

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

All those who have kept up their dues and have attended two or more events a month for the previous two months or have attended twenty or more activities, 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, weapons, clothing, 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 their persona. Classes are discussed under FIGHTING TYPES and NONFIGHTING TYPES.

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 your company. You must register it with the Minister.

COMPANIES

People who are friends and/or of the same persona types 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 will be held to obtain the Throne of the Realm. The contest will be fair and only dependent on the contestant's skills and abilities. Participants must have at least four battlegames of prior experience. The contestants must have a consort. The winner of the contest will become the next ruler of the realm for six months. Their consort will become the Prince or Princess Consort.

The Monarch has the following 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 the integrity of the realm at all times.
- E. Must maintain the peace among the subjects and take proper actions against those who persist in causing disturbances.
- F. Preside over and conduct all ceremonies and functions.
- G. Maintain workshops for:
 - 1) Costumes
 - 2) Weapons (construction and use of)
 - 3) Personae and Heraldry
 - 4) Etc...
- H. Preserve the flag and crown of the realm.
- I. Decide with the aid of the Minister on policies of fighting and the rules.
- J. Decide (W/M) where the money in the treasury should be spent.
- K. Decide (W/M) where and what future events will be.
- L. 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

II. Minister:

One week before each Crown Tournament an election will be held for the position of Minister. The election will be fair and only 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 organization's financial position.
- E. May appoint a Historian.
- F. Print booklets, fliers and handbooks about Amtgard.
- G. Is responsible for the clubs property.
- H. Decide with the aid of the Monarch on policies of fighting and the rules.
- I. Decide (W/M) where the money in the treasury should be spent.
- J. Decide (W/M) where and what future events will be.
- K. May appoint people to help with the duties.
- 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 the Champion the person will become a Knight if not already one.
- B. Shall become 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 longer weapons.

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

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

VIII. Order of the Lion: Awarded for heroism, excellent conduct while fighting, etc. There are ten degrees to this order. These are prerequisites for becoming a Knight.

IX. Order of the Rose: Awarded for devotion and outstanding achievements towards the advancement of our society. These go to 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.

CLOTHING, COLOR AND COSTUME RESTRICTIONS

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

FIGHTING TYPES

- Warrior:** This participant relies only on force of arms to win a battle. A warrior may not use spells of any sort. A warrior can wear any armour and use any weapons except throwing weapons (daggers, shuriken, etc...).
- Paladin:** A person may become a Paladin after having fought in at least twelve or more battlegames as a Knight. A Paladin's garb is a silver tunic. The Paladin may heal two people per life. The Paladin may heal themselves once in a battlegame. A Paladin is immune to the wizard's "yeild" spell. A Paladin can only use a mace, any sword, mourning star, and dagger. A Paladin may wear any armour.
- Archer:** The archer may use any bow, short sword and a throwing weapon. They may wear any armour. A Master Archer may have flaming arrows.
- Assassin:** Assassins use stealth and trickery. They must wear a mask and cannot wear armour. They can use any throwing weapons and a short sword. Master Assassins must wear a red headband and can choose one specialty weapon (bow, poison, blowgun, etc...).
- Squire:** A squire is a warrior in training to become a Knight under the supervision of a Knight. A squire must use their master's weapons and wear their device. A squire can obtain Knighthood sooner than an independent could.
- Scout:** The scout must wear a green tunic. They may wear scalemail, chainmail or leather armour. They may heal one person in a battlegame, which may be themselves. The scout may use any bow, short sword, spear or javelin and a dagger. A Master Scout can heal two people in a battlegame and may use a "Talk to the Dead" spell.
- Healer:** A healer may cast unlimited healing spells in a battlegame but may not heal themselves. A healer must wear a red tunic and a holy symbol or device. They may not wear armour but can use a sheild. The healer must always carry a healing scroll. They may use a mace, mourning star, or quarterstaff. A Master Healer may resurect one person per life.
- Wizard:** This class may not wear armour. Garb is a long robe with a yellow belt. They may use any apprentice spells, spear or javelin, dagger and a quarterstaff. A Master Wizard may use any master spells.

NOTES

- 1) Any fighting participant must be 14 years old or older.
- 2) A person may become a Master in a class after having fought in at least twelve or more battlegames in that class.

NONFIGHTING TYPES

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

Master Reeve: Title given to a reeve who has participated in twenty or more events and has passed the Reeve Test.

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

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

Observer: Anyone is welcome to come and watch. They do not have to wear garb but it would be much appreciated.

DAMAGE AND WOUNDS TO YOU

The following section may seem very confusing and technical. Active participation in a few games is all it takes to develope a good understanding of the battlegames and their rules.

No Armour

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

Arms: A hit on the arm results in the loss of that arm. Anything held by that arm must be dropped before it can be used again. A lost arm should be put behind your back. A second hit to that arm results in death (we are going on the theory that the arm is no longer there).

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

Torso: Death

Note: Any two limbs hits is instant death.

DAMAGE Con't

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 must 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 hit.

Ring/Chainmail: Minimum thickness is 18 guage steel. Some heavy protection must be worn underneath. Mail is destroyed on the third hit. Impervious to throwing weapons.

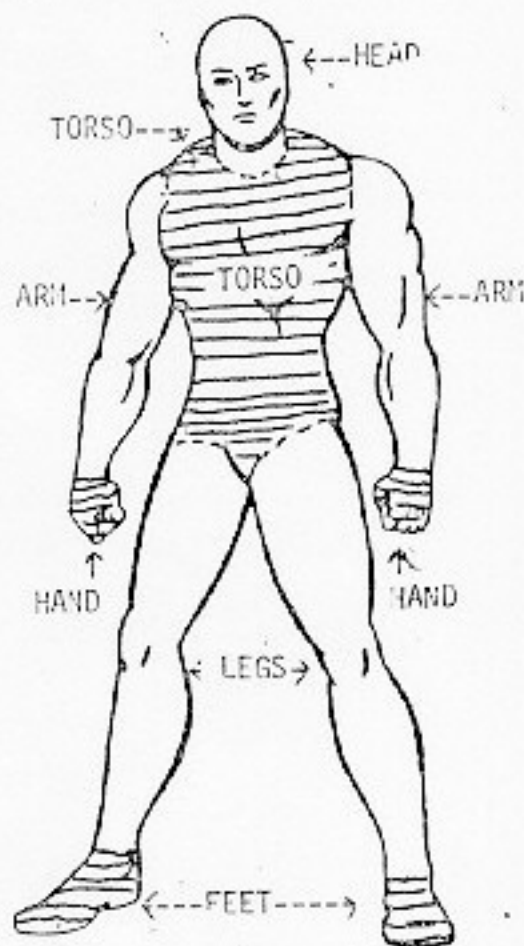
Plate/Band/Scale: Minimum thickness is 16 guage steel. The fourth hit will destroy it. This type of armour will stop throwing weapons and arrows.

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. 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. 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 nirvana or 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 in charge. Give them your name. The reeve will record the time you came in and for five minutes you must stay there unless the reeve tells you differently. A bonus takes two minutes off your time and a penalty adds two onto it. The living may not enter limbo except to report bonuses and penalties. You are normally allowed four lives, on the fourth death you must stay in limbo for the rest of the game. Most people leave their food and drink in limbo. You are considered dead until you leave sight of limbo or lower the weapons from above your head, you must be on your armies side of the battlegame. You will be 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 Limbo. 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 will be unconscious for 60 seconds, during which he may be "subdued" again and must restart his count. Five subdue blows will kill the prisoner. Armour negates a subdue blow. Arrows and other stabbing weapons can never subdue, only kill. If a subdue blow hits a limb but is not a killing blow then the limb will be useless for five minutes. A prisoner's weapons must be kept within ten feet of them. 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, unless freed or rescued.

MAGIC RELICS

Zeus Dagger: Yellow in color. This dagger will do the same damage as a red weapon.

Wand of Invulnerability: This wand will negate the first four hits received in a battlegame per life.

Ogre Gloves: These yellow gloves act like a shield and can stop hits.

Horn of Resurrection: This horn may be blown only once by each army. When the horn is blown, all the dead on that army within hearing range will be resurrected, negating the last death.

Ring Of Power: This ring negates the first hit of every opponent in the battlegame. This relic is kept by one participant for six months and then a new quest is held to obtain it.

BATTEGAME LIMITATIONS

- 1) Warriors may not use bows if the number of bows is greater than one bow to five people.
- 2) There can only be one wizard per ten people on each army.
- 3) Switching classes in a battlegame is not allowed.
- 4) Weapons may not be used or stolen by anyone except the owner unless permission is given.

WEAPON TYPES

Besides a few magical weapons, Amtgard only allows for weapons in existence 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. The colors mean:

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 two handed. If an arm is lost the weapon must be dropped. A red weapon will destroy a shield in three solid blows.

Yellow: Magic or enchanted weapon. Unless it is a relic a spell must be cast on it to be used. (see Relics & Magic Spells)

Black: Throwing weapons. Knives, shuriken, axes, etc... are black weapons.

White: Instant kill weapons. This category includes siege weapons (catapults, battering rams, ballistas, etc...) poison, etc...

SPECIAL WEAPONS

Some weapons have special rules that apply only to them:

Fire Arrows: Must have a red strip of cloth tied onto the shaft of the weapon. This weapon will kill upon touch destroy shields (if not "put out" within ten seconds) and after three consecutive hits a siege weapon. Only one fire arrow may be active at any time by each archer. A fire arrow will only stay active for two minutes and then must be relit.

Siege Weapons: A hit from a siege weapon will kill a person regardless of armour. A siege weapon may destroy another siege weapon with only one hit. Ten hits from a red or blue weapon will destroy a siege weapon.

Poison: poison will kill the victim from any hit that occurs and would normally pierce armour.

ARCHERY

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 tapped. Arrows must always be shot, they cannot be used as a hand weapon. Shields, platemail, band, and scalemail armour stop arrows. Cloth sheets or nets cannot be hung up to stop projectiles. An arrow destroys any limb as a sword would. An arrow to the torso is death. Bows should be only 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 destroyed and cannot be used again until your next life. Glancing arrows do not count, if the arrow continues past you in its same flight path then 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.

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 losing that 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 unarmored 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 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 safe are bamboo and wooden dowels. The longer your weapon, the greater the chance of it breaking.

Use a good, firm foam rubber to pad your weapon. Ensolite, a closed cell, waterproof 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 durable cloth. A cloth covering will help protect your weapon and make it last much longer.

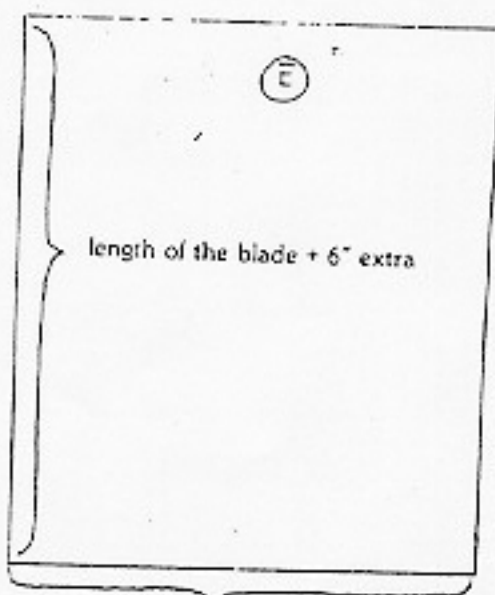
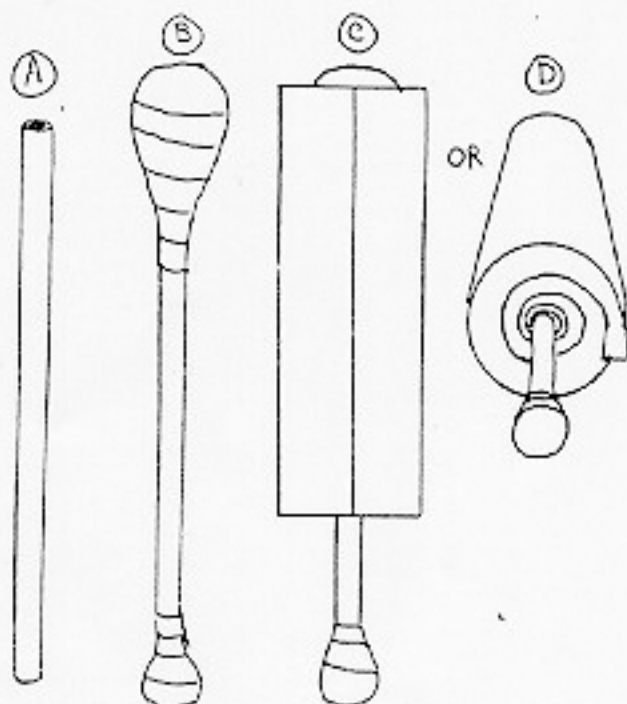
A nerf soccer ball is good for making the morningstars. The chain of the morningstar must be wrapped in foam with less than $\frac{1}{2}$ inch of the rope exposed at any point.

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 for morningstars, javelins, etc...

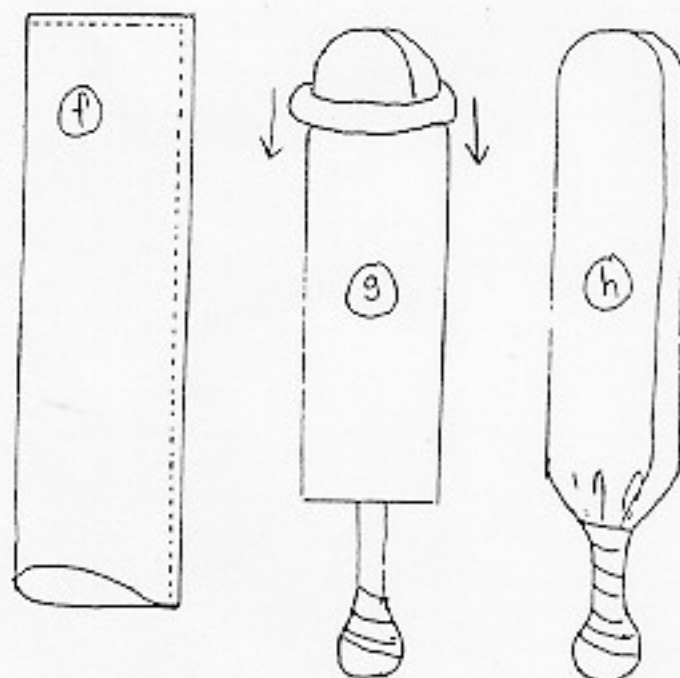
SWORDS

- 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.

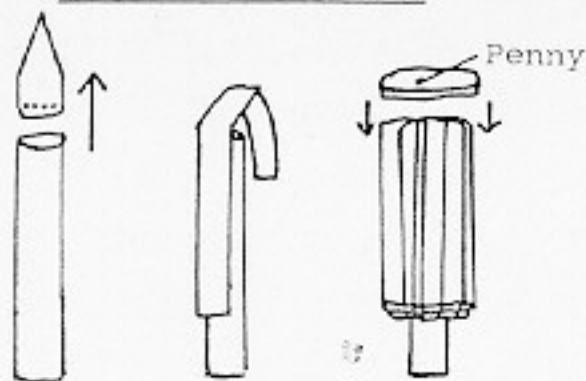
Weapons must be colored to look like the real thing. Purple, red and multicolor prints will be rejected for bad taste. Use paint, duct tape or a cloth cover.



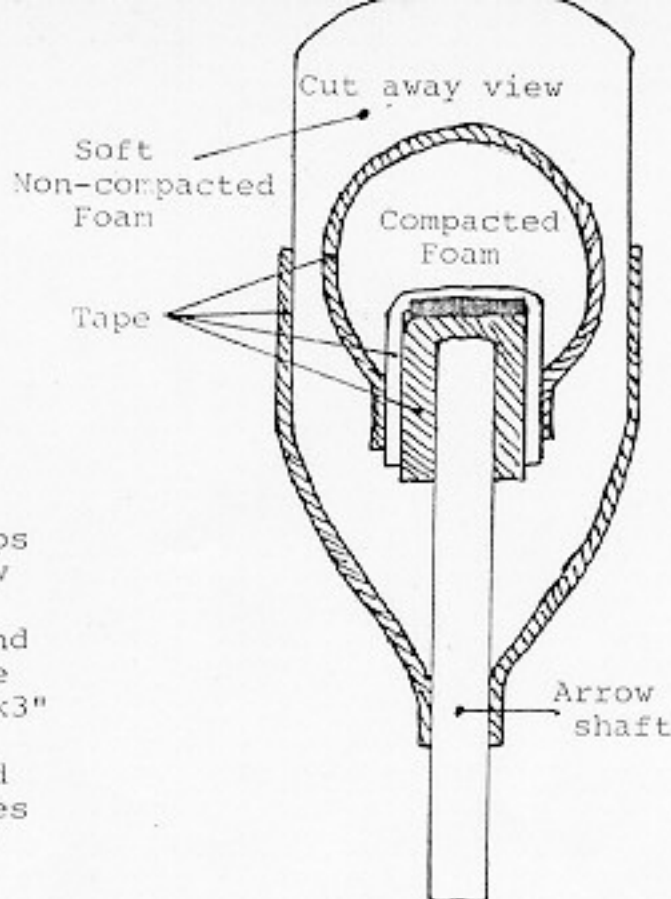
the circumference of the blade



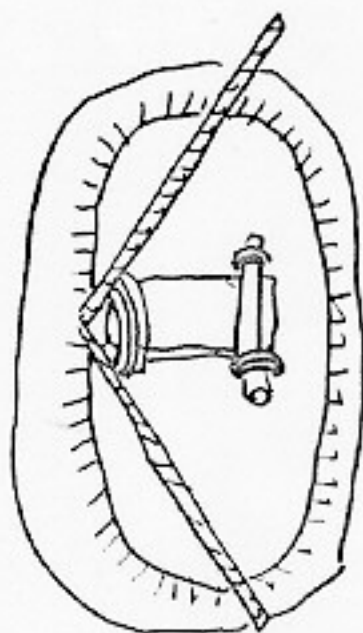
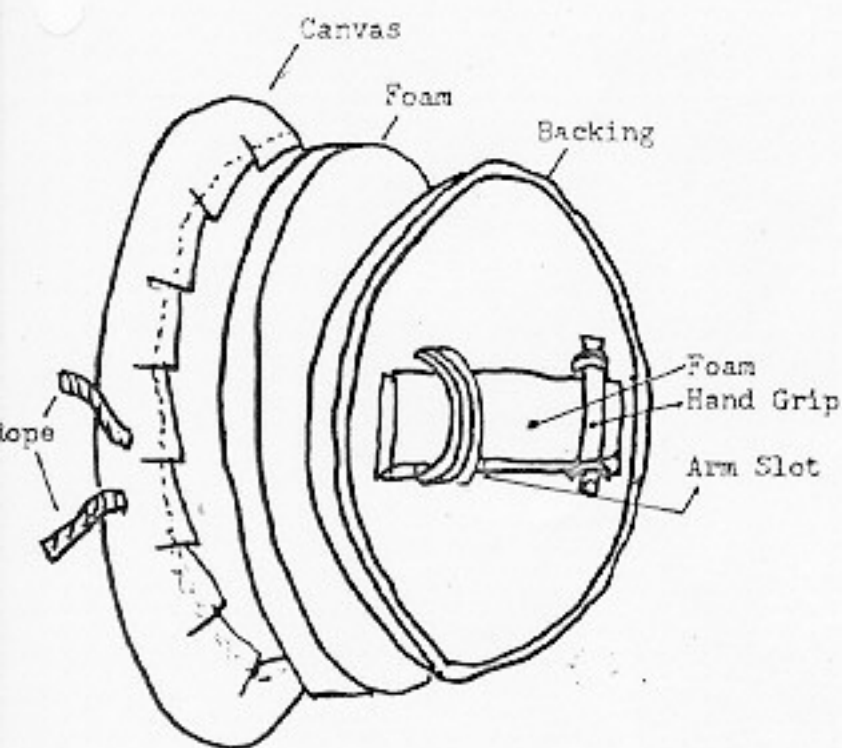
ARROW CONSTRUCTION



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".



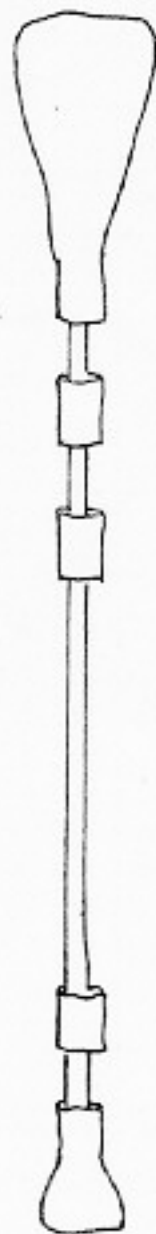
Shield Construction



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.

WEAPON SIZE RESTRICTIONS

Pikes
8'mx/4"mn



Spears
&
Javelins
7'mx/4"mn



Quarterstaff
7'mx/4"mn



Halberd
8'mx/5"mn



Arrows
29"mx



Hand Axe
3'mx/1 1/2"mn



Mace
x4'mx
1 1/2"mn

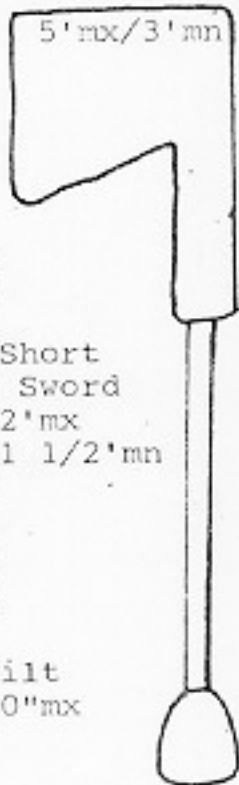


Broadsword
5'mx/3"mn



Hilt
15"mx

Battle Axe
5'mx/3"mn

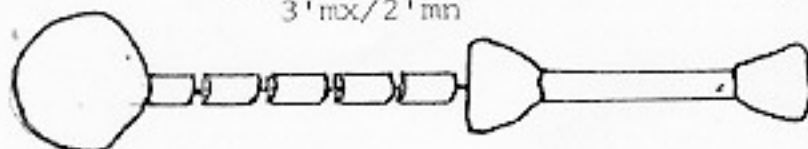


Short
Sword
2'mx
1 1/2"mn

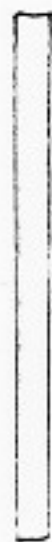


Hilt
10"mx

Mourning Star
3'mx/2"mn



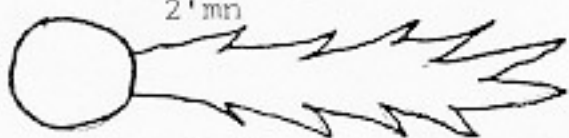
Blow Gun
4"mn



Dagger
1 1/2'mx
4"mn



Lightning Ball
2"mn



Fire Ball
1"mn



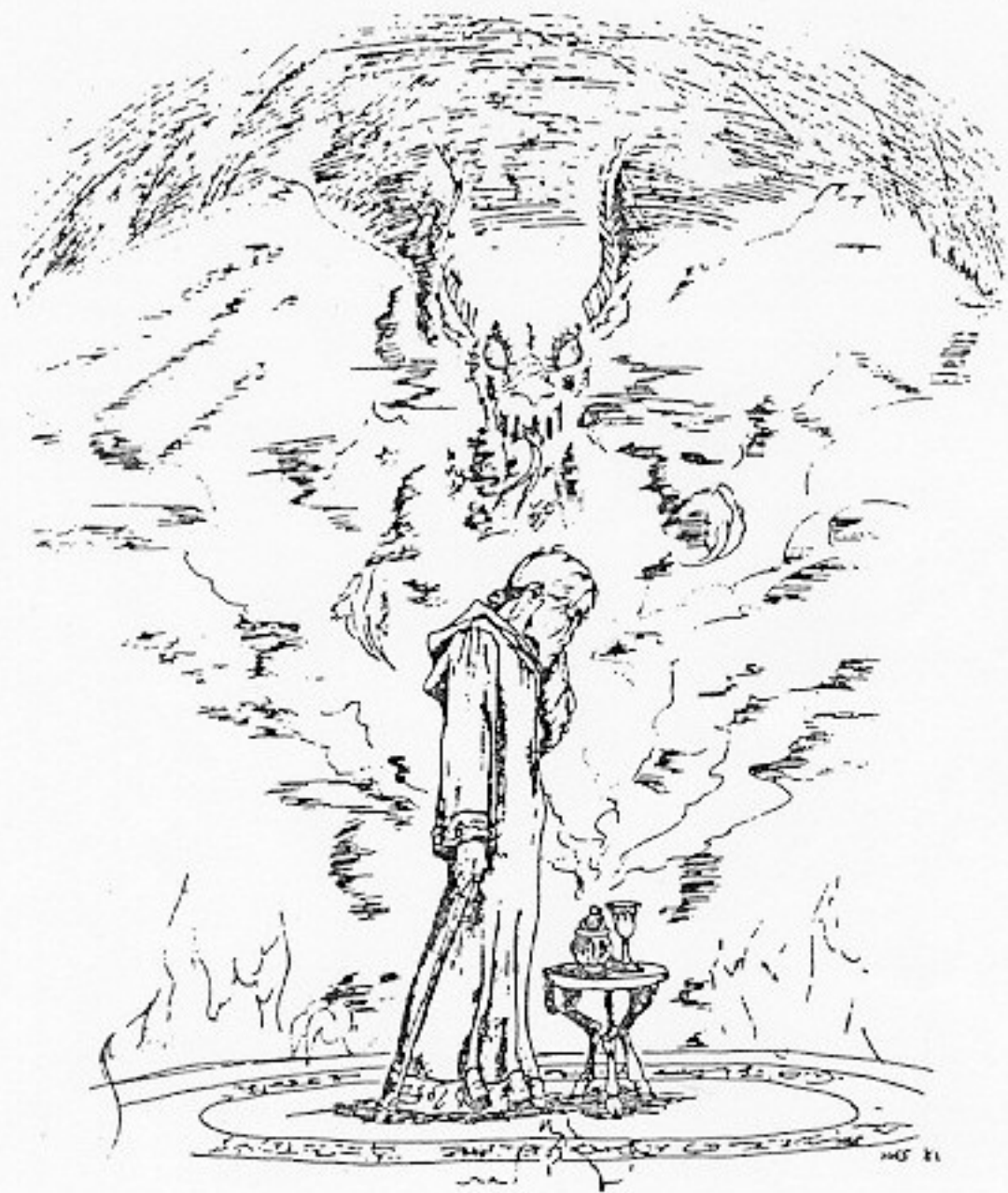
Throwing Weapons
Minimum length or diameter
4"mn



Dart
4"mn



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

- Fireball:** Materials: A padded fireball
To activate: Hold the ball in your left hand and repeat five times "Fire Ball".
Effect: A fire ball destroys anything it hits, even after bouncing or ricocheting.
Limits: Up to three fire balls may be enchanted at one time but they must be thrown together.
- Curse By Name:** Materials: A small doll or figure
The victim in sight within 50 feet
To activate: Hold the doll in your left hand and repeat twenty times "(person's battle-name), I Curse Thee". Turn clockwise once.
Effect: If the spell is completed then the victim is dead.
Limits: This spell will not work against Paladins. This spell may only be used two times each life.
- Touch of Death:** Materials: None.
To activate: Stand with both arms outstretched and repeat twenty times "Touch of Death".
Effect: You will be able to kill a single person just by touching them. The touch must be solid to the body.
Limits: The spell only last for ten minutes, if you do not touch a person within that time you must redo the spell. Armour and shields can block the spell.
- Spell of Yield:** Materials: A small doll or figure
bag of flour
Victim in sight and within 50 feet
To activate: Hold the doll in your left hand, sprinkle it with flour, turn clockwise two times and repeat three times "(person's battle-name) Yield thy arms and resist no longer, Come unto my arms and be mine captive".
Effect: The victim must stop fighting and walk over to you. The victim may not resist or attack you. You may either take them prisoner or kill them.
- Circle of Protection:** Materials: A strip of yellow cloth at least ten feet long
To activate: Repeat five times loudly "Circle of Protection". Lay the cloth around you in a circle on the ground.
Effect: The circle will last as long as you are inside of it. No hits or magic will effect you.
Limits: The spell will last as long as you stay within the circle. You may not fight or