

The
Provincial Champion's
Guide To
Holding Office

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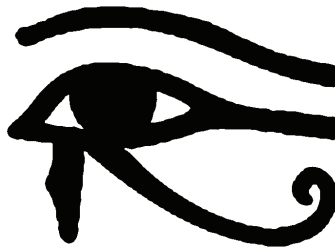
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Forward

Large portions of this book were made using materials gathered from The Wetland's Corpora of ByLaws and The Amtgard Rules of Play. In addition to these materials, the author used insight and knowledge provided by previous Champions, Monarchs, and her own experience as a park officer to compile the subjective portions of this book. If any subjective portion of this book conflicts with an official Amtgard publication, the official publication will supersede the material presented within this book.

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The Office of Champion

Holding the office of Champion can be a rewarding, yet demanding job at any park, regardless of the size of the province. Assuming the duties of Champion is a great responsibility and must be taken seriously, for the safety and well being of the populace. Throughout this field guide, we will discuss the various official duties, along with the information needed to fulfill an effective term in office. We will also discuss some of the unofficial duties that many of the populace may expect of the Champion.

Official Duties & Privileges

If the Champion assumes office within a Duchy, he/she may assume the title of Ducal Defender during the duration of his/her reign in office. Likewise, if the park is a Grand Duchy, he/she may assume the title of Grand Ducal Defender while in office.

Qualifying for Champion

In most cases, the first qualifications for serving as Champion are that the candidate at least 18 years old, is a contributing member of the province, meaning that he/she must be dues paid, and have at least 12 credits for the last 6 months. If the candidate is not at least 18 years of age, permission may be granted by the Kingdom Monarch for the candidate to seek the position.

Every province will have a different set of additional qualifications for the position of Champion, and these qualifications will vary depending on who is in charge of the upcoming Quals events. In most cases, the highest park official who is not seeking re-election is in charge of the Quals event for the Monarch, Regent and Champion. But, depending on the circumstances, this duty may fall upon a person appointed by this individual to oversee the events.

These qualifications set forth by the Quals-o-Crat may require A&S entries, testing, but is ultimately left up to a coronet tournament.

Typically, people running for Champion are required to provide one or more A&S entries within the Owl category. Testing may also be administered to ensure that the candidate is familiar with the Corpora and/or Rules of Play. Being knowledgeable about these rules is impertinent, to ensure field safety and to uphold the guidelines set forth by the Corpora and Rules of Play.

The provincial champion will be decided as the highest scoring candidate in the Warskills section of the Tournament for the Coronet.

Office Guidelines



The Champion may not hold office for more than two consecutive terms. Each term is six months in duration. In the event that a Champion is not fulfilling his/her duties, or the populace and/or Monarch feel that he/she should be removed from office, this may be performed, but requires a joint agreement between the Monarch and the Prime Minister. According to the Corpora, the park officers shall jointly appoint an individual from the provincial populace to serve as pro-tem Champion. A confirmation election should then be held no later than one month from the point that the pro-tem Champ assumes the vacant position. If the confirmation vote fails, the position should be filled by nomination, and subsequent election by the contributing members of the populace.

Checking Weapons

The most important task of the Champion is his/her responsibility for ensuring that all weapons, shields, armor and other game items used at provincial and inter-provincial level functions have been checked for safety and legality in accordance to the requirements set down by the Corpora, Rules of Play, and as set forth by the Guild Master of Reeves. The provincial champion has the discretion to remove any weapon, shield, armor or other game item that he or she deems unsafe or illegal. The specifics regarding the legalities of weapons and game items will be discussed at length in a moment, but let's first continue laying out the duties of the Champion position.

Lost & Found

Another important job of the Champion is that he/she must maintain a lost and found for the province. At the end of the day, when people have begun to leave, the Champion should check around the site for items that have been left behind. He/she should retain the items for safekeeping until the items can be returned to their owner. If the owner/s of the items are unknown, then an announcement may be made during the next court, or a notification could be made over the park's internet news-group, if one is available, letting the populace know that the items were found.

Battlegames

In the event that the Monarch does not have a game or event scheduled, it is the Champion's responsibility to organize a battlegame, quest, or similar fighting event for the populace to partake in.

Maintaining Order

Periodically, the Monarch may call for an Allthing to make important decisions regarding the province. In these events, it is the Champion's duty to maintain order during the meetings. If the monarch decides that people are only allowed to speak one at a time, then it is the Champion's job to see to it that people follow this rule, by calling attention to the people who may be speaking out of turn, and possibly directing people as to when it is their turn. The codes of conduct for each Allthing will differ with each event and the Monarch presiding over them. Regardless of the codes set forth, it is the Champion's duty to enforce them at the Monarch's request.

Cleaning the Province

The Champion shall also insure that event and battlegame sites in his or her province are reasonably litter-free at the close of a weekly meeting or event. This is a very important duty, as it can often determine whether the province will be able to keep playing in the same location. For example, if the event site is repeatedly left dirty, the owners of the site may complain and prohibit the province from future use.

On the same note, the members of the populace should not leave all cleaning duties to the Champion, and should be morally responsible for their own messes. If the Champion appears to be taken advantage of, and finds him/herself spending an unreasonably amount of time cleaning up after the populace, then the Champion should address this with the populace during court.

Inspecting Weapons & Game Items

Because the primary duty of the Champion is often perceived as being the official weapon's inspector, he/she needs to be exceptionally familiar with the construction guidelines and safety regulations pertaining to each of the weapons used within Amtgard. While there are various ways to build each weapon while staying within the safety perimeters, we shall discuss the most popular and those guidelines as set forth within the Rules of Play.

Safe Weapons

"A safe weapon is one that will not leave marks, bruises, or broken bones or teeth when it strikes a person." If a weapon hurts a player when the player is struck, it is not safe. The entire surface of a weapon must be padded as laid out within the Rules of Play, which we will discuss in a moment. For a base, it is recommended that players use carbon/graphite rods (such as from non-metallic golf clubs), kite spar, bamboo, PVC tubing or fiberglass. Other materials should

be checked for safety on a case-by-case basis. Metal and wooden cores are always considered illegal.

Foam

It is also recommended that players use stiff foam to pad their weapons, particularly, Ensolite™, a type of closed cell foam. Since Ensolite™ may not be readily available, Funnoodle™, a preformed pool flotation device, is the most popular alternative. The padding should be affixed to the shaft with either glue or tape. Once completed, all weapons must be covered in a durable, opaque cloth. This means that the weapon cover should not be made from “see-through,” cloths such as regular panty hose or knee-high hosiery. An easy alternative to these translucent materials are tights, tall trouser socks, opaque knee-highs, etc. Of course, sewn cloths, as in cotton, are always acceptable and often look much better. The ends of the weapons, or weapon tips (points, guards, pommels, etc.) and striking surfaces must be at least 2.5 inches in diameter. Flat blade weapons must not be able to pass their tip through a 2.25 inch diameter ring. The ends of all weapon cores must be blunted by capping them with a layer of foam and tape. Stabbing weapons should include extra padding on the tip to ensure safety. Magic components used in combat, such as magical balls, must also be padded and be at least 2.5 inches in diameter.

Winging It

Often times, when inspecting weapons before game play, you’ll likely not have a measuring tape in your hands at all times, but you will have a knowledge of what the weapons should feel like, and the ability to mentally measure an item for approximate length and legality. Of course, as Champion, you should keep a measuring tape in your Amtgard bag of goodies, however bringing it out to the field every twenty minutes is usually not necessary. People often fight with the same weapons for several weeks, and after an initial inspection and measuring you’ll be able to identify these and recognize them as made within the legal parameters. You will; however, want to make regular inspections on these weapons to make sure the padding has not broken down, become soft, torn, or that the core has been damaged in any way.

Weapons Specifications

What follows are the criteria for weapons as laid out within the Rules of Play. It is suggested that you keep a copy of the Rules of Play with you, but the information that follows will provide a quick field reference guide.

Aside from a few magical weapons, Amtgard only allows non-explosive, non-chemical weapons that might have been in existence before 1650 AD. All weapons can be broken into three parts:

Weapon Parts

Strike-Legal: This refers to a portion of the weapon that is at least 2.5 inches in diameter (flat blades require 1.5 inches of foam on a striking surface and may not pass their tip through a 2.25 inch ring) and will not leave marks, bruises, or broken bones when used to hit your opponent. This is the only area of a weapon that counts as a legal blow. Stab-only weapons are still required to have six inches of strike-legal surface on any stabbing end for safety.

Padding: This refers to the portion of the weapon that has at least half an inch of foam over the weapon core and is designed to limit the injuries done from accidental contact with that part of the weapon.

Handle: Refers to the unpadded part of the weapon where it is held.

Weapon Types

There is a wide variety of weapons found within Amtgard. Below is a list of the most common weapon categories and their construction requirements.

Projectiles

Rocks - Must be at least 1 foot in diameter.

Javelins - Between 36 and 72 inches long.

Except for javelins, projectiles may not be used to parry, block, or melee. There is no limit to the number that can be carried. Weapons not listed here and that do not fall into these categories may not be thrown (i.e. you may not throw your sword). Non-javelin projectiles that are not bearing enchantments or class abilities are indestructible. Projectiles that are affected by enchantments or class abilities (not to be confused with class Traits) may only be destroyed by spells or magic balls. Note: Magic components thrown in combat (magical balls, etc) must follow the same safety rules as projectiles but must remain spherical and are not considered 'projectiles' for other purposes. All of these weapons do one point of damage to armor and may be blocked by weapons without penalty. Rocks hurled two-handed will deal two points of damage to armor, but otherwise behave the same.

Dagger

A slashing or piercing weapon up to 18 inches long. At least twelve inches of its total length must be strike-legal.

Short

Short slashing, piercing, or bludgeoning weapons more than 18 inches up to 36 inches in total length. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. At least 2/3 of its length must be strike legal.



Long

Long slashing, piercing, or bludgeoning weapons more than 36 inches up to a maximum of 48 inches. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. If used to slash or bludgeon, at least 2/3 of its length must be strike legal.

Reach

Reach slashing, piercing, or bludgeoning weapons more than 48 inches up to a maximum of 60 inches. The pommel and handle of the weapon can be no longer than 1/3 of the weapon's total length. If used to slash or bludgeon, at least 2/3 of its length must be strike legal.

Hinged

Hinged Weapons with a single articulating (chain-like) head. The chain of a hinged weapon is not a legal striking edge. Chains on these weapons must be wrapped in foam with less than half an inch of the rope exposed at any point. The combined rope and striking edge of a flail may not exceed 18 inches in length and the total length of the weapon may not exceed 36 inches. The top 50% of the non-rope and strike-legal portion of the weapon must be padded.

Madu

Madu A shield joined to a polearm. The polearm portion of the madu may be shorter than the normal five feet. Only usable if a class can use both a polearm and a shield. If any portion of the weapon is broken, heated, or otherwise rendered unusable, all of it is disabled. Considered wooden for purposes of being targeted by spells or affecting monsters. Magic and abilities that affect any part of the madu, such as Imbue Shield, affect its entirety. Madus may never be considered great weapons. If a madu is built to slash at least 1/3rds of its length (excluding the shield portion) must be strike legal (including the 12 inch minimum for a slashing surface) and the rest must be courtesy padded.



with weapons affixed to it in any form is considered a madu and must conform to these rules.

Spear

Spear Stabbing-only weapons at least five feet in length and should not be confused with the javelin, which may be thrown (must have padding on upper 1/3 of length). Considered wooden for purposes of being targeted by spells or affecting monsters.

Staff

Staff Bludgeoning weapon (ends may be used to thrust, but it is a bludgeon attack) of 5 ft to 8 ft that must have legal striking surfaces of at least 1 foot in length on both ends. Each end must be padded at least 1/3rd the total length of the staff. Considered wooden for purposes of being targeted by spells or affecting monsters.

Pole Arm

At least five feet in length. Includes spears but may also have slashing edges (minimum 1 foot in length for a striking edge, must have padding on upper 1/3 of length). Considered wooden for purposes of being targeted by spells or affecting monsters.



Great

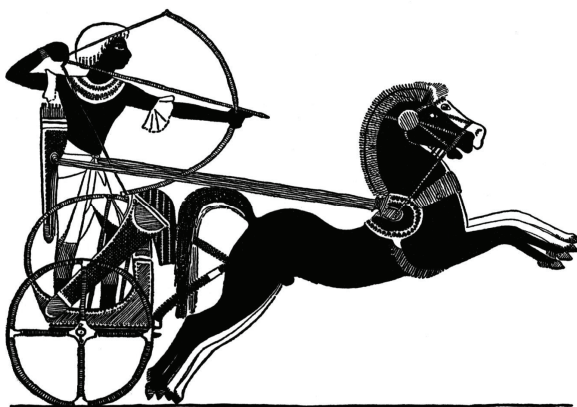
If a weapon is five feet or more in length, has a minimum of three feet of contiguous striking surface (staves must have at least two feet at each end), and a minimum diameter of four inches (flat blades require a four inch cross section) over the entire striking surface, then it is considered Great and becomes Red when wielded two-handed in a slashing or bludgeoning manner— Never when used to stab or pierce.

Weapon Ends and Cores

When examining a weapon to determine whether it is legal or not, you should always check the ends of the weapon. You should not be able to feel the core and it should feel safe and snug within the noodle. Likewise, you should check the striking surface of weapons to ensure that they feel safely covered by foam, and the foam is not damaged.

Archery

The maximum limit for a bow's pull is 35 pounds with a maximum 28-inch draw length. Crossbows are limited to no more than 450 inch-pounds. No compound bows are allowed. Broken or mended arrows are not to be used. All wooden arrows must be taped on the entire shaft. Arrows may never be used as a hand or melee weapon. The "point" of all arrows must have a diameter of at least 2.5 inches. An arrow scores hits like any other weapon. At close range (20 feet or less) bows must be no more than half drawn. Arrows from short bows and single-hand crossbows do two points of damage to armor. Arrows from

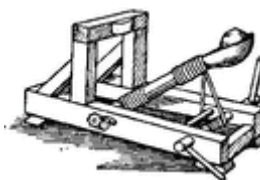


two-handed crossbows (over 20 inches in length) and longbows (any bow that has an AMO measurement of 60 inches or a physical string length of 56 inches) do four points of damage to armor. A weapon in hand that is hit by an arrow is destroyed. If a bow is hit by a weapon, it is destroyed.

Bow Arrows from a longbow does base four points of damage. Arrows from a short bow does base two points of damage. Hand crossbows are considered short bows while two-handed crossbows are considered longbows. See the Archery section for more complete descriptions. Bows, crossbows, and arrows are considered wooden for purposes of being targeted by spells or affecting monsters.

Siege Weapons

Siege weapons should have a historical or fantasy counterpart that they mimic in form and function. Siege engines may only be direct impact weapons such as catapults, ballistae, etc. You may not use siege engines that mimic area of effect attacks such as firebombs or Greek Fire. You may not use siege weapons that mimic gunpowder effects such as cannons.



Siege weapons are extremely powerful engines of destruction that were historically used for everything from anti-personnel to tearing down walls from a great distance. The abilities and limitations of siege weapons are as follows:

1 A melee siege weapon will kill any person or destroy any object it strikes regardless of armor. Is considered engulfing. Counts as one hit against invulnerability. Will stop Fight After Death.

2 A projectile siege weapon that fires a single projectile at a time, such as a single boulder or bolt, strikes exactly like a melee siege weapon except that it is also stopped by the enchantment Protection from Projectiles. A monk may not block this type of siege weapon projectile. Will stop Fight After Death.

3 A projectile siege weapon that fires multiple projectiles at a time, such as a grapeshot catapult, counts as firing Red projectiles. A monk may block these projectiles as normal. Protection from Projectiles stops these. Will not stop Fight After Death.

4 A siege weapon that fires projectiles may not be used within 20 feet unless its operators have the ability to “half-draw” the weapon.

5 A siege weapon is a large, tough object that is hardened from casual attack. They are considered to have ten points of armor and are destroyed when all armor is lost (i.e. ten hits from a one point weapon, five hits from a two point weapon,

etc). Arrows have no effect on siege weapons with the exception of a Flame Arrow, which will do five points of damage to the siege weapon. Melee siege weapons and single shot projectile siege weapons will destroy another siege weapon on a single hit. Multiple projectile siege weapons deal damage to siege weapons as per normal. A siege weapon operates as long as it has at least one point of armor remaining. A Mend will repair one point of armor over all (siege weapons do not have sectional armor). Destroyed siege weapons may not be retrieved from base.

6 Siege weapons require at least three people to operate. Those people may be involved in any operation of the engine but may not be fighting, be Berserk, casting magic, using activated class abilities, or move more than ten feet away. A siege weapon with less than three people crewing it may not be used. Some monsters are exempt from this rule. Members of the siege crew may leave at any time and continue playing as normal.

7 You may only have one siege engine per twenty people on a team.

8 Siege weapons should have a historical or fantasy counterpart that they mimic in form and function. Siege engines may only be direct impact weapons such as catapults, ballistae, etc. You may not use siege engines that mimic area of effect attacks such as firebombs or Greek Fire. You may not use siege weapons that mimic gunpowder effects such as cannons.

Weapon Effects

A ‘Weapon Effect’ is a descriptor applied to a weapon that explains what it does. It is possible for a weapon to have multiple effects.

Red A Red weapon, when used to slash or bludgeon, does two points of damage and can be used to destroy a shield in three hits. Great weapons (see below) are automatically red weapons. Magical enchantments and the berserk ability of barbarians can also make a weapon red. In all cases where a one-handed weapon is red, the weapon or the user must have a red strip to indicate the effect.

Great If a weapon is five feet or more in length, has a minimum of three feet of contiguous striking surface (staves must have at least two feet at each end), and a minimum diameter of four inches (fl at blades require a four inch cross section) over the entire striking surface, then it is considered Great and becomes Red when wielded two-handed in a slashing or bludgeoning manner—Never when used to stab or pierce.

Magic Relics and weapons bearing an enchantment other than *Stun Weapon*.

Shields

“Shields should be made from light, firm materials, should be well padded, and require a cloth cover. Hard edges may not be exposed. Good materials to use include substances with some give, such as plywood and high impact plastics. An interesting alternative is to use a plastic snow toboggan, which will produce a light shield that requires less padding. Another popular shield design uses only a thick foam disc, thus negating the need for additional padding (just a cloth cover). Be careful with these however, as not all foam materials are the same. Plank foam is a particularly durable and safe variety that makes for an excellent shield; while foam such as what ‘boogie boards’ are made of is effectively a rigid material and requires padding. Thick strips of leather make good arm straps. When using a non-foam shield, bolts should be attached with the head affixed to the exterior of the shield with washers, and then heavily padded with foam. All rigid-core shields must either have foam folded over the edges or have the shield edges recessed into the foam. All rigid-core shields must be covered with a layer of foam that is at least 1 inch thick on the face, and 1.5 inches on the edge. Shields must be at least as safe as the weapons we use.” (The Rules of Play 7.2)



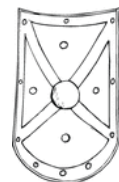
Shields are considered wooden for purposes of being targeted by spells or monster abilities. All shield measurements are the exterior surface area on a flat plane.



1 Bucklers are a type of small shield that is strapped to a forearm instead of wielded in a hand. Anyone allowed to use a small shield may use a single buckler. Note: This does not allow use of both a shield and a buckler.

2 Shields struck by effects that break shields (such as Red weapons) retain this damage until repaired, therefore receiving two such strikes from one player and one such strike from another player ten minutes later is sufficient to destroy the shield.

3 All shields must either be strapped to an arm or gripped in a hand. A blow that strikes a non-wielded shield strapped to a player, such as a shield slung across a back, is considered to strike the player as if the shield had not been there. A player may only wield one shield at a time.



- 4 A large shield is no larger than eight square feet (38.3 inches in diameter).
- 5 A medium shield is no larger than five square feet (30.28 inches in diameter).
- 6 A small shield is no larger than three square feet (23.45 inches in diameter).
- 7 Non-round shields may not be wider than two feet.

Armor



Armor is rated on its ability to stop blows. The rating ranges from 1 to 7 points, though some monsters can have more. The same damage rules apply to armor. Each strike will remove one point of value from the armor. Certain weapons and effects deal more damage to armor as noted in their descriptions. Daggers, when used to slash, deal no damage to armor of any sort. Damage only applies to the armor on the hit location that was struck. Armor only protects the area that it covers. Example: if you have armor on the front of your leg, but a gap on your thigh, then a strike to the location left open by the gap would wound you, though the armor itself would be unharmed.

These are the base armor points

<i>Padded cloth, quilted cloth, light leather 1/16 inch.....</i>	<i>1</i>
<i>Heavy leather 3/16 inch.....</i>	<i>2</i>
<i>European '4 in 1' chain mail.....</i>	<i>3</i>
<i>Augmented chain, riveted chain.....</i>	<i>4</i>
<i>Brigandine, double mail, or lamellar.....</i>	<i>5</i>
<i>Plate.....</i>	<i>6</i>



These materials can be added to increase non-metallic armor values:

Cuir bouilli.....	+1
Studs / Rings.....	+1
Scales.....	+2

To increase the value of any form of chain mail:

Full padded gambeson or arming coat..... +1

Construction additions and subtractions:

Non-authentic materials.....	-1
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Poor workmanship.....	-1
Shoddy and/or artificial appearance.....	-1
Heavy gauge material.....	+1
Superior construction.....	+1

Armor Descriptions

Padded cloth: four layers of cloth sewn together.

Quilted cloth: two layers of cloth with padding in between sewn together.

Light leather: leather of at least 1/16" thickness.

Heavy leather: leather of at least 3/16" thickness.

Chain armors: must be at least 16-gauge, with an internal diameter of, at most, 3/8 of an inch. Regular chain armor consists of butted links.

Augmented chain: chain augmented in some fashion from the standard '4 in 1,' such as plates attached to each other by chain, or any of the Persian/Chinese weaves.

Riveted chain: chain in which all the links have been individually riveted together.

Lamellar: plates that have all been joined in an overlapping fashion by cord or chain link.

Brigandine: closely spaced or overlapping plates riveted between two layers of leather. Heavy cloth such as canvas or denim may be used instead of leather, but incurs a -1 penalty for sub-standard materials.



Double mail: '8 in 2,' or a mail in which a standard pattern is woven with two rings replacing every single ring.

Plate: solid metal armor with riveted metal articulations to increase mobility. Example: Lorica Segmentata.

No armor list can be completely exhaustive, and armors not mentioned should be ranked according to their composition (metallic vs. non-metallic) and their protective value relative to other armors in the table.

Armor Definitions

Plates are made of at least 16-gauge steel and must be attached to each other or a backing in such a way that all four edges or corners are held into continuous rigid contact with each other or the backing. Plates may alternately be made of 3/16" hardened leather and receive a -1 to the total armor value.

Cuir bouilli is the process by which leather is hardened using wax or other treatments to produce significantly harder leather.

Studs are composed of metal, and must be no more than 1.5 inches apart to receive the bonus. Studs may not be added to metal armor.

Rings are composed of metal (not to be confused with chain mail), and must be at least 1/8 inch thick, have an internal diameter of at least 1 inch and no greater than two inches, and be placed no further than 1.5 inches apart to receive the bonus. Rings may not be added to metal armor.

Scales are composed of metal (+2) or 3/16" hardened leather (+1), and must be overlapping. Scales may not be added to metal armor. Scales need only be attached to the armor along one edge.

Gambeson (sometimes referred to as an arming coat) resembles a quilted, close fitting tunic that minimally extends from the thighs of an individual to their elbows, excluding their head and neck. If worn under any type of chain mail, the wearer will receive a +1 bonus to the area that the chain mail covers. The gambeson may not be modified to increase this value. A gambeson must be the equivalent of at least quilted cloth with cotton batting padding in between the layers, and must cover the entire area of the hit location under the chain in order to grant a bonus.



Armor Modifiers



Non-authentic materials refer to materials that were not in use to create armor at the time, such as plastic. For comparison of metals, 16-gauge steel is the standard weight and toughness, so lighter or softer metals, such as aluminum, will incur this penalty, while stainless steel will not. Subtractions for inauthentic material may never exceed -2, though completely inappropriate materials may receive no points (i.e. aluminum foil, cardboard, etc).

Poor workmanship refers to an inexperienced or incomplete assembly by the creator – the use of non-period items such as hot glue, tape, or shoestrings to hold the armor together. Subtractions for poor workmanship may never exceed -4.

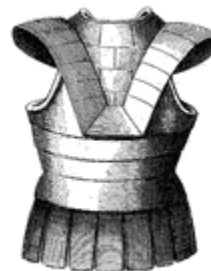
Artificial appearance refers to the overall appeal of the armor and its ability to accurately resemble historical armors.

Subtractions for appearance may never exceed -2.

Heavy gauge material is material that exceeds the 16 gauge standard for rings or plates.

Exceptional craftsmanship is reflected in the overall construction and function of the armor as compared to other armors

of its type, and is awarded on a case-by-case basis. Bonuses for construction may never exceed +2.



Armor in action:



Example 1: A person with two points of torso armor that covers his chest and back is struck in the back with a regular sword: One point of armor is removed from the torso armor, leaving one point on the armor covering the chest and back (chest and back are included together under torso armor).

Example 2: A person with two points chest armor and no back armor is struck in the back with a sword: Person is dead

Ribbons and Strips

All ribbons (also called cloths or strips) must be at least two inches wide and eighteen inches in length, and clearly visible (not hidden behind equipment or a shield) on the person or object they are applied to. Armbands and headbands act in all ways like ribbons and must follow their rules. Each color ribbon has a different meaning to allow quick identification.

Red: Red Weapons and Berserking Barbarians.

Black: Killing effects such as Touch of Death, Poison Weapon, Death Fields, etc.

Orange: Flame effects such as Flame Arrows, Lava, etc.

Gold: Reeves and items that may not be touched or attacked

Class ribbons for enchantments and magical effects.

Green: Druidic Enchantments

White: Healer Enchantments

Yellow: Wizard Enchantments

Light Blue: Bard Enchantments

Belts & Other Accessories

What follows below are the basic belt and accessory requirements as listed in the Rules of Play.

White Belts: Any belt more than 25% white, unadorned chains, and spurs Are reserved for knights and may not be worn by others. A knight may also choose to trim a knight's white belt with a color particular to that order of knighthood: Gold for Crown, Silver for Sword, Red for Flame, and Green for Serpent.

Red Belts: Any belt more than 50% red is generally only worn by squires.

Black Belts: Black belts with silver trip are generally only worn by men at-arms.

Yellow Belts: Predominately yellow belts are generally reserved for Pages.

Phoenix: The Phoenix is the symbol of Amtgard. White and Black Phoenixes are reserved for knights. A gold Phoenix on a red background is reserved for

Warlord. Otherwise, the phoenix is generally only worn as part of kingdom heraldry.

Class Masters: A diagonal slash of a guild's distinct color, worn on a belt, baldric or tunic is the mark of a class Master.

Crowns: The wearing of crowns and coronets are reserved for royalty and nobility. Retainers of nobility and royalty may wear symbols of crowns on their garb, but an actual crown is prohibited.

Belt Favors: Belt favors often have company, personal, or household heraldry on them; however, a single color belt favor represents the number of Orders of the Warriors a fighter possesses.

Basic Combat Reeving

The section that follows contains the rules for basic combat reeving. Obviously, any reeve needs to be familiar with the entire Rules of Play document, but for quick reference of basic rules, the information below will be adequate. It is encouraged that the Champion be familiar with, and have handy, a copy of the Rules of Play, and if applicable, the Dor Un Avathar during quests and Battlegames involving monsters.

Damage and Wounds

Head and Neck – Out of bounds. Will not count as a hit and is illegal. Deliberately parrying with your head or neck is prohibited.

Arm – The first hit to the arm will result in the loss of use of that limb. A struck arm must be kept behind your back. A second hit to the wounded arm will result in death. Hand shots count as a hit to the arm unless you are holding a melee weapon in that hand, in which case it counts as hitting the weapon. Wrists are considered part of the arm, not the hand.

Leg – A hit to a leg results in the loss of use of that leg. You must drop to one knee as soon as is feasible and place the dead knee on the ground. Any following hits to that leg will have no effect (the only exceptions are magical balls and some siege weapons). Crawling, dragging one's self and being carried are the only ways to move about with a wounded leg. You may make a short spring at an opponent with your good leg; however, hopping on your good leg is not allowed.

Torso – (Includes a person's shoulders, groin, chest, back, and buttocks) instant death.

Feet – Do not count as a hit if they are on the ground when struck (exception: magical balls); otherwise they count as a hit to that leg.

Combat Notes

- 1 Any two shots to the limbs (except two shots to the same leg) results in death. Example: You are struck in the arm. The arm must then be placed behind your back and is useless. You are then struck again in any limb, including the one behind your back, and die.
- 2 A single shot to a hit location, regardless of weapon type or point value, only counts as one blow to the hit location and any 'extra' damage never carries through to another hit location. Example: Being struck in the arm with a Red weapon only wounds the arm. The extra damage is ignored.
- 3 Shots that only strike garb or equipment do not count as a hit unless said items blocked a blow that would have struck a combatant (i.e. - garb, equipment, sheathed weapons, etc. are not shields and do not count as armor).
- 4 Blows that nick or lightly glance off of a target do not count as hits. Any shot that stops or any shot that hits then deflects at an angle is considered a hit. See also 'A Valid Shot' below.
- 5 Projectiles and arrows that nick or lightly glance still count as hits.
- 6 The chain portion of flails are not legal striking edges and do not count as hits. The same applies to all weapon hafts, hilts, hand guards, and courtesy-padded shafts.
- 7 Deflections that then strike true on a target are hits, with the exception of shots that deflect off the head or neck. Deflections from illegal targets do not count. Projectiles, even on deflections, can only deal damage to a single target i.e. a throwing dagger hitting an arm and then deflecting into the chest only wounds the arm, it does not affect the chest.
- 8 If a person is wounded in an arm throwing a shot, or killed, shots they threw into motion before being struck still count as a hit, if they land within a half second of being struck. In the case of a two-handed weapon, the wielder must remove his wounded hand from the weapon within a half second for the shot to count. This should be a clear case of finishing an already thrown shot, meaning that it requires no change of direction and the last action required to finish the shot has already been started prior to being struck. If you have any questions, ask your kingdom/group level Guildmaster of Reeves. A reeve's call is always final in determining if a shot is in time or late.
- 9 Shots that knock aside a parry and then strike the target are hits.

10 Illegal shots stop the shot and pause the action if necessary for your opponent to recover (i.e. if you hit your opponent in the face, stop combat until he indicates he is unhurt).

11 Bounces never count from projectiles, magic balls, and arrows.

12 A player who consistently breaks game rules, cheats, causes mundane problems with authorities or safety can be barred from the local group or kingdom by joint agreement of the Monarch and either the Prime Minister or the Guildmaster of Reeves of that group.

13 Players may not wield more than one weapon in a single hand. Firing multiple arrows simultaneously is an exception to this rule.

14 Grappling with an opponent; shield bashing; rough, dangerous, or offensive physical contact is strictly prohibited and can result in being banned from play indefinitely.

15 If you have to think about whether or not a shot was ‘good enough’ to count, it probably was. Always endeavor to have unquestionable honor in the area of calling your own shots. Your peers will respect you and return the favor.

16 Do not call another person’s shots unless you are a reeve. It is rude and considered in poor form. If you consistently have problems with a player not taking their shots, inform a reeve who will deal with them appropriately.

Valid Shots

A valid shot is anything that hits and stops or deflects at an angle. That said, there are occasionally shots that partially meet these requirements but are not valid. The best way to learn what constitutes a good shot is to ask your kingdom/group level Guildmaster of Reeves, but included here is a list of shots that do not count. These are just guidelines, and you should never attempt to use these rules to cheat your way out of a valid strike. Also remember, that in all situations the reeves call is final.

‘Wiggling’ – A shot (normally a stab) that misses its initial target, but is then jerked back and forth weakly in order to hit your opponent.

‘Draw Cuts’ – A shot that slides along your opponent with little force exerted towards your opponent. This normally happens on a missed stab. Note that a shot

that hits your opponent legitimately, and then turns into a draw cut will still wound or kill the opponent as per the initial blow.

‘Whipping’ – A shot from a non-hinged weapon that is blocked, but the non-hinged weapon bends around the block to strike an opponent. These shots are common from exceptionally small weapon cores, or very long weapons, and should not be taken. This is not to be confused with your opponent pivoting or ‘wrapping’ a shot around your block using your weapon as a fulcrum. Whipping only applies when the core of the weapon itself bends around a block, enabling a shot that would have otherwise been stopped.



Thank you for reading the Provincial Champion’s Guide to Holding Office. If you have any suggestions to improve this publication or concerns about its content, please email Dawn at underthemooncurios@yahoo.com with your comments or questions.