

A Champion's Handbook

How to organize chaos

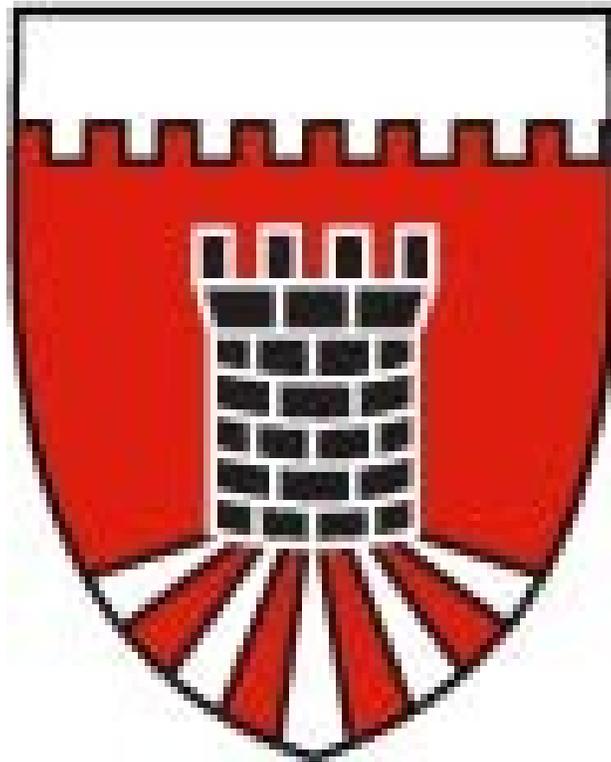


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Introduction

As any champion can tell you, the hardest part of the job is keeping things fresh, new and balanced. Some lands love a full time ditch, some parks prefer lots of quests and battle-games--but this book aims to help all lands learn to enjoy every aspect of Amtgard. Included herein is advice and games found from many different kingdoms--from ditch-line variations to complicated, campaign-type role-playing games. Numerous people from several kinds of parks have helped form these games and most of them have been thoroughly play-tested. They should work as is, but feel free to adapt any of these games to your personal or your park's play style. Whether you're a newly elected Champion at a small park or trying to keep things fresh at your kingdom, this guide should help you bring a little variety and fun to your members.

Being Champion

As champion, your official duties are laid out for you in your kingdom corpora. Mostly you're in charge of field safety. This goes beyond just checking weapons and extends into making sure that the players themselves are behaving in a safe manner. Watch out for common new player mistakes such as hopping on one leg while wounded and 'baseball bat' swinging. You also need to be conscious of other people's attitudes and behavior on the field. Problem players that try and hurt others players do not belong anywhere near a competitive combat game. You should have known all of this before running for the position.

However, unofficially you are in charge of everyone else's fun and enjoyment. Amtgard revolves around the battlegame and YOU run the battlegames. The Champion is the part of the monarchy that makes the day-to-day games happen. You'll need a lot of common sense and patience to help guide you through your tenure.

Here are some important guidelines, listed in order of importance, which you should keep in mind as park champion:

1) Keeping the peace - If you see any major conflict, break it up! Tempers flare and people get upset. It happens, it is your job to calm the parties involved down. Do not let people argue with each other in the middle of a game. Separate them, call them both dead, or toss them from the game if it comes to that. This is very important. Don't let anyone argue with you on the field. Save it for after the game. If it's a rules question, make a determination (even if you aren't a reeve), make it absolute until the game is done, and then look it up later. It is your number one responsibility to keep the game running smoothly. Don't forget this.

2) Ensure people are having fun - Make sure you are playing fun battlegames. If you find yourself playing the same sort of game week in and week out, change it (This book should help). Make sure the sides are balanced and people play fair (Don't be afraid to balance mid-game if needed). Keep the games simple. An overly complex game means a slower paced game, and that leads to players getting bored and start to lose interest in your game. One effective technique to keep games fresh is to use storylines. Having a series of battlegames that form a story will really help bring together the role-playing and hardcore fighting members of your group together. It also increases interest in the games themselves and gives people a vested interest in showing up at the park every week to see what will happen next.

3) Settle game disputes - Since you are the one organizing each game, you have the final say about how the game is run, e.g. - how long flags need to be held for, game boundaries, etc. Oftentimes, you will have to make calls for problems that might come up unexpectedly. Be fair but firm. If you are indecisive then your players will want to argue with you and that leads to discussions and less play time. Once you get some experience with the way games run, you can change whatever you want to make the game fun and balanced. However, never put negative modifiers on a player; always give positive buffs to the weaker side. This will prevent your experienced players from feeling singled out and picked on. Having strong referees on the field will help a great deal. But remember that they take their cues from you.

4) Recruit side-liners & help new players - Mundane folks will occasionally stand by and watch while Amtgarders do their thing. This is a good thing. As you should be keeping an eye on everyone on your field, you are in position to notice watchers, and should make sure that you or someone else talks to them to see if they want to know more. Even if they are just standing there making fun of your group, having someone talk to them will help move the gawkers along. If they are interested, then you are in the best position to teach them what they need to know to play the game. Sit down with your new players and explain to them shot locations, legal shots, what counts as a valid shot and what doesn't. Remember - Draw cuts, Whips and Butter shots do not

count. If everybody is fighting with the same ideas of what is and is not a valid shot, then everybody will be happier.

5) Teach people how to improve their weapons - It is not enough to tell your players what is legal and what is not. Be sure to explain to people why their weapons are illegal and show them the problem areas. Don't judge what the weapon is, just how it was made. If they want to use a 5' double bladed, half scimitar, half katana then let them, as long as it is safe and legal. This will educate your new players and help keep them interested in playing. This also applies to shields and armor. Also, have a supply of legal, well-made loaner weapons available. This will allow your new players to fight even when they show up with illegal weapons or blow out a poorly made sword. It will also help with your recruitment efforts by getting mundanes swinging foam right away.

6) Troubleshooting - This means that you are the go to person for your park. Someone is cheating, you're asked to help. Some mundanes are using your space, you're asked to talk to them. My best advice is to talk to the rest of your monarchy and use your knowledge of the rules to help the best you can. Use your best judgment for what you think is best for the park. You were elected and as long as you keep your parks best intentions in mind you should feel comfortable making the right choices.

Keep these guidelines in mind, and you should be able to keep your park strong and having fun for the next 6 months. Being Champion is about doing what is best for the park. The best way for you to achieve this is to be decisive and make the best decisions you can. You were elected to use your judgment and make the hard choices. Even incorrect rules decisions are better than no decisions at all.

Remember that before you try to police others, ensure your own weapons and behaviors are beyond reproach. Your power is only as good as your reputation and the opinion of your players. You will find people are more willing to cooperate with you when you enforce your own mandates upon yourself first.

Equipment

Having the right equipment can have a huge impact on your reign as Champion. Here are a few items that can make your job much easier:

1. Contractors ribbon, marking paint, bright rope or sports cones are all very useful. Something you can put down and make terrain with. Most parks play on an open grass field and these small but helpful items will allow you to build mazes, walls, and other terrain effects that will give your players some variety.
2. Padded flags can be made like javelins with brightly colored covers. These can be use as objectives or markers to help give games direction. Make them padded - allowing your players to block with them (but not swing) adds another twist to simple games.
3. Loaner gear is the heart and soul of recruitment. The best way to get people interested is to put swords in their hands and let them swing. Get a box or bag that can hold a dozen swords and some garb. Loaner swords get crushed and beat up quickly so make sure to check them regularly.
4. Stopwatches, paper and pens, and other small sports equipment will help you and your reeves track points, time games, and give your games the organization you need to keep the park moving smoothly.

Tournaments

While you, as Champion, are not required to run any fighting tournaments, you could be asked to run your park's Weaponmaster, or at the very least reeve some kind of fighting event. Knowing how these events run and work can even help your own tournament fighting skills.

There are many different kinds of fighting tournaments, and every kingdom has its own traditions and fallbacks. Single elimination vs Double elimination? 2 out of 3 bouts or 3 out of 5? Seeded or random draws? Ask around and find out why your park does tournament the way they do. Most of these options are to help keep the tournament fair and balanced. Lucky wins happen, but no one wants someone to "Luck" their way through a tournament. Your local corpora should also have what categories are expected to happen. Most will have a minimum of Single Short, Florentine, Sword & Board, and Open. Other categories can be fun and imaginative, but be sure to post the rules ahead of time.

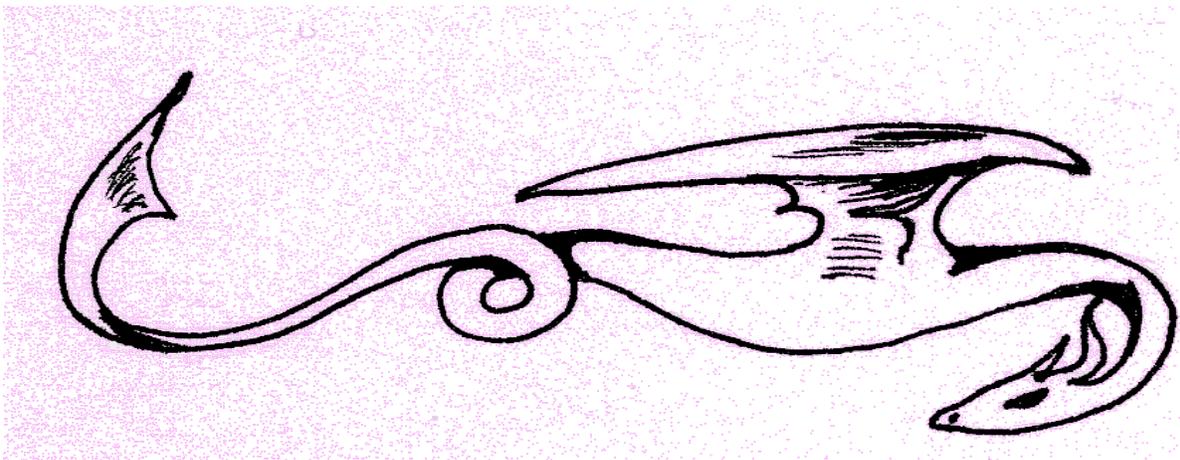
The best way to run a tournament is to have help. A field reeve or two, a herald or caller, and a bracketer, (someone to record wins and prep the next round of each bracket) are some positions that can save yourself some major headaches. Have volunteers fill each position and help guide them on what

their responsibilities are. Then, fill any open spot yourself. Once you have the positions filled, encourage everyone else to fight. Don't let too many people "help" you and just make the event bog down with too many people running too many operations.

Post a schedule ahead of time and stick with it. Give yourself an hour for sign-ups and an extra 30 mins to seed or draw the first round of bracket. Then start the tournament when you say you are going to. The people who want to fight in your tournament will make the effort to not be late. Keep on time and don't let people distract the fighters, referees or you from running the event. Nothing will derail a tournament day faster than a bored and rowdy crowd.

Brackets: one of the most misunderstood tools in any tournament planner's toolbox. On the day of your tournament bring multiple copies of a wide range of tournament brackets, with extras. They come in 8, 16, 32, 64 and such sizes. Find some print outs that have seeded numbers on them, whether you are seeding or not. Here is where most people make their biggest mistake. If you follow the numbers the first round names should be spaced out with as many byes as you can fit. If you can't find numbered brackets then do your best to spread out the players in the first round. If you have 17 players and are using the 32 name brackets, there should be 15 byes in the first round. The more byes you put in to the first round of fighting the less you will have to deal with in the later rounds. Now just follow the

numbers and flow of the brackets and they should help you keep track of each round. Don't try and think you are smarter than the brackets and change things. There is a reason they are numbered the way they are. This is to bring an organized randomness to the order of fights and to help fighters fight a variety of players instead of the same people over and over.



Games

The following is a collection of games that might add some variety to you normal battlegames. Many can be found on the internet and other Amtgard books. Use these as guidelines to build and invent you own collection of game. Each park has their own preferences to the style of games played, but don't be afraid to change things up and experiment.

With time, a Champion will learn that our game system works better with some games and worse with others. Don't try and change they way Amtgard is played but instead use this knowledge to streamline your game play and build game events that challenge your players. Experience is the best way to learn what works and does not work.

Definitions

Players: The recommended number of players. This can be changed but the game may need rebalancing to fit the number of players you have.

Full Class: The game will use all of the classes found in the main Amtgard rulebook, plus monsters or any other variation that your park normally uses.

Militia Class: These games use no classes or magic, but players may use any combination of melee weapons and armor. Ranged weapons are optional at the discretion of the reeve.

Melee Only: Players are limited to melee weapons only. Reach/Pole-Arms are optional at the discretion of the reeve.

Single Short: One single weapon less than 36”.

Resetting Lives: Used in point-based games. Each player has their normal number of class lives and can shatter out within a point. However, after each point is scored players will reset their life count and start from the first life. Most games function best if Per-game abilities are left Per-game and anyone who wishes to voluntarily take a death must still complete any death counts.

Cycling Lives: Usually used in short, quick games. Each player cycles through their lives like normal, but after losing their last life they start anew as though on their first life. Most games work best if Per-game abilities are left as Per-game.

Normal Lives: Each class has their normal set of lives.

Full Count: This game is set to the full counts set by the rulebook. Reserved for bigger/longer games.

½ Count: Divide each and every count in half. Used to speed the battle up and keep people active.

Speed Count: Divide each and every count by 5. Reserved for short, quick games.

Ditch Games:

Name: Ditch Battle

Origin: Burning Lands Traditional

Players: 4 +

Class: Melee Only

Lives: One

Count: None

Reeves: None

Equipment: None

Rules: Each side lines up and lay-on is called. Each round is fought until only one side is left. The winning side then gives up the first player to die to the losing side and a new round is called. If new players join the battle, they wait to join until a new round is beginning, and they join the losing side instead of the first-dead the winning team would have surrendered.

Misc: Great warm-up

Name: Single Short Ditch

Origin: Amtgard Traditional

Players: 4 +

Class: Single Short

Lives: One

Count: None

Reeves: None

Equipment: None

Rules: Each side lines up and lay-on is called. Each round is fought until only one side is left. The winning side then gives up the first dead to the losing side and a new round is called. If new players join the battle, they wait to join until a new round is beginning, and they join the losing side instead of the first-dead the winning team would have surrendered.

Misc:

Name: Sharks and Minnows/Fox Trot/Snake and Rats

Origin: Amtgard Traditional/Desert Moon FH/

Players: 4 +

Class: Melee Only

Lives: One

Count: None

Reeves: None

Equipment: Ribbon or Cones to mark two lines

Rules: One person is picked to be the “Shark/Fox/Snake”. Everyone else lines up facing that person. The “Shark/Fox/Snake” will call Lay-on and each player tries to get across the opposite line. If killed, the “Shark/Fox/Snake” has a 10-sec death count. The first player killed each run then turns into a “Shark/Fox/Snake”, and joins the predator(s) already present between the lines. The last player alive then becomes the “Shark/Fox/Snake” for the next round.

Misc: To speed up each round of play **all** players killed can join the predators side or players can optionally be made to keep wounds between rounds.

Name: Kill Your Killer

Origin: Amtgard Traditional

Players: 6 +

Class: Melee Only/Single Short

Lives: Infinite

Count: None

Reeves: None

Equipment: None

Rules: This is a ditch battle style free-for-all with every man for himself. If a player is killed, they must kneel down with sword overhead until the player who killed them dies, at which point they rejoin play. The game continues until one person kills every other player, thus being the only survivor, or until everyone is sick of it and wants to play something else.

Misc:

Name: Warlord

Origin: Amtgard Traditional

Players: 6 +

Class: Melee Only/Single Short

Lives: Infinite

Count: None

Reeves: None

Equipment: None

Rules: This is a ditch battle style free-for-all with every man for himself. If a player is killed, they must kneel down with sword overhead for a 10 count, at which point they rejoin play under the command of their killer. The game continues until one person kills

every other player and controls all other players or until everyone is sick of it and wants to play something else.

Misc: Some lands give all minions the weak trait (any wound kills) to keep the game moving and interesting.

Name: Spellball Game

Origin: Amtgard Traditional

Players: 6 +

Class: Single Short

Lives: Infinite

Count: None

Reeves: None

Equipment: A spellball for each player

Rules: This is a ditch battle style free-for-all with every man for himself. All spellballs are considered fireballs, but have no casting chant and cannot be specified to remain active. Each sword is magical and is unaffected by spellballs. If a player is killed, they must kneel down with sword overhead until the player who killed them dies, at which point they rejoin play (along with all other victims of the killed player). The game continues until one person kills every other player or until everyone is sick of it and wants to play something else.

Misc:

Name: Three Man Forever

Origin: CK Traditional

Players: 12 +

Class: Melee Only

Lives: One

Count: None

Reeves: One Nirvana

Equipment: None

Rules: All players form into groups of three. The teams then separate and begin fighting. As soon as a player dies he/she goes to Nirvana. As soon as there are three players in Nirvana they form a new team, in the order they arrived, and return to play.

Misc:

Name: The Ax Game

Origin: Celestial Kingdom Traditional

Players: 8-30

Class: Melee

Lives: One

Count: None

Reeves: None

Equipment: One Throwing Axe

Rules: Split all players up into two man teams. The teams start out in a big circle. Someone (ideally a reeve) throws the ax into the middle of the circle. Once the ax hits the ground the game starts and it is a legal throwing weapon for any team to pick up and use. Fighting is a team-based free-for-all and continues until only one team survives. They are the winners. Scramble teams before beginning the next round.

Misc: Players should try to fight with different partners each round to learn teamwork.

Name: Greed is Good

Origin: Lord Squire Spyder

Players: 10-30

Class: None

Lives: One

Count: None

Reeves: None

Equipment: Several coins or ribbons.

Rules: Before the game starts each player gets one coin. Then the teams are divided as is typical for ditch battles (see above). The game is played as a normal ditch with the following special rules: When you are killed the player who killed you may take all the coins you are carrying. No one other than the player who killed you may ever take your coins. The player who killed you must survive long enough to physically take the coins even if you need to get them out of a pocket or other receptacle. Dead players should stay on the field until their killer is eliminated in case that person wants to return to collect later. If you are killed before you can collect any coins owed to you, their original owners retain them for the next round. Between rounds the winning team gives its first death to the losing team as is standard in ditch battles. If after this one team has no players with even one coin, the player with the most coins gives one to a player on the other team. The game continues until a single player has all the coins.

Misc:

Name: Light and Dark Ditch

Origin: Lighthawk of Soul Crossing

Players: 10 +

Class: Single Short

Lives: None

Count: None

Reeves: One Field

Equipment: Some white and black headbands, but the headbands can be as crude or as fancy as you'd like. There needs to be enough of each color for every player, minus 2.

Rules: Teams can be chosen at random by picking headbands from a bag, or allow captains to take turns picking players. Each non-captain player has his or her choice of single short or single long. One team captain's weapon is designated the weapon of light; the other, of dark. If one is killed by the weapon of light or dark, you have to exchange headbands and teams at the end of that round. Team captains are immune to the team changing effects of the other captain's weapon. If a non-captain opponent kills a player, that player comes back on the same team next round. The game ends when only the captain remains on one side. New captains are chosen when resetting.

Misc:

Militia Games:

Name: Chess

Origin: Duke Sir Jabberwock Pentacles

Players: 15-30

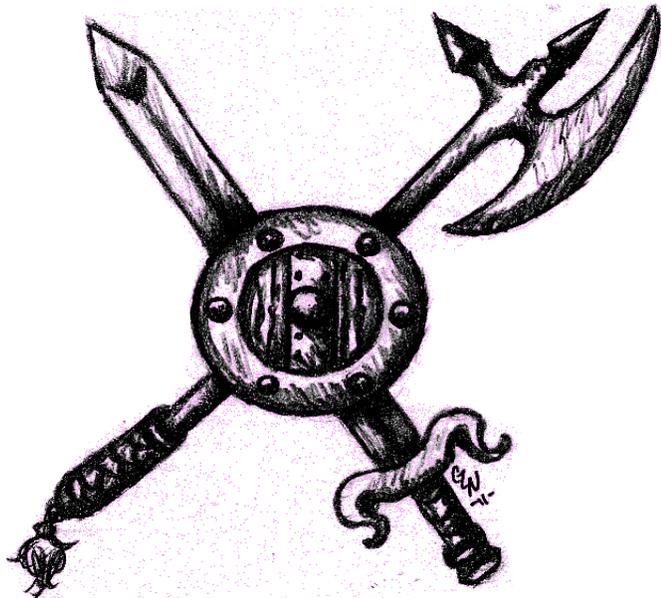
Class: Militia, Dagger

Lives: Infinite

Count: 60 Count

Reeves: One Field

Equipment: None



Rules: Divide players into two teams. Each team then chooses a “king”. This player is armed only with two daggers but has two points of natural armor. Dead players come back after a 60 second count and wounded players may heal by grounding their weapons for a 30 second count. One team wins when they kill off the other team's king. The king of the winning team then joins the losing team as a regular fighter and both teams pick a new king.

Misc: This game should not be mistaken for any of the live-action versions of standard chess that exist: the game is named after that venerable board game simply because both have the object of protecting a king.

Name: Treehugger

Origin: Akira "Tonbo" Kitsume & Olok Blackstar of Silverwater

Players: 6 +

Class: Militia

Lives: Infinite

Count: 50 count

Reeves: One Field,

Equipment: A field with two trees which serve as each team's base, plus an equidistant nirvana off to one side.

Rules: Each team starts at its tree (base). The goal is for a player to get to the enemy team's tree and keep both hands on it for a 100 count. They must keep both hands on the base and cannot hold weapons while doing this. If player is killed the count must be started over if and when a new player holds to the tree. Any killed players go immediately to nirvana, where they remain for a 50 count. A person must have two unwounded arms to count on a tree, though they can count with a wounded leg.

Misc: - Each team can have a "keeper"--a designated player who must stay near his tree and if killed comes back to life by the tree in a 25 count (without going to nirvana).

Name: Pirate Battle

Origin: Nautical Nights

Players: 15-30

Class: Militia

Lives: Normal, Infinite, Resetting

Count: Speed

Reeves: One Field

Equipment: None, Ship outline,

Rules: This Militia variant is used to simulate combat between lightly and/or unarmored ship's crews. Pirate Battles move quickly, due to the close quarters and low amount of armor. It is perfectly acceptable, even encouraged, to backstab your foes in a Pirate Battle.

1. *No metal armor is permitted.* Otherwise, all fur, leather and improved leather is allowed, up to three points maximum.
2. *No bows or crossbows are permitted.* Otherwise all throw weapons and javelins are fair game. Archery may be permitted if the playing area is large enough, but in most Ship Battles the action is so hard-core and in-your face that bows and arrows become little more than ground hazards.
3. Only small shields and bucklers are permitted.
4. Players who go completely unarmored *and* fight with only a single sword or melee dagger gain one *Luck Point* per life. Humorous and pirate-themed exclamations are encouraged. (“Argh, matey! Ye hit like a little nancy!”)

Misc: All players can just be given the *Brawler* Trait (Players who go completely unarmored and carry only a single melee weapon receives 1 point of Natural armor.). Adding any type of take and hold or relic carry can make this game a lot of fun for everyone.

Control Point Games:

Name: Capture the flag

Origin: Amtgard Traditional

Players: 10 +

Class: Full, Militia

Lives: Cycling, Reset

Count: Speed

Reeves: One field

Equipment: Two Padded Flags

Rules: Each team tries to take the opposition's flag and return it to their own base. In order to score a point the team must be in possession of its own flag and touch both of the flags together. Usually played to a set number of points.

Misc:

Name: Capture the flag (w/ jail)

Origin: Amtgard Traditional

Players: 10 +

Class: Full, Militia

Lives: Cycling, Reset

Count: Speed

Reeves: One field

Equipment: Two Padded Flags, Ribbon or Cones for two "jails" and midline field marker.

Rules: Each team tries to take the opposition's flag and return it to their own base. In order to score a point the team must be in possession of its own flag and touch both of

the flags together. Any player that is killed on the opposition's side must go directly to the jail and stay there until released. Any member of the same team may release a team member from the opposing jail with a hand-to-hand touch. This also releases anyone touching the released member ("daisy-chaining"). All players that are freed must walk back to their base and tag in before re-entering play. The freeing player stays in play. Usually played to a set number of points.

Misc:

Name: Capture and Hold

Origin: Amtgard Traditional

Players: 10 +

Class: Full, Militia

Lives: Cycling, Reset

Count: Speed

Reeves: One Field

Equipment: Two Padded Flags

Rules: Each team tries to take the opposition's flag and return it to their own base, then retain possession of both flags for a pre-determined count, e.g. 120 count. Someone must keep count out loud, or reeves may keep count, i.e. with stopwatches.

Misc: It is important to keep the death count below the flag-possession count.

Name: King of the Bell

Origin: Amtgard Traditional

Players: 10 - 40

Class: Full, Militia

Lives: Cycling

Count: Speed

Reeves: One field, One counter

Equipment: One med shield or similar sized marker, placed center field.

Rules: Divide the players into two teams; each team must select a name. Players attempt to hit the marker ("bell") with a weapon, at which time they will shout their own team's name, thus "clamining" the bell. For every 10 seconds a team retains possession of the bell, that team receives a point. Each change in possession resets the count. Usually played to a set number of points.

Misc:

Name: Ring the Bell

Origin: Amtgard Traditional

Players: 5 - 40

Class: Full, Militia

Lives: Cycling, Resetting

Count: Speed

Reeves: Two Field

Equipment: Two med shield or similar sized markers, placed in front of each team base, away from any nirvana.

Rules: Each team must fight its way to the opposite bell and hit it with a melee weapon to gain a point. Usually played to a set number of points.

Misc: Only letting the Reeves call "point" helps keep confusion to a minimum.

Full Class Games:

Name: Assassination/Spy

Origin: Sir Guy Kasama Edited: Squire Niveus

Players: 12-50

Class: Full

Lives: Normal

Count: Full, ½ Count

Reeves: One Field, One Caller

Equipment: List of random words



Rules: Form up into two teams in the usual way. The reeve then whispers to each player a code word. After the lay on is called the reeve should yell out random words at regular intervals until they see a good time for the spies to wreak some havoc. When a reeve calls out a player's code word, that player switches teams for the rest of that life and tries to do as much damage to his original team as possible. After a spy has been killed the reeve should continue to call out random words until another opportune time for chaos.

Misc:

Name: 30-Minute Battle (Resurrection Game)

Origin: Iron Mountains Traditional

Players: 12-50

Class: Full

Lives: Cycling

Count: Speed

Reeves: One Field, One Score Keeper

Equipment: None

Rules: In this timed scenario, each team tries to kill as many members of the opposite team while staying alive. All per-life and per-game abilities remain so. As each player dies he reports to a scorekeeper who tallies a point for that players Team. At the end of 30 minutes the team with the lowest score (that is, the least deaths on that team) is declared the winning team.

Misc:

Name: Treeball

Origin: Crimsonwood Tradition

Players: 10 +

Class: Full

Lives: Cycling, Resetting

Count: ½ Count, Speed

Reeves: One field

Equipment: Foam Ball, Two color strips tied to two trees across the field

Rules: Separate into two teams as usual. The reeve should place the tree ball halfway between the two marked trees. Each team then must run and attempt to grab the ball. A point is scored by touching the ball to the opposing team's marked tree. The ball may be thrown or batted, in a safe manner, and must hit the trunk of the tree--not the branches. After each point, teams swap sides and start again.

Misc: Best if played in a light forest or wooded park.

Name: The Great Goblin Massacre

Origin: Squire Jabberwock Pentacles

Players: 14 +

Class: Full

Lives: Cycling

Count: ½ Count, Speed

Reeves: One Field, One Scorekeeper

Equipment: None or Green strips/Goblin Ears

Rules: This game is designed around the idea that it's always fun to just hack through a whole bunch of bad guys. For 30 minutes, one team will be Human, allowing normal classes and armor, while the other team plays Goblins. These Goblins have the added benefit that they have unlimited lives. Each time a Goblin dies, he should check in with the Score Keeper at his Nirvana, who will record his death as a point for the Human team. After the 30-minute mark, the teams will swap roles and play begins again.

Misc: There are two added complexities to The Great Goblin Massacre. The Human team must choose one among their number to be their Captain. That Captain is worth 20 points if killed by the Goblin team. The Captain may not be removed from game by any means, including fleeing the field and Circle of Protection. He is someone who will be targeted and often get mulched, so choose wisely. Goblins may also choose to designate as "Orcs" any number of team members. Orcs will always be first level and can wear armor and use class abilities normally. They come back from Nirvana in a 300 count and are worth 4 Goblin deaths each time they die. Powerful Orc warriors can be a valuable asset to a team, but their deaths will cost the team dearly.

Name: Arathi Basin (Elfland variation)

Origin: Crimsonwood Traditional

Players: 10 - 50

Class: Full

Lives: Cycling

Count: ½ Count, Speed

Reeves: One field, One Counter

Equipment: 5 10' strips or cones

Rules: Divide into two teams as you normally would. The field should be set up with one base in center field and the four other bases set around it. Each team will then fight for control of each base. At random intervals a hold will be called and each team will be awarded a point for each base they currently control. Control is a team member with at least one foot inside the point and with no opposition. Each player controlling a base then receives a single Protect on top of any other enchantments, but these Protects do NOT stack consecutively with each other. Lay-on is then called for the next random interval. This game may be played for a set amount of time or to a set number of points.

Misc: Mazes and walls add an interesting twist to this game.

Name: Kill the Robber Baron

Origin: Torbjorn Kegslayer (CrimsonWood, Thor's Refuge)

Players: 10 +

Class: Full class, Militia

Lives: Normal, Cycling

Count: 50 count for lives. 30 count for all spells

Reeves: At least one in the bandit's "base"

Equipment: A cave/building which only has one opening and all other "walls" cannot be

shot/cast/fought through.

Rules: Set up the field with one cave/building and another base across the field. The team in the cave/building is considered bandits that have been cornered. Their leader has been wounded and is prone in the cave/building. The bandits enter play at the back of the cave. The other team is the town guard/angry mob. The town guard/angry mob comes alive at their base. The goal of the game is to get into the bandit's cave/building and kill the Robber Baron. The robber baron can only be killed by melee weapons. He is a regular person (except for the killing limitations) so any shots that kill a player, kill the Robber Baron.

Misc: A good way to represent the Robber Baron without using an actual person is to use a shield and four swords to make a human shape.

Name: The Battle for Elfland

Origin: Sir Michael Hammer of God

Players: 15-45

Class: Full

Lives: Cycling

Count: Full, ½ Count, Speed

Reeves: One Field, One Counter

Equipment: 7-8 Trees

Rules: This is a full class battle and players should be divided into three teams. Each team will represent one of the factions in the Elven civil war. Each team starts off the game at a different edge of the field. On the field there will be seven or eight trees that should be marked as elfish fortresses. This is done by marking a ten-foot circle around the base of the tree with flagging tape. The game is played in three periods, each approximately ten

minutes in length. All three teams begin to battle each other as they see fit and after a predetermined time between nine and eleven minutes (known only to the reeves) a hold should be called. During the hold the reeves will check who controls the fortresses. A team is considered to be controlling a fortress if they have at least one living team member within the ten-foot radius and if no other team has a living player within the fortress. Each team will get one point per fortress; then, the hold should be lifted and the fighting will continue. This is repeated for a predetermined number of rounds; the team with the most points at the end is the winner. The game also has the following special rules: All players will get one point of natural armor as long as they are within the ten-foot circle of a fortress. If members of opposing teams are both within the same fortress, both players get the bonus. Finally, all bases for returning from Nirvana will be at the starting point for each respective team. All other functions of a base including healing (if allowed), mending, and the prohibition of spells and abilities within a certain radius apply to any fortress.

Misc:

Name: Protect the Reliquary

Origin: Celestial Codex: *The War of Souls Across Amtgardia*.

Players: 15-45

Class: Full

Lives: Cycling, Resetting

Count: Full, ½ Count, Speed

Reeves: One Field

Equipment: Headbands or armbands for Good (white) and Evil (black), Monster garb, Ribbon, and an object to serve as the Reliquary. Use the ribbon to mark off an area of Holy Ground. This area can be as simple or complex as the reeve decides.

Rules: Divide the populace into two equal teams. One team, the Defenders, (ostensibly the Good Guys, but this game could easily be reversed to allow the Infernal Legions to be the defenders) begins inside the Holy Grounds, the other team, the Attackers, begins at their Nirvana on the far side of the playing area. Place the Reliquary inside the Holy Grounds. Remember the Reliquary is a game item and may not be taken into a Nirvana or removed from the game under any circumstances. This battlegame should be played in 10 - 15 minute increments; resetting the game any time the Attackers remove the Reliquary more than 100' from the Holy Grounds. The Reliquary is a heavy object and requires two players to carry it. Anyone carrying the Reliquary must have one free hand at all times (no spellcasting or holding other objects). The Reliquary may be picked up and dropped without penalty, but it always requires two players to move.

Mics: Give each team a base and Reliquary to protect. Then both teams must attack and defend at the same time *a la* Capture the Flag. Remove the time limit for this game and play for points. A point is scored any time a team moves their enemies Reliquary more than 100' from it's starting base.

Name: Caravan Battle (MHoG Variant)

Origin: Sir Michael Hammer of God

Players: 15-30

Class: Full

Lives: Normal, Cycling

Count: Full, ½ count, Speed

Reeves: Two Field

Equipment: Marked set path, A large box or container

Rules: There are many versions of a Caravan Battle. First divide players into two teams. Each team will go through the caravan scenario once, and it will be timed. The team that

has the better time will be declared the winner. Each team will play the opposition to the other during the caravan scenario. Obviously, both caravans are usually successful, which is why the game is scored by time. Two people must have hold of the cargo to move it and neither of them may fight while moving the cargo. The cargo may be set down at any time and may never be moved by the defending team. The cargo may not leave the path, although the cargo also represents the base for the caravan team. The defending team will choose a base for themselves. Since both the caravan and the bandit teams can learn from one another it should be randomly determined which team goes first. A break of at least 10 minutes between caravan runs is also appropriate.

Misc: Any reasonable caravan route is acceptable but it should be well defined and not too short. Side walks and paths are perfect for this. Adjusting the number of players necessary to move the cargo may be necessary in large groups. It can also add difficulty to the game to mandate that cargo-carriers must not run while carrying the cargo.

Name: Bounty Hunt

Origin: Dor Un Avathar/By Night They Dance

Players: 10 +

Class: Full

Lives: Normal, Cycling

Count: Full, ½ Count, Speed

Reeves: One Field,

Equipment: Monster garb, Small tokens/Ears/Tails/Markers

Rules: Two (or more) small teams of Questers compete against one another to see who can slay the most Monsters. Each Monster has a number of Life Tokens, which must be turned over to the team responsible for slaying it.

Misc: Be sure to keep the M/Q ratio high for each group but not impossible.

Name: Bridge Battle

Origin: Nautical Nights

Players: 10 +

Class: Full, Militia

Lives: Normal, Cycling

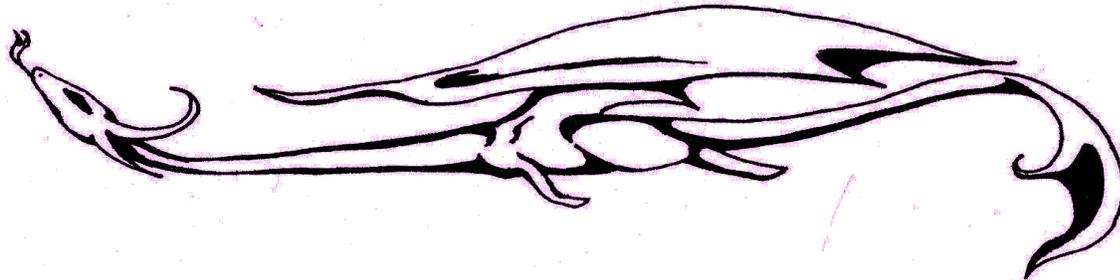
Count: Full, ½ Count, Speed

Reeves: Two Field,

Equipment: Ribbon

Rules: Divide the populace into two equal teams. Mark off a section of flat and debris-free land, roughly 30 feet long by 5 feet wide. A team enters at either end of the bridge and must battle their way past the opposition to the other end. Players who step out of the boundaries are considered to have fallen from the bridge, and are dead.

Misc: Add flags to each side for an extra challenge. Or Impose some interesting weapon restrictions, such as all players must use a single short sword, or each team is allowed only one polearm, or no shields, etc.



Name: Good vs. Evil

Origin: Squire Jabberwock Pentacles

Players: 12 +

Class: Full

Lives: Normal

Count: Full, ½ Count

Reeves: One good, One Evil

Equipment: List of Benefits/Punishments

Rules: Divide teams as normal. Basically, the idea is that the two reeves represent the Powers of Goodness and Evil. Each will give benefits to players if they perform acts of exemplary goodness or evil. Each will also give curses to those who defy their alignment. This will call for judgment on the part of the reeves. Minor good acts may include dropping a shield to be fairer to a wounded opponent, or not taking an opportunity to backstab. A Major act of goodness may include jumping in front of an arrow. A minor act of evil might be backstabbing or tricking an opponent. A major act might be convincing the good team that he/she is on their side, then back-stabbing them all. Once a benefit has been used, it should be given back to the reeve to be given out again. Below are the benefits and below those are the curses.

Misc: This game is based on a certain amount of role-playing and teams are likely to become unbalanced.

“Good” Benefits:

For a Great Act of Goodness, we have decided to grant thee:

The Power of Conversion

The next person you kill will be converted to the power of Light and Goodness. For one life they must fight with you and your kind against the powers of Evil. They may, instead, if they wish, take a 2nd death.

For an Act of Goodness, we have decided to grant thee:

The Armor of Faith

You are armored with 2 points of armor. This is invisible, magical armor that need not be worn and can be repaired. It will last only until the end of this life.

For an Act of Goodness, we have decided to grant thee:

The Aura of Protection

You cannot be affected by the foul magics of Evil. Good can still affect thee normally, but against Evil, you are a bastion of hope. This will last until the end of this life.

For an Act of Goodness, we have decided to grant thee:

The Gift of Life-Giving

You can, by touch, resurrect one character as per the 3rd level Healer spell.

For an Act of Goodness, we have decided to grant thee:

The Armor of Hope

You are armored with 1 point of armor. This is invisible, magical armor that need not be worn and can be repaired by a *mend* spell. It will last only until the end of this life.

For an Act of Goodness, we have decided to grant thee:

The Gift of Healing

You can heal others by touching them. You must touch the person to be healed and call "Gods of Good, heal this person!" and it will heal them just like the 1st level Healer spell. You may do 5 points of healing in this manner.

For a Minor Act of Goodness, we have decided to grant thee

The Gift of Life

You may live one extra life. It will be your next life and will be the same as the first life you lived (i.e. no berserks, etc.)

For a Minor Act of Goodness, we have decided to grant thee:

The Gift of Freedom

You are now immune to Iceball, Entangle, Petrify, and Hold Person. This will last until the end of this life.

"Evil" Benefits:

For your Great Act of Evil for the Dark Powers, you have been granted:

The Power of Corruption

The next person you kill will be corrupted to Evil. For one life they must fight with you and your kind against the vile powers of Goodness. They may, instead, if they wish, take a 2nd death.

For your Act of Evil for the Dark Powers, you have been granted

The Power of Hellfire

Until the end of this life, you may cast Fireball. You may only have one Fireball on your person at a time and you must cast it normally.

For your Act of Evil for the Dark Powers, you have been granted

The Power of Rage

Until the end of this life, you can do 1 extra point of damage and break shields with your melee weapons.

For your Minor Act of Evil for the Dark Powers, you have been granted

The Power of Life-Theft

The next person you kill will be Spirit Severed and cannot be resurrected. In addition, you add one life to your own count.

Curses:

For your act of Evil/Good, you have been punished!

Take a wound! This wound cannot be healed and will last until you are slain.

Resurrection will bring the wound back as well. You may choose where the wound is taken. (Note to reeve: this curse should not be given out to a wounded character.)

For your act of Evil, you have been punished!

Your strength is taken from you! You may not wield a Great weapon or wield more than more than one weapon. In addition, you may not use both sword and shield, but must choose one or another. You may not gain any benefit from armor.

For your act of Evil, you have been punished!

You are made weak! Any wound will kill you.

For your act of Evil, you have been punished!

You are damned! You cannot be resurrected.

For your act of Goodness, you have been punished!

You are commanded to work with the worms of goodness! You must now go over to the side of good and fight with them. Wounds will kill you. After you have died, you may return to the side of evil.

For your act of Goodness, you have been punished!

You are made hated in the side of all evil! You may not accept enchantments from your team, nor can you be healed by your team.

For your act of Goodness, you have been punished!

You are turned into a toad! You must hop around for 30 seconds. You cannot use weapons and must ribbit. You may wear no armor and have no enchantments. Do not disobey the powers of evil again!

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Edited by: MaA Miles Oekami

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Many thanks to the people who helped
add games and advice to this book.

Including but not limited to:

Squire Torbjorn Kegslayer

Squire Deimos

Special thanks to:

Sir Michael;

For use of his Battlebook to build upon.

Sir Brennon and Arthon;

Their article on E-Sam heavily influenced this book.

All of Amtgard;

Without you guys, I would look stilly running around
the park sword fighting imaginary dragons