

AMTGARD FAQ

FREQUENTLY ASKED QUESTIONS

Version 1.08 beta

Q: What is Amtgard?

A: Amtgard is a non-profit educational corporation dedicated to the study and recreation of the medieval and fantasy eras and genres. Amtgard is also a live action role playing (LARP) game that endeavors to recreate individual and group combat from the periods mentioned above.

Q: How and where did it start?

A: Amtgard first formed in El Paso, Texas in February of 1983. Since then it has grown to ten kingdoms stretching from Oregon to New Hampshire with smaller groups in such diverse areas as Croatia, Germany, Korea, Finland, Sweden, and even Russia.

Q: What does "AMTGARD" mean?

A: Contrary to popular myth, Amtgard is not an acronym. The word is essentially Norse/Icelandic in origin, and refers to a land between Midgard and Valhalla, a plain of existence for heroes who are more than human but still less than the 'gods'.

Q: Who owns the rights to Amtgard?

A: Amtgard, Incorporated is owned and copyrighted by Amtgard, Kingdom of the Burning Lands in El Paso, Texas (copyright 1983-1999). Kingdoms across the world are semiautonomous groups bound together by the Amtgard contract and a shared set of rules and bylaws.

Q: Does Amtgard publish more information about itself?

A: Amtgard publishes a variety of publications including the Rules of Play, Corpora of Bylaws, the Amtgard Contract, Dor Un Avathar (the monster handbook), Talons of the Phoenix (the interkingdom newsletter), and various newsletters published locally by the many kingdoms, duchies, baronies, and shires of Amtgard.

Q: Who is allowed to participate?

A: Amtgard is available to all. It is a non-sectarian organization that welcomes all participants. However, combat activities are restricted to those 14 and older and certain government offices are restricted to those 18 and older. All Amtgard members must sign a waiver.

Q: What kind of people participate in Amtgard?

A: Amtgard members (Amtgarders or Amtgardians) come from all walks of life. Members have included secretaries, housewives, college professors, professional writers, anthropologists, students, officers in the military, police officers, computer technicians, etc.

Q: How is Amtgard unique from otherLARPs?

A: Amtgard is unique on two levels firstly, in the use of its class ability system and magic points rules that allow diverse recreations of personas from history and fantasy, secondly in the fast action combat that is both realistic and safe.

Q: Is Amtgard combat really safe?

A: Amtgard weapons are safe, foam padded replicas of the real things. Weapons are checked regularly by a guild of referees (Reeves) and there are strict rules on safety (such as shots to the head are not allowed). However, Amtgard combat is a sport (which is why waivers are required) and injuries, though rare, can happen. Generally Amtgard combat is safe, fun recreation and entertainment.

Q: What are Amtgard battlegames like?

A: Amtgard battlegames range from tournies and duels (one on one combat) to quests versus monsters and other fell folk to grand melees and wars between kingdoms that involve hundreds of individuals. All battlegames and scenarios are covered by a comprehensive set of rules.

Q: Do I need to make a costume?

A: Costumes in Amtgard are correctly referred to as 'garb'. In combat situations garb can range from a simple T-tunic to a full set of armor. Garb for the feasts and quests is more intricate and involved. New members are allowed a grace period, but are eventually, with the aid of the Amtgard Garbers Guild, expected to garb themselves with 'period' clothing.

Q: What about the weapons?

A: Amtgard weapons are made from a base of either fiberglass or PVC tubing covered with layers of high impact foam such as ensolite. Cloth covers along with padded pommels and hiltguards produce functional and safe weapons. Weapons that could leave bruises or break bones are disqualified by the Reeves Guild.

Q: How do I get weapons and armor?

A: Most Amtgarders eventually build their own weapons and armor. Loaner equipment is often provided for new members (i.e. 'newbies'). Most new members, after participating in Amtgard for a few weeks, quickly learn to make equipment tailored for their own specific styles and needs.

Q: What about roleplaying?

A: Roleplaying is important to Amtgard. Members choose a persona (Knight or Elf or Barbarian, for example). Players roleplay their class, especially in the quests and feasts, and it is this roleplaying that adds color and depth to the overall Amtgard experience. Persona histories and personal symbols are encouraged and may be registered with the Guildmaster of Heraldry.

Q: What persona classes can I play?

A: Fourteen specific battlefield classes are provided at Amtgard (ranging from Archer and Assassin to Monk and Wizard). Individuals can change their class between battlegames and try out as many of the classes as they want. Those who wish to participate in non-battlefield activities can play such characters as Waterbearers, Artisans, Pages, etc.

Q: How do I get started?

A: Getting started is easy. Show up at the group nearest you, watch, and see if Amtgard is for you. If you like it then go up to any Amtgard officer or member and ask to get involved. (Amtgard is people friendly). She or he will introduce you to the Prime Minister or Monarch, and from there you may have embarked on a lifetime of comradery and fun.

Q: Is there an Amtgard chapter in my area?

A: Amtgard chapters are springing up everywhere. Kingdoms (the largest groups that coordinate the smaller duchies, baronies and shires) exist in Portland (OR), Denver, Las Cruces, El Paso, Amarillo, Dallas, San Antonio/Austin, Nashua (NH), and Houston. More information is located in the contact flier and starter kit.

Q: If there is no local group, can I start my own chapter?

A: Contact fliers, starter kits, rulebooks and corpora, and contracts are available from the Amtgard Board of Directors. Snail mail address at:

Contact Us at Mysticseas@egroups.com