player's killer immediately. Players who do not have the power who are slain by the player with the power re-spawn on the spot when the power changes hands.

Modifications:

Juggernaut (Accredited to: Emmanis) – The chosen player gets 1-2 points of armour and a single stick.

Protect the Cone

Type of Game: Capture the Flag

People Needed: 3+

Requirements: A flag and an item to hold the flag. We use a piece of funnoodle cut to fit the end of an orange cone, but a shield and spell bolt will work.

Accredited to: Kamal (Golden Plains)

Setup: Once the teams have chosen their bases, place the cone in the center of the field. Place the flag off to the side of the cone about 5 to 6 feet away.

Goal: The goal of the game is to capture the flag and hold it for a certain amount of time.

It does not matter how many people play on each team but there can only be three teams.



Once lay-on has been called, the teams must try to get to the flag and hold it at the cone for the designated time. If one team can hold off the other two teams they win. If you want the game to last longer, you can make it into a point system. Have it where the first team to 3 points wins. Rounds should be 5 minutes for two-man to four-man teams, and 3 minutes for five-man to ten-man teams.

Seymour!

Type of Game: Capture the Flag

People Needed: 5+

Requirements: Small objects, like spellballs, to be used as fruit.

Accredited to: Dernath (Arrantor)

Setup: Designate two or three people as a Kraken. Scatter a bunch of "fruit" around the tentacle reach of the plant. The monster sheet can be found in the Dor un Avathar.

Goal: Players work individually or are divided into teams to see who can get the most fruit.

Two Man Forever

Type of Game: Kill Your Killer

People Needed: 4+ Players

Requirements: None

Setup: Set up a location for Nirvana. Divide group into teams of two.

Goal: To be the last man standing.

The teams of two fight. If a player dies, they go back to Nirvana and wait. When a second player comes to Nirvana, those two players are now a team and they may call alive. This game can be played class as well, and can go on for as long as the players wish.

Modifications:

Life Limit: Each player starts with 10 lives. Once the game drops down to 2 or 3 players, all players become teams of one and fight until the last man standing. They may go to Nirvana on a death and come immediately alive.

