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-Azus

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1st edition: compiled by Grix (grix@crimsonwood.org) from all sorts of other sources including Sir Michael Hammer of God's Battlegames compilation, Sir Luke Wyngarde's publications and compilations, and some of my own stuff.

2nd edition: 10/2007 edited by Azus (azus_ws@yahoo.com), with additions from the expansions and e-sam (sources credited as known)

version 2.1 11/08 minor updates to games

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General Notes

Counts

Except for very large games (30+ players), full count results in a slow game with people standing around too much. Half count makes for a good balance for many games. Speed count (all counts are divided by 5) makes for a fast game, but annoys magic, as many spells (such as stop, entangle) end up being merely hiccups for the targeted player.

Death Counts

If everyone on one team is dead and everyone is standing around waiting, call 'advance count' to have every death count advance to completion and all dead players come alive. During timed games, there will be someone grumbling. However, in the interest of preventing boredom, I find advancing count preferable that the stopwatch (besides, I have also found people back down if I say I'll advance count for the other side as well). The surge of newly alive players also prevents too much grumbling.

Goals

Games should have a goal; protect an object, gather points, etc. Simple shatter battles can be played on occasion, but pay attention as people start to shatter out. You'll end up with quite a few people standing around bored and frustrated, so be ready to call the game if the team captains point out their players are annoyed.. Also, I find many times the team that loses the first round will be the one to shatter first. With a goal, a team that loses the first round has a way to regain ground. Games such as treeball, King of the Bell, etc can sometimes be best played with cycle lives; capture the flag can be that or reset lives (see next:).

Cycle Lives

For goal-oriented games, you can have players cycle lives. In this version, after a player has gone through their life count, their count resets to 0. Most times you'll want per-game abilities to reset as well. Thus, a 2nd level barbarian can berserk every 4 lives.

Reset Lives

For point games, after each point everyone resets. Their life count resets; any enchantments disappear, etc. Decide if per-games spells/skills reset or not. If there's a lot of people with per-games, consider cycle lives.

Additions to Games

These are a few things that can be added to many games for some additional variety.

Themes

Have storylines running through the games. One week, a caravan game has an item to be carried, that next week shows up as a relic for the winning 'team'. Though teams may change, you can keep the same team leaders for some continuity.

Have your teams represent something other than mindless soldiers. For example, during the holidays I ran King of the Hill with one side Santa and his elves, the other side the Thanksgiving turkeys. Each team leader got a reusable throwy that was a red weapon; Santa had to charge his by saying "Lump of coal" 5 times; the Turkey Queen charged hers by saying "Gobble" 5 times. For Theft, one team was defending the wizard's house against a band of thieves. A little bit of background gives people something to roleplay around, giving them an outline to bring new layers to a game.

Neutral players

If you have a player that really wants to play a monster, or if someone shows up late and adding them to a team would unbalance things, or simply to mix things up a little, add a neutral player. High level wandering monsters or archers make great additions. They will attack random people on either side as they see fit, or side with the losing team – until that team is no longer behind. Having a reeve around to help direct them toward a the winning team, or away from bases, will help game flow. This works well with capture the flag, tree ball, etc.

Buildings

Useful for flags, bases, boats, etc, these can be marked off with some rope. In their simplest, you have a square with an opening for a door. More complex can have many rooms and entrances, with locked doors that only one team can move through. Walls block .movement, magic, arrows. Players who walk across a wall should take a death; hits across the walls are ignored – players should point out if a wall was there to avoid questions of sloughing.

Political Figures

1. Political Figures are considered game items, and as such, may not be subjected to Teleport, Pass Plant, Circle of Protection, or any other magic or ability that removes them from play.
2. Political Figures must be as cooperative as possible to whichever team is currently "in possession" of her. This means that Figures should move when they are told, and stand still if "bound" to a tree or other object.
3. Figure may be "bound" to a tree or other permanent structure (not really, merely simulated bondage!) by standing her next to the object and repeating "Binding" x20. Unless the Figure is rescued or untied (similarly repeat "Untying" x20 to free her) they must remain at that location.
4. Figures may never be forced into real harm, physically restrained, or forced to move any faster than a walk. As Figures may be taken from the ranks of color, children, and noncombatants, it is best to use care and caution.
5. Figures generally do not have combat abilities, and may not be struck with Amtgard weapons during play unless approved beforehand. To simulate subdual blows, gently place a weapon upon her shoulder and say "I subdue thee"
6. Optional: Grant the Figure class abilities of level they have previously attained if the game is a Full Class. Or if the game is Militia, grant them the abilities of a 1st level Wizard or Healer to make things really interesting. In these cases the Figure is a combatant and is subject to all the rules of the battlegame.

Multiclassing

(many e-sam posts, largely quoting Tanath's run)

Each person is allowed to play two classes at the same time. For example, someone could play a "Warrior/Assassin" and use a 2 point, poisoned polearm, assassinating and teleporting, with 6 points of armor.

The rules:

- Each player chose two classes to play.
- You had to wear both sashes in a crossing pattern.
- In deference to new people, you played sixth level in both classes, despite your actual levels.
 - Option: 5 levels of one class, and one level of another class.
- Lives were averaged between the two classes.
- Casters could wear any armor that their second class could wear.
- Caster still paid for weapons/shields. A shield cost a wizard 3 points.
- If you mixed in barbarian, you could not wear enchantments.
- You could be a double of one class if you opted to. One player played assassinx2 and received double his allotment of abilities.
- We officially ignored the caster ratio rule, but I'm not sure that it would have mattered.

Towers

These can be freestanding, or part of a building. With rope, mark off a square about 4 feet on a side. Towers provide an elevated platform for magic and archers. People in towers can be attacked with ranged and magic, but not with melee. If part of a building, the tower permits attacks over the walls of the building.

Options:

1. Open door: people may enter or leave at will, from any (logical) side (ie, if a tower is against the side of a building, a player can't enter from the outside, only the inside)
2. Locked door 1: The tower belongs to a team, only that team's members have the keys to unlock the door and enter.
3. Locked door 2: A player starts in the tower. No one may enter. Of the player leaves, s/he may not enter.

Race Battles(Winter Battle)

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: Moderate

Race battles exist in several different forms, including in combination with other battlegame variants. The point of a race battle is that each player gets a race, in addition to their normal class. Players can play any class and level that they would normally be able to in a battle-game but would have a set of racial abilities on top of the Class abilities. In creating the races you should attempt to create advantages and disadvantages for each. On the whole each race should be cool enough that it is better than not having a race. Below are three races that were used in a Race battle in the snow in the Iron Mountains.

Snow Primitives:

Available classes: All but Wizard and Assassin

Special Rules: All Snow primitives gain the ability to go berserk one more time per game than usually allowed by their class. Obviously for everyone but Barbarians this will mean they can go berserk exactly once. This berserk will be treated as per the Barbarian ability except that spell casters will be unable to cast magic while berserk. Also note that this does not convey the ability to fight after death (exception barbarians) and that you can go berserk any time during your last life not just at the end.

Special Disadvantages: No Snow Primitive may carry any enchantment over 2nd level.

Ice Demons:

Available Classes: All but Healer and Monk

Special Rules: All Ice demons have two points of natural armor. This can not be healed or mended but is renewed for each life.

Special Disadvantages: Any wound (through the natural armor) kills an Ice Demon.

Fire Sprites:

Available Classes: All but Druid and Barbarian

Special Rules: Immune to all Fire Spells and Effects. Fire Ball and Flameblade will heal all wounds.

Special Disadvantages: Ice ball is treated as a wound (or kill) instead of a freeze.

Terrain Effects

These can be added to various games to provide a little more variety. Make sure to explain them carefully, and have a spare reeve around to help players understand the intent! Players should be rewarded with short death counts and even extra lives for role-playing well in such conditions.

TODO: Sort by type (land, magic, areas)

Stuff on Land

Bamboo Field

Bamboo typically isn't very wide, but when it grows densely it may as well be redwood. Bamboo Fields are marked by bamboo shafts staked around the area. Bamboo Fields have several effects. Projectile and Thrown Weapons (excluding White weapons) may not be used at a range greater than 20 feet. Likewise, you may not fire a bow or throw a weapon (again, excluding White weapons) into a Bamboo Field. Line of Sight is limited to 20 feet. One or more noncombat Reeves wander the area armed with unlimited Lost. The Bamboo Fields tend to focus on individuals who are alone, running, fighting, or using an Ability.

Carnivorous Swarm

Something small and annoying is eating your flesh if you enter this area, which should be marked with a red ribbon. Take a wound to any location (player's choice) after 5 seconds and die in a 10 count. Invulnerabilities are worn through all locations at the rate of one point per second after the initial 10 seconds. Normal armor is automatically bypassed.

Eternal Stench

Mark out areas of foul putrescence with green (and it better be really ugly green) ribbons. No one except Troglodytes, Skirit and other such creatures may enter, unless one hand covers the players nose and mouth at all times. Players who remove their hand are immediately Stunned (per Healer spell) until removed from the area. Merely replacing a hand has no effect, the player must be removed from the area to continue.

Fog

Foggy areas serve much the same function as Dark areas, only to a lesser extent. Fog can be simulated by gray ribbons marking out the chosen zone, then alerting the players to the effects. All the rules for Darkness apply in the Fog, with a few minor adjustments.

1. Light Sources do not function in the Fog, therefore everyone must walk, unless a specifically-immune Monster.
2. A Fog area may be cleared by the Wind spell for a 500 count.

Giant Clam

Sit a player on the ground with a good-sized shield and a melee dagger (treated as a Siege weapon). Have him place the shield on his head and bend over at the waist, covering the largest possible surface area of head, shoulders and back. Place any treasure to be protected in his lap. When players come swimming near, make like a clamshell, slowly opening and closing. The arm wielding the dagger is the only legal target in combat and is "slain" after taking four hits. Giant Clams are immune to all spells, flame, poison and non-magical projectiles.

Graveyards

Places where the dead are buried serve to enhance the Legions of the Undead. Areas marked with gray ribbon, or perhaps even foam tombstones or similar signs, can be assigned as a Graveyard. Any Undead dwelling in a Graveyard (or other place of interment such as a Mausoleum or Crypt) may add one additional life to their starting total. The exceptions to this are life-stealing Undead such as Vampires. These creatures do not gain an additional life, but they do gain one additional use of the Steal Life ability per game if it is used within the boundaries of the graveyard. (So, if they want an extra life, they have to go hunt for one!)

Jellyfish School

Hang pink and blue ribbons from tree branches, or mark out the area with pink and blue circles. Any creature entering this area (or brushing against a suspended ribbon) is immediately effected by both a non-magical Stun and Poison with a 50 count duration. Players immune to Poison still suffer the Stun effect, but for only half count.

Jungle Fevers

(or What do you mean you didn't take Cure Disease?)

Contracting a disease is another very real threat in a rain forest environment. Tainted water, poisonous berries, decayed matter and insects all carry the potential to cause debilitating and possibly fatal illnesses in the unwary traveler. Even the air itself can transmit disease in the most dismal and filthy backwater locales, where human waste and stagnant water mingle unchecked in the polluted canals near the borders of struggling tribes. Any time the Reeve decides, for whatever unclean condition met, he can afflict a player with a disease of the appropriate type. Most diseases take some time to take their toll, give the player an onset time of 30 - 300 count to seek a cure. Likewise, nonfatal diseases should eventually wear off in a similar time frame. A few examples include (but you're certainly not limited to this list, get creative and make 'em sweat!):

Debilitating: Player becomes very weak. May not wear armor or wield any bow or two-handed weapon until cured. Wears off after a 300 count.

Fatal: As regular Poison, but may work faster or slower at the Reeve's discretion.

Sleep: *Zzzzzz* for a 300 count, then you're fine.

Confusion: Loss of class abilities, no Berserk for Barbarians. Wander lost and listless for a 300.

The Plague: Player loses a life and rises transformed into a full-strength Plaguer for the rest of the game! This may become an entire battlegame unto itself, as the surviving players seek to stay alive and cure or slay the afflicted at the same time.

Contagious: As any of the above, but anyone who touches the afflicted suffers the same fate unless cured in a 100 count.

Light Sources

In order to survive in the darkness, intelligent creatures have developed a variety of means to combat the gloom. Torches, lanterns and the like may be simulated in an Amtgard battlegame when needed.

1. Torches may be simulated by taking a safe foam weapon and wrapping a couple of red ribbons or bandanas round the top. Real sticks should never be used, though safe props are acceptable.
2. Never carry any lantern with glass or breakable parts on to an Amtgard gaming area. Use foam to construct a suitable prop or just use the torch rule above.
3. The Sword of Flame or a Flameblade may serve as a Light Source.
4. Remain Active Fireballs serve as a 20 foot Light Source until they expire.
5. Players within 20 feet of a Light Source may move normally. If they leave the 20 foot area, the usual rule for running is invoked (see above).
6. Multiple Light Sources in a single area may stack their effects. In other words, two torches on a questing team make a 40 foot area of light - with commensurate benefits to movement, missile fire and the like. A maximum of 50' of light per team may be gained in this way.
7. Any hand holding a Light Source may not hold a weapon or shield (except a buckler strapped to the forearm).
8. If a Light Source is used as a weapon (and it should be a safe foam weapon!) the light is immediately extinguished. The only exceptions to this are the Sword of Flame and Flameblade enchantments.
9. If a player holding a Light Source is subject to Iceball, Petrify or Entangle, the light goes out and is unrecoverable until the spell is ended. Likewise, if a player is slain while holding a Light Source, the party has 10 seconds to recover it or lose the benefit of the light until relit.
10. Lighting and relighting a torch or lantern takes a chant of "Lighting" x10.

Punji Stick

Punji sticks are an ingenious form of trap. Small bamboo shafts are sharpened, soaked in feces, and placed in the ground. The Terrain is marked by yellow and brown strips. Anyone entering the field immediately takes a leg wound, and is affected by Touch of Plague. The wound cannot be healed until the Plague is cured.

Quicksand

Treated like a Fixed-Area Enchantment, the area being marked out by brown ribbons. Anyone stepping inside the Quicksand Area may take three more steps and no more. If, at that time, there is a tree or other large object within arms reach, then the victim may pull himself or herself to safety. If there is nothing to grab onto then the victim will die in a 30 count from drowning in the mire. If the victim has both of their hands free and are not wearing any armor, the time is increased to a 50 count. Other players who are not within the Quicksand any time during this process may pull victims to safety. Victims in Quicksand are still subject to attacks as normal. Victims killed in Quicksand are considered Severed and may not be Resurrected.

Sacred Groves

These wild places are holy ground to Fey Creatures and are marked with bright green ribbon. All Fey creatures (except Deep Dweller Elves) who enter a Sacred Grove may use the Camouflage ability once per life, so long as they remain within the grove.

Seaweed Bed

Treated like a Fixed-Area Enchantment, the area being marked out by dark green ribbons. Anyone stepping inside the Seaweed Bed may take three more steps and no more. At that time, if there is a tree, rock or other large object within arms reach, then the victim may pull himself to safety. If there is nothing to grab onto then the victim will die in a 10 count from drowning in the dense vegetation. Other players who are not within the Seaweed Bed at any time during this process may pull victims to safety. Victims in a Seaweed Bed are still subject to attacks as normal. Aquatic players entering Seaweed are instantly effected by an Entangle, but are otherwise unaffected. During the course of a battlegame or Quest, certain environmental and terrain conditions can be simulated by clearly marking the area with colored ribbon. Announce to the players what each area represents, and place Reeves near these areas to better police the action. Players should be rewarded with short death counts and even extra lives for role-playing well in such conditions.

Steppes

Steppes are wide, WIDE open plains, too dry to be a forest, but not quite a desert. Steppes are too vast to be marked by strips, they are simply announced. There are no trees or any growth thick enough to hide anything larger than a gerbil, nullifying the use of Camouflage and Plant Door. Only in-game constructions count as obstructing the field of vision (ex: hiding behind a real tree doesn't work against Doomsday).

Summoning Circles

There are three different types of summoning circles: Binding Circles, Banishing Circles, and Conjuring Circles. No two summoning circles can overlap at any point, not even if they are of the same type. Summoning Circles are strictly a battlegame-specific plot element and must be pre-placed by a Reeve or else have the construction part of a larger quest. In any event, players may not simply evoke one without Reeve approval.

Binding Circles

Materials: Represented by at least seven 3-foot strips of yellow cloth laid end-to-end to form a circle.

Effects: Any free-willed (not conjured) Celestial or Infernal Monster who enters the Binding Circle may not leave the area until the Circle is broken (see Limitations below) or it is slain or *Banished*. Conjured Celestial or Infernals who enter this area are instantly *Banished*.

Limitations: If at any time the circle is physically broken (such as by a player accidentally slipping on one of the strips), the monster is instantly freed and able to move as normal. Note, Bound Monsters may not touch the circle or disrupt it in any way.

Banishing Circles

Materials: Represented by at least seven 3-foot strips of orange cloth laid end-to-end to form a circle.

Effects: Any summoned monster that (voluntarily or involuntarily) stands within the circle can be permanently dismissed with a single *Banishment* spell.

Limitations: Summoned monsters cannot break the circle themselves (such as by dragging their feet on the way in) order to render it useless.

Conjuring Circle

Materials: Represented by at least seven 3-foot strips of blue cloth laid end-to-end to form a circle.

Effects: The minimum class level required to summon a given monster is 1 lower than normal. Additionally, any monster summoned inside one such circle costs 1 less magic point per 10 for the summoner to expend (minimum of 1). Conjuring Circles have no effect on monsters conjured through sacrificing class abilities, only spellcasters may benefit from this boon.

Limitations: This Circle may only be used by each spellcaster once per game.

Swarming Insects

Want to simulate a crawling mass of poisonous scorpions or a buzzing throng of biting bees? Mark off the desired area with brightly colored flagging tape, either on the ground to represent terrestrial insects or chest high for the flying varieties. Any unprotected player passing through the area is effected per the type of Insect Swarm represented. In all cases, Invulnerable Armor (including Natural, Stoneskin and Protects) is worn away at the rate of one point, all over, per 5 count spent in the area. Furthermore, unless noted otherwise, all Insect Swarms can be effectively Dispelled should an active Fireball, Flameblade, Flamewall or Sword of Flame enter the area, and remain so until the flaming object leaves the area for a 30 count. Some examples, and other potential protections, are detailed below:

- **Poisonous:** Enter and be Poisoned (as Assassin). Die in a 100 count. No wound taken.
- **Stinging:** Enter and take a Wound (arm or leg of the Reeve's choosing). Class immunities do not apply. Players with one empty hand may slap at themselves to keep these bugs away indefinitely.
- **Paralytic:** Enter for more than a 10 count and be Stunned, unless Immune to Poison.
- **Deadly:** You have 5 seconds to leave the area or die. Usual immunities to Death do not apply.
- **Confusion:** As Druid spell, after 5 seconds of unprotected exposure. No Berserk for Barbarians.
- **Swarming Insects:** Whats the Buzz? Players with both hands empty may slap at themselves to keep these insects at bay.
- **Webbing:** Anyone entering this area may only take one step every 10 seconds. No one is immune, except maybe Giants, Dragons and other huge Monsters.
- **Corrosive:** These horrors act as Death Swarms, but also function as a Sever Spirit to anyone so slain. No one is immune.
- **Stink Bugs:** Ugh! Step into this area and no one can come near you for a 300 count (except Troglodytes and other "smelly" Monsters!)

Unholy Ground

Dark red and black ribbons can be used to signify areas dedicated to the Powers of Darkness. Anti-Paladins who manages to drag a subdued player into Unholy Ground may slay his victim and gain an additional *Steal Life* per game - which of course may be promptly used on the sacrifice! Infernals within these foul zones gain the benefit of *Greater Regeneration*.

Terrain Types

Avalanche

Avalanches are sudden ejections of material from the side of a Mountain. The snow banks that cause these wild events are notoriously unstable. Yellow strips on Mountains denote an Avalanche area. Anybody taking more than three steps in an Avalanche area triggers an Avalanche. When triggered, everyone in the area, as well as everyone 'downhill' on the Mountain Terrain, is affected as per the

Shove spell. Weeeeee! *THUD*

Darkness

Be it through nature or choice, most of the creatures in this book are nocturnal by nature. While having the occasional quest after dark is fine, most Amtgarding is done by the light of day. It requires a little imagination and a careful eye by the Reeves, but it is possible to “role play” being lost in the night.

1. Any area set aside as Darkness should be marked with dark blue ribbons for ease of boundary recognition.
2. No movement faster than a slow walk should be undertaken in Darkness. Running players (Questors) will be penalized with a leg wound to represent falling and twisting an ankle.
3. Players within 20 feet of a Light Source may move normally. If they leave the 20 foot area, the usual rule for running is invoked (see above).
4. Projectile and Thrown Weapons may not be used at a range of more than 20 feet, regardless of nearby Light Sources. Likewise, you may not fire a bow or throw a weapon into an area of darkness. Bows must be half-drawn, regardless of nearby light.
5. Nocturnal creatures, Undead and some Personae (Elves, Dwarves, etc.) may be immune to the effect of darkness. Check with a Reeve before the quest begins to clear up who is affected and who is not. Players who can “see in the dark” may lead other players as though they carried a Light Source (see #3 above) even if no light is present.
6. Range of all spells and abilities is limited to the extent of available light. In the absence of light all spells and abilities are limited to touch.

Forgotten Jungle

These rules are suited only to forest playing areas with well marked or established trail systems. The purpose is to simulate an unexplored rain forest setting, a dangerous place where wandering off the beaten path can lead to disaster.

1. Except as noted below, players may not venture more than five feet off the established path. Doing so causes the players to become instantly Lost (as Healer spell) and must return to Nirvana and enter the Jungle again (only this time alone, or with other Lost players who are waiting in Nirvana).
2. Assassins may move singly (or with other immune classes) through the Forgotten Jungle up to 50 feet from the path.
3. Barbarians and Druids are immune to the effects of the Forgotten Jungle, and may roam freely throughout the gaming area. Any of these classes can escort one additional player through the Forgotten Jungle, though the escorted player must stay within 10 feet or suffer the usual effects.
4. Scouts may lead a party of adventurers through the Forgotten Jungle, though no more at a time than the Scout has levels of ability. (i.e.: a 6th level Scout may lead up to 6 players) However, the escorted players can not roam more than 20 feet from the Scout, or they are subjected to the usual Lost rules.
5. Most Monsters are immune to the Forgotten Jungle, but should consult the Reeve on a case-by-case basis. (i.e.: a swarm of Giant Mosquitos who nest in the Jungle would certainly be immune, but an Headhunter raiding party might not be from the area at all, and would still have to follow the trails.)

Lava

Denoted with orange ribbon placed around the area. These are areas of open flame. Beings without protection from or immunity to Flame are instantly killed and all their equipment destroyed if they move through it. Beings protected from Flame and all equipment they are carrying are immune to this effect. Invulnerabilities are worn through all locations at the rate of one point per second. Normal armor is automatically bypassed.

Lava Flow (Gentle)

Orange and silver ribbons are placed around the area to signify a river of molten rock crawling across the ground. Reeves may alter the boundaries as the game progresses. Beings without protection from or immunity to Flame are instantly killed and all their equipment destroyed if they move through it. Beings protected from Flame and all equipment they are carrying are immune to this effect. Invulnerabilities are worn through all locations at the rate of one point per second. Normal armor is automatically bypassed. All creatures entering this area must drop to their knees while moving through it, unless they are Aquatic, Large, Very Large, or flying. In

rare cases where items that can survive exposure to lava, the light currents of a Gentle Lava Flow is represented by having Reeves pick up and move items around the field as they find them. Nothing should actually be hidden from the players, but its okay to move things from one side of the field to the other. Certain areas could serve as “tidal pools,” places where items just seem to naturally collect. Players who are searching for relocated items should be told where their equipment may be found.

Lava Flow (Buffeting)

It is as per Lava Flow (Gentle) with the following additions.

A non-combat Reeve, armed with unlimited Shove spells, wanders aimlessly around the field, forcing players in random directions. The Reeve should feel free to send players into other hazardous areas or toward nearby encounters, but to not pick on one player for more than three or four Shoves in a row. For gameplay purposes, these Shove spells do not count as one hit against Invulnerability and players with Invulnerability may not ignore these Shoves. Reeves are encouraged to change the boundaries of the Lava Flow (Buffeting) as the game progresses.

Lava Flow (Rapids)

It is as per Lava Flow (Gentle), with the following changes. These lava streams are nearly impossible to resist under normal circumstances. The good news is they are largely stationary, and can be avoided by those in the know. Mark out these currents on the ground in red ribbon, shaped like an arrow pointing in the direction of the rapids and use the same colored ribbon to mark a “stopping point”. Any player who comes within five feet of these arrows is immediately swept toward the endpoint. They must move briskly toward the destination and may not be attacked in any way while moving. These streams may be set up in a series to relocate players to far-flung areas of the playing field or into other encounters far from their comrades In rare cases where items that can survive exposure to lava, the currents of a Rapid Lava Flow delivers any item dropped anywhere within 5 feet of the aforementioned arrows to the destination point.

Mountain

Areas marked with a grey strip (the Mountain) surrounding a white strip (the Peak) is Mountains Terrain. The Mountains Terrain naturally doesn't cover the whole of a vast mountain, only the most dangerous parts approaching the Peak. You're constantly just on the edge of loosing your footing and plummeting down some cliff face or jagged crevasse. That threat of falling has three effects: Any item (except Game Items) dropped on a Mountain is lost, gone, finito. It's not necessarily destroyed, just nigh to impossible to find. Might make a good future quest ;) Any player or monster may cast Shove upon any other player or monster on the Mountain that isn't 'Grasping'. To Grasp, they must keep their arm closest to the Peak free (holding nothing, casting nothing, signaling nothing), and repeat 'Grasping' every two seconds. A dead or bound arm cannot be used to Grasp. Bound, sleeping, frozen, or otherwise immobile players and monsters cannot Grasp. Any player or monster on a Mountain that is not flying dies as the result of any sort of shove. As per the Rules of Play, keep your hands off one another. Players on the Mountains Terrain gain the Trait: Slow. Projectiles cannot cross Mountain Terrain borders that are 'uphill'. Creatures with the Large or Very Large Traits, or creatures that are flying, are immune to the effects of Mountain Terrain.

Mountain Path

Areas in Mountains marked by two brown strips are Mountain Paths. Mountain Paths are usually never wider than 2ft, and often narrower. While on a Mountain Path, players and monsters may ignore the effects of the Mountain Terrain. Mountain Paths cannot be placed within a Mountain Peak. Note that the spell Shove can put you off the path, but you can probably free up that hand quicker than they can cast Shove on you again.

Mountain Peaks

Marked by a white strip and above the treacherous ridges lies Mountain Peaks. These snowcapped gauntlets are no-mans lands, ready to toss you off. The angles are steep and the snow is ready to slide. Mountain Peaks can only be entered normally by players and monsters that are flying. Others can only enter if they Grasp with three limbs free (otherwise, Grasping is as above). They must also keep their bodies turned towards the center of the Mountain Peak. They may turn their head however they like. Failure in any of the above requirements, or being effected by any sort of shove, results in the player or monster instantly falling off the mountain and dying a gruesome, crushing death. Feel free to role play that last part ;) Flying creatures cannot fall off a Mountain Peak. Projectiles cannot cross Mountain Peak Terrain borders that are 'uphill'.

Raging Storm

One or more noncombat Reeves wanders the area armed with unlimited Shoves and unlimited use of one or more appropriate spellballs (as dictated by the type of storm being portrayed). Lightning storms use Lightning Bolts, ice storms use Iceballs, dust storms use Entangle (or Petrify) bolts, and some really nasty thunderheads get Lightning Bolts, Iceballs and a few Call Lightnings for good measure. Storms are not picky about who they assault and are obligated to spread their fury around to all players equally.

Water

Denoted rivers, lakes, etc with silver tape placed around the area. All creatures entering this area must drop to their knees while moving through it, unless they are Aquatic, Large or flying. These rules can also be used to simulate wading through muck and mud, dense foliage, or any other condition which might force players to move slowly.

Options

1. Players with no armor swim quickly – stand and walk. Players with 1-2 points armor swim slowly – they drop to their knees. Players with 3 or more points armor drown.

Water (Deep)

Players entering this area may move on their knees for a predetermined count to be declared by the Reeve before the start of the game (somewhere between 10 and 30 seconds, depending on the scenario). After that time, the player drowns and dies, regardless of armor or Invulnerabilities. Only Aquatic, flying and Large creatures are immune to this effect, and even the Large ones might be in jeopardy if the Reeve declares the water to be especially deep. Players in Deep Water may not engage in missile combat or cast spells.

Water (Shallow)

Denoted with silver tarp on ground or silver tape placed around the area. All creatures entering this area must drop to their knees while moving through it, unless they are Aquatic, Large or flying. A Reeve can declare Water to be too deep to engage in missile combat or spellcasting, but this must be announced before the game begins. These rules can also be used to simulate wading through muck and mud, dense foliage, or any other condition that might force players to move slowly.

Currents

Currents can be added to the water effects above. As an alternative, call them storms, hurricanes, tornadoes, and apply them to normal land. Also see Raging Storm.

Current (Buffeting)

A noncombat Reeve, armed with unlimited Shove spells, wanders aimlessly around the field, forcing players in random directions. The Reeve should feel free to send players into other hazardous areas or toward nearby encounters, but to not pick on one player for more than three or four Shoves in a row.

Current (Gentle)

These light currents are represented by having Reeves pick up and move items around the field as they find them. Nothing should actually be hidden from the players, but it's okay to move things from one side of the field to the other. Certain areas could serve as "tidal pools," places where items just seem to naturally collect. Players who are searching for relocated items should be told where their equipment may be found.

Current (Jetstream)

These heavy winds or flows are nearly impossible to resist under normal circumstances. The good news is they are largely stationary, and can be avoided by those in the know. Mark out these currents on the ground in blue ribbon, shaped like an arrow pointing in the direction of the jetstream and use the same colored ribbon to mark a "stopping point". Any player who comes within five feet of these arrows is immediately swept toward the endpoint. They must move briskly toward the destination and may not be attacked in any way while moving. These streams may be set up in a series to relocate players to far-flung areas of the playing field or into other encounters far from their comrades.

Current (Vortex)

A stronger, deadly version of the Jetstream, the Vortex is a swirling cyclone or whirlpool of doom. Mark out the spiraling arms and central area with ribbon and any player unfortunate enough to enter the area is sent spinning and screaming to his death in a 10 count unless pulled free by players from outside the vortex radius. Players caught should spin slowly and make a big show of being pulled toward the center of the vortex.

Tsunami

Tsunami are waves of unimaginable size. Often they are caused by storms and high wind, but there is a sort that only occurs at the shoreline, which is caused by earthquakes. Tsunami is a rare Terrain, in that it can be manufactured by a player thru use of the Wind spell, or a monster via the Earthquake ability. If Wind is used over open water, a Tsunami is created all around the caster, traveling outwards to distances far wider than a scenario's scope. While on any water terrain, the Tsunami instantly destroys any ships, and kills anyone on board that isn't Aquatic or Tough. The ship the caster is on is not affected. If Earthquake is used far out at sea (no land visible), when the Tsunami makes landfall, anyone within 50' of the shoreline without Aquatic or Tough dies. Those between 50' and 100' feet away from the shore without Tough or Aquatic take a wound (their choice). Note that this will kill the wounded.

Magical

Anti-Magic Zone

All forms of magical energy cease to function within this zone, denoted by yellow ribbon placed around the area. Elementals and Summoned Monsters who enter this area are instantly dispelled, as are all enchantments. spells and magical abilities may not be cast and Relics do not work while within the boundaries of an Anti-Magic Zone. These areas may not be dispelled, but are otherwise like the spell of the same name.

Death Field

These zones of negative energy are denoted with black ribbon. Those who are not immune to Death magic die if they enter this area.

Entropic Field

All players entering this area take a wound (their choice of location) after 10 seconds. This wound may not be *Healed* by any means short of coming back from Nirvana on a new life. Anyone slain in this area is considered instantly *Severed*. Only the Undead and Infernals are immune to the effects of Entropic Fields, though they gain no additional, beneficial effects. (Yeah, like Entropy is going to actually help someone...)

Healing Energy

After 30 seconds of exposure, all wounds are *Healed*. After a 50 count, all disease and poisons are *Cured* and all malignant magic is *Dispelled* or reversed (including players slain by *Finger of Death*). No death magic or abilities will function in this area and Paladins stationed within gain unlimited use of the *Heal* spell. Should an Anti-Paladin enter such a pure place, he is instantly slain and *Severed*.

Holy Ground

Areas marked with white ribbons represent land or places dedicated to Goodness and White Light. Paladins stationed within Holy Ground gain unlimited use of the *Heal* spell and all players are immune to the effects of Level Drain, Possession and Disease while within the boundaries of such an area. Celestial beings who enter Holy Ground benefit from Greater Regeneration while they remain within the fold.

Negative Energy Field

A zone permeated with the energy of Negativity and Undeath, these places exist near the boundaries of the Voidsphere. Mark these areas with ribbon of shimmering black cloth. Players in a Negative Energy field are affected as by a *Wounding* spell cast on all hit locations at once, for every 10 count they remain inside. A Negative Energy Field is blocked by Invulnerability (which negates the wounding power), and will degrade one point of Invulnerability on all locations at the rate of 1 point per 10 seconds (minimum of 1 point, each time the Field is entered). If a player remains inside a Negative Energy Field for more than a 50 count at a time, the

negative energy overwhelms his person and he implodes, regardless of immunities or Invulnerability. Imploded players are also affected as by a *Sever Spirit*. Unlike a *Death Field*, immunity to death magic and Protection From Death will not negate the effects of a Negative Energy Field. Already-wounded players who enter this terrain are not immune and may be slain by wounds received in this area.

Positive Energy Field

A zone flooded with the energy of pure positive life-force, sometimes referred to as the Aether by the angels. Ribbons of bright reflective white cloth denote these zones. Players in a Positive Energy field are affected as by a *Heal* spell cast on all hit locations at once, for every 10 count they remain inside. A Positive Energy Field is blocked by Invulnerability (which negates the healing power), and will degrade one point of Invulnerability on all locations at the rate of 1 point per 10 seconds (minimum of 1 point, each time the Field is entered). If a player remains inside a Positive Energy Field for more than a 50 count at a time, the positive energy overwhelms his person and he explodes, regardless of immunities or Invulnerability. Exploded players are affected as by a *Sever Spirit*. Immunity to the *Heal* spell will not negate the effects of a Positive Energy Field. Unwounded players who enter this terrain are not immune. Celestials are immune to this effect, Infernals are not and will be slain and send back to the Pit for even entering such an area, regardless of armor or immunities.

Soul Binding

Anyone slain on this plane returns for their next life to fight for their slayer's team. If the players was slain by an environmental condition or other indirect cause, they return to "haunt" a 50' radius from their place of death for that life. Once this servitude life has ended, the player returns to his original team to continue play, regardless of who killed him. Players who are soul-bound to a Monster or other NPC do not bind anyone they slay, although beings bound to an area do bind their victims normally (though the victim is bound to the same area, not the killer!)

Planes of Existence

Heaven

Well, actually, the Gates Everlasting, the portal to the Great Beyond, to be precise. Only Celestials and the dearly departed may pass through the Gates, so there is not much reason to go there - at least from a battlegame perspective. Entering Heaven is called Ascending, and any living mortal stupid or arrogant enough to try is instantly slain, severed and has his next life stolen too, just for good measure. All that aside, angels and dead "good guys" (meaning anyone generally NOT working for or consorting with the Infernals, plus Anti-Paladins, Assassins, and any player who freely admits to being one of the "bad guys") can pass beyond, have tea, socialize, plan a course of attack or sing a few hymns. In any battlegame with a Heaven, angels always use it as their Nirvana (weird, huh?) Any wounded Celestial who Ascends to Heaven can return to the game at their leisure, fully healed and restored. This effect happens instantly upon crossing the Gates Everlasting. Regardless, there is no combat allowed in Heaven and any mortal daring to try to shed blood will soon find themselves cast out and suffering the same effects as if they had tried to enter while alive. Should a Celestial be the belligerent party, he or she will immediately Fall from Grace

Hell

Hell is a big place, from the frozen wastes of the ice demons to the steaming depths of Stygia, the diversity of terrain is frightfully apparent to all newcomers. Unlike Heaven, living mortals can freely enter Hell, so long as the way is known and open. Getting out is another matter entirely, since the biggest problem with Hell (well, other than being filled with all manner of unpleasantness) is that the roads in are mostly one-way. To make matters worse for errant travelers, should one be unlucky enough to die while in Hell, all remaining lives are instantly lost and the player is shattered. Such players may be allowed to come back into the game a type of Infernal to be decided by the reeve at the time of death. Some common types of hellish terrain (other than Entropic Fields, Negative Energy Fields and areas of Soulbinding, see page 26) include, but are certainly not limited to:

- **Death Field:** These zones of negative energy are denoted with black ribbon. Those who are not immune to Death magic die if they enter this area.
- **Eternal Stench :** Mark out areas of foul putrescence with green (and it better be really ugly green) ribbons. No one except Golgothans and other such creatures may enter, unless one hand covers the players nose and mouth at all times. Players who remove their hand are immediately *Stunned* (per Healer spell) until removed from the area. Merely replacing a hand has no effect, the player must be removed from the area to continue. This terrain is best used to represent fetid rivers or bogs of bubbling ooze.
- **Lava:** Denoted with orange ribbon placed around the area. These are areas of open flame. Beings without protection from or

immunity to Flame are instantly killed and all their equipment destroyed if they move through it. Beings protected from Flame and all equipment they are carrying are immune to this effect. Invulnerabilities are worn through all locations at the rate of one point per second. Normal armor is automatically bypassed. Hell is rife with areas of open flame, lakes of fire and scalding clouds of steam and brimstone.

The Void

This area is represented best by the game boundaries, though certain large swaths of a playing field could certainly be denoted as the Void, as could any suitably shadowy areas. Simply put, enter and die. It may not even be *Teleported* through (gotta go around or not at all). The only exception to this rule are Celestials with *Natural Flight*, who may not only enter, but may even carry up to two passengers along with them. Such beings may enter and exit at will, but anyone along for the ride best not be left behind inside...

Practice Games

King of the Hill

(see also Iron Man Tournament)

Number of Players: 3+

Setup Effort: None

Rules: Form a line. The first two players in the line step out and spar. The winner stays and spars the next person in line, wounds healed, and the loser moves to the back of the line. In the case of a simo, both fighters move to the back of the line, and the next two in line move up to fight.

Three Man

Number of Players: 3

Setup Effort: Minimal

Rules: Three Players set them selves in a triangle with their chests about a weapon's length apart. Then they plant their forward foot. This is usually the left foot for right handed players. This foot may never be moved. Leg shots don't count (maybe it is an EH Game). Other limb and kill shots count as normal. Player play until only one remains then they begin again. Score may be kept if desired.

Work off the Warriors

Type: Practice Variant

Number of Players: 2-5 is optimal

Description: This practice game is used to allow competitive practice among fighters of widely different abilities. For those who like competition even in practice it is pretty fun.

Rules: The game is basically a normal hold the field ditch battle style where fighters go after each or one on one until one of them wins and then the loser leaves the field while the next player in line fights the winner. (with two players obviously they just keep fighting each other. Scoring for this variant works as follows. Each player has a starting score equal to the number of Orders of the Warrior that he or she has earned. Players with Zero Orders of the Warrior start with one point. Optionally all players with ten or more Orders may start with only 10 points. Each time a player wins a duel he or she loses a point. The first player to get to zero wins the round. All players go back to their starting number of lives and begin a new round if desired. It is recommended that if you plan to play multiple rounds, each time a player wins a round that he or she adds one point to his or her starting score each round for the rest of the play session. This helps deal with the problem of fighters who have on yet received Warriors commensurate with their abilities.

Militia Variants

Amoeba Tag

(Alona Two Trees, e-sam)

(Non-class/Class)

Divide everybody into 2-man teams. Teammates must remain in contact the entire time! Teams run around trying to beat the other teams. Every time a team defeats another team, the defeated team joins the victorious team. If this is done as a class battle, the class abilities are only usable by the person playing that class and level. Abilities do not become shared. The game ends when everyone is on the same team!

Amtchess

<http://www.electricsamurai.com/forums/viewtopic.php?t=16870> need to make a new chess section for all of these!

Axe Game

Number of Players: 8+

Game Type: Militia

Setup Effort: None

Rules: Form all players up into teams of two. One person alone is acceptable if you are playing with odd numbers. Each player should be armed with a single one handed weapon (no shields). There is also one legal throwing ax total in play. The teams start out in a big circle. The odd man out or just anyone, if playing with an even number, 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. Fight as a free for all until only one team survives. They are the winners. Then go ahead and reform teams for the next round. People should try to fight with different partners each round to learn teamwork. The most unwounded player on the winning team starts as the odd man out (unless you have even numbers) and throws the ax in to start the next round. Play until people get sick of it.

Basic Militia Battle Rules

1. There are no class abilities in Militia Battles. No Magic or Berserkers, or any Warrior Improved weapons.
2. Any player may use or carry any combination of legal melee weapons, throwing weapons, great weapons, bows, shields and armor up to 6 points.
3. All rules for normal weapons apply. Red weapons destroy shields, arrows destroy weapons, subdual damage may be called, etc.
4. Standard rules for damage to armor, killing, and wounds remain the same.
5. All participants get 5 lives per standard battlegame. The Reeve may designate longer or shorter games.
6. All equipment on the field is "open season". If a player does not wish to share their equipment, then they may not partake in the equipment of others, otherwise if someone throws a dagger and misses, pick it up and throw it back at them.
7. Death count is 150. Optionally, this may be a Shatter Battle where teams come alive together after an entire team is slain, much like a Ditch Fight. This leaves a lot of people standing around dead while the skilled and lucky keep fighting, however.
8. Nirvana may be a pre-determined location or "where you fall". The last ten seconds of a death count MUST be counted out loud, followed by the word "Alive!". Players returning to the game may not come alive within 20 feet of an opposing player, base, or behind enemy lines.
9. Colored headbands or armbands should designate teams, to keep confusion to a minimum.
10. Where possible, fighting units should be allowed to fight together, unless this would prove overwhelming or unbalancing to the game.

11. Weapons and shields destroyed during the battlegame may be reclaimed in a 150 count after their destruction by returning to base for a "new" weapon. Of course, all equipment is returned to a player returning to the field after a death.
12. At any time there is a slow point in the fighting (due to a large number of dead or wounded players), the Reeve may call a Night Hold. This Hold simulates the end of a day of fighting. All teams (living and dead but unshattered players) regroup at least 100 feet away from one another. All wounded but living players are "speed timed" back to life. Subdued players remain captives, though may resume their subdual count after the Night Hold is ended.

Battle Chess

(Celestial Codex)

(See also chess)

Number of Players: 20+

Game Type: Militia

Setup Effort: Moderate

Materials: 2 crowns, sashes (2 year):yellow, grey, red

Set-Up: The "board" or playing field is a square 80 feet on a side (for smaller teams a square of 40 feet on a side may be used). The two teams begin each round with the "pawns" in front in a straight line, and everyone else behind them in the appropriate order: Rook, Knight, Bishop, royalty, Bishop, Knight, Rook. The "white" or "light" Queen stands to the "light" King's left, and the "black" or "dark" Queen stands to the "dark" King's right.

THE PIECES

Each team has the following "pieces". Each piece that is not a pawn or king requires a colored sash. As well, both kings must wear an easily-visible crown or similar device at all times.

One King (wearing a crown), wielding a single shortsword. His range is pretty short and he's not very powerful, except against the other king. The two "king" players may never under any circumstances fight each other, nor come close enough that their weapons could touch. This rule does mean that a king can "push" against another king to make him retreat, but a king cannot be pushed off the board. However, a king could certainly "defend" one of his own men from the opposing king by standing next to him. Also, once per round the king can call "Castling!" Everyone goes into a hold, and the king trades positions on the field with one of the rooks on his team. The king cannot call "Castling" if he is in check or if no rooks are still alive. (The additional rules of never having moved and moving through check don't really apply here).

One Queen (yellow sash), wielding any combination of melee weapon (except flails), shield, and throwing weapons he/she likes. The queen is the most powerful piece on the board and can do anything the other pieces on the board can do, except for the knights.

Two Rooks (gray sashes), wielding a shortsword and any size shield. Optionally, a polearm may be substituted.

Two Bishops (red sashes), wielding a single shortsword and throwing weapons. Bishops have a long range and when they team up, they can do some major damage.

Two Knights (purple sashes), wielding any combination of shortswords and flails. The knight has a knack for "forking" (attacking two pieces at once) and for attacking around other pieces.

At least four Pawns wielding a single shortsword (if there aren't enough players to fill the minimum of four positions, then eliminate the positions of knight, bishop, and rook in that order). The pawns are the weakest pieces in chess (and technically aren't considered "pieces" at all). But their strength is in their numbers and their ability to keep the enemy from getting too close to their king. Unlike the board game version, a pawn can retreat, and they can attack someone directly in front of them. :) Also, if a pawn can reach the opposite side of the field and stand there without fighting for 10 stones, they get "promoted": they change into a knight, bishop, rook, or queen, and can change their weapons appropriately. Extra gear should be available at both ends of the field for this purpose. There is no limit to the number of pawns a team can have.

MARKINGS

Every player in the game should have a light- or dark-colored armband or headband indicating their team affiliation.

It is recommended (but not required) to use sashes for each Queen, Rook, Bishop, and Knight (and of course, a crown for each king). Using headbands or crowns for non-pawn players would necessarily limit the number of promoted pawns that can simultaneously exist in the game since you can make only so many headbands available. Optionally, a pawn can only promote and take over the position (and headband) of a teammate that had already been killed (so for example, if a team's Queen and Bishops are still alive, no

pawns can promote to a Queen or Bishop).

Rules: Battle Chess is a timed game, with 5 rounds of 60 count each. "Checkmating" the opposing king (see below) scores one point and ends the current round (there is no scoring of multiple points per round as in juggling). After a checkmate, a new round begins and the two teams change directions. Best of 5 rounds wins, unless the score is tied at the end by means of one or more stalemates; in such cases, a "sudden death" round is played where the first team to simply kill the enemy king once, wins the game.

Each player has one life per round, except for the kings which have an infinite number. When anyone (except a king) is killed, they are removed from the board. Healing a wound is done the same way as in juggling. When a king is killed, he is not removed from the board. Instead, he remains where he died and returns to life after 5 stones. Any enemy player may "check" a king by pinning him (as in juggling, all pinning rules apply) to prevent him from returning to life. To "checkmate" a king, at least two enemy players** must "check" the king simultaneously for a total of 7 stones. If only pawns are putting the king in "check", there must be 3 of them pinning him. If, at any time, there are not enough players on either side to deliver checkmate, the round is considered a stalemate, and the side with the most number of players (including the kings) scores 1/2 point. If the two sides have an equal number of players, then no points are scored. There aren't enough players on a team to deliver checkmate whenever both sides have less than 2 pawns, and have no other pieces besides the kings. (Two pawns can always get promoted, and change into knights, bishops, rooks, or queens, of which only two are needed to checkmate.)

Cavalry Vs Infantry

Number of Players: 10+

Game Type: Militia or Militia

Setup Effort: None

Materials: None

Set-Up: Divide the populace in two teams, the team Captain and every third "pick" is a Cavalryman. Object: This is the next step of the Dwarf Battle. Instead of all players fighting from their knees, only two-thirds of the players on each team must kneel. These represent Infantry. Those who remain standing are considered Cavalry, and are considered to be riding a "horse". Cavalry take twice the normal leg wounds (not armor value!) before dropping to their knees (considered thrown from their steed). In other words, a Cavalry must be hit twice on one unprotected leg in order to be damaged. There are two ways of dealing with the horses and Cavalry, which needs to be decided before the game begins:

Options:

1. Horses may not die: The person who slays a Cavalry may claim the horse and their own and may stand up. If one Cavalry slays another, the victor may choose who to give the horse to. This keeps the action moving, but can get confusing with lots of players.
2. Horses may die: When a Cavalry suffers a leg wound, the horse is considered slain and the Cavalry then fights as an Infantry. This means eventually all players will be fighting from their knees. When this happens, all kneeling players may stand and the fight may continue until one side is victorious.

Chaos Resurrection (Kill your Killer)

Number of Players: 6+

Game Type: Militia

Setup Effort: None

Rules: This is a ditch battle style free for all with every man for himself. If a player is killed he goes off the field until the player who killed him dies at which point he rejoins the fray. The game continues until one person kills every other person and is thus the winner or until everyone is sick of it and wants to play something else. Obviously, larger numbers of players make it harder to finish this game.

Options:

1. When a person kills another, they trade weapons and shields. Make sure there's a wide range of unbalanced weapons. Have someone go out with only a dagger – he's the scariest, as no one wants to be stuck with just a dagger!
2. Play only with throwies
3. Javelins scenario is have everyone stick with single short & javelin, florentine javelin, or florentine short (remembering that

multiple weapons can't be wielded in the same hand).

Checkers

by Sir Egil Njalsson

Introduction At the recent Ren Fair in Las Cruces, the success of the chess games (in the eyes of both the participants and the general public) led many to ask, "Why don't we have rules for checkers?" With that prompting, and some thought, I have come up with the following rules, and the basic necessary equipment.

Unlike chess pieces, all checkers (except those which have been "kinged") have equal abilities, and these rules reflect that fact. This fact will make the game much easier to keep track of than chess, but also means you are relying more on basic fighting ability rather than class specializations. If Amtgard Chess can be compared to a specialized battlegame, then Amtgard Checkers can be compared to a specialized ditch battle.

Setup: The basic board consists of an 8x8 grid consisting of squares 4-5' per side. This can be marked out with lines consisting of lime, chalk, flour, food coloring, or other environment-friendly materials. Two or more pieces of twine with markings at every 4-5' (or whatever you decide to use) would help to keep the lines straight when marking, as would a piece of an appropriate length to help with triangulation, thus making sure your field has right angles at the corners. (The latter piece would need to be approximately 1.414 times the length of one of the side pieces of twine.)

Ground tape, often used in battlegames and quests to mark boundaries, would not work as line markers for the checkerboard: the playing pieces move around a lot during the game, and it doesn't take much to hook a toe underneath and snap the thin plastic tape we normally use. It would therefore take only a few moves to turn the battlefield into a mess of unconnected tape fragments. Rope or nylon tape, on the other hand, would not break, but would present a severe safety hazard, as either is very likely to trip the participants. Lines made of some kind of powder or liquid may be less readily visible, and may take longer to set up; but they are also less likely to be a hazard during play.

One alternative to this trade-off is to use cloth squares or circles to mark the center of the squares, ignoring the lines altogether: remember that all you need to do is set up relative positions for the pieces -- the exact borders of the squares are irrelevant to actual play. The cloth pieces need to be large enough to be spotted readily, but small enough that you don't have a lot of exposed edges for people to trip over. Squares 10-12" across should suffice. One advantage of using cloth is that you can easily alternate colors of the squares; another is that they are very re-usable (even for chess!); a third is that they are readily visible from a distance; and a fourth is that these should speed the setup process. Suitable pieces can be made by reinforcing the edges of cloth squares, and setting eyelets in them to hold roofing-type nails which will hold the pieces to the ground. The main disadvantage of using these cloth markers (as opposed to drawing the lines with powder or liquid) is that to the outsider it may look like you're playing some weird variant of Twister, rather than checkers (or chess); and there is a slight risk of tripping, depending on the size of gaps you leave between the nails.

Two opposing players will be the ones controlling the pieces, and 24 other players (12 per team) will represent the checkers. (If you wish to play with fewer pieces, just make sure both teams are equal, and that they are set up in the same pattern.) The playing pieces will be identified by color-coded sashes, arm bands, face paint, or other means. The two controlling players will be identified by color-coded hoods or tabards, or left unmarked.

Playing the Game As was mentioned in the Introduction, all checkers have equal abilities: in this case, a single short sword. The pieces will begin in the standard position for a game of checkers (or a mutually agreed-upon arrangement if there are fewer pieces). The controlling players walk among the pieces, literally moving (or commanding) their pieces to the desired squares. No square can be fought to get past. When a piece is ordered to capture another piece, both combatants stay where they are until "lay on" is called, then they enter into one-on-one combat. Wounds and death occur as in a normal ditch battle, with no armor or special abilities. (Pieces not directly involved in the current move cannot attack or be attacked, and are asked to try to stay out of the way of the combatants.) If the attacking piece is defeated, the capture is unsuccessful -- the attack was "repelled" -- and both pieces stay where they were before combat began. If the attacking piece is victorious, the defeated piece is removed from the field, and the victorious piece moves to the empty space beyond the defeated piece. (Any piece which dies is asked to do so dramatically, especially if mundanes are watching. The overall atmosphere of the game would be enhanced if volunteers can be found to carry the dead "captured" pieces off the field.)

Multiple captures are possible: if, from the spot the victorious attacking piece moved to, there is another piece they can capture, they can proceed to fight (after "lay on" is called again) for the next one as well, if ordered to do so by the controlling player. Any wounds they may have received while fighting the first piece are still in effect. If successful again, the piece moves on; if unsuccessful, they remain where they are at this point. When the turn ends, either by an unsuccessful attack or by the controlling player deciding to end the move, all wounds to either party are considered healed. (Remember that an attacking piece can never be removed from the board: if killed by the defender, they simply stay where they were, and are restored to health for the next turn.)

A piece moved into the opponent's back row is considered "kinged," as signified by the placing of a paper crown, headband, or other

appropriate marker on their head. Any future movement of a "kinged" piece can be either forward or backward, but otherwise uses the same movement rules as before. A "kinged" piece is considered to have one point of all-over natural body armor in future combats. Any damage to this armor, as with wounds on a normal piece, is carried over between successive combats in the same turn, but is healed (like wounds) when that turn ends.

Play continues until one controlling player has lost all their pieces.

Variations (These variants may be combined, at the mutual consent of the controlling players.)

Iron checkers: Normal pieces are considered to have one point of natural armor, while kings have two points.

Attrition variant: Wounds (and damage to natural armor) are never healed. If a wounded piece is kinged, the wound is still there but now has armor on top of it: that is, they can take one additional shot to the wounded limb with no further injury occurring.

Damned-if-you-do variant: Attacking pieces, if defeated, are removed from the board.

Open checkers: Instead of using a single sword, pieces may use their choice of melee weapons and/or shields, as in a ditch battle.

Goblin (speed) checkers: Any wound kills, on regular pieces. Kings either take damage as a normal human, or are considered to have one non-magical Protect each turn. (The controlling players mutually decide which option to use.)

Chess

(See battle chess)

Number of Players: 15+

Game Type: Militia

Setup Effort: Minimal

Rules: This game should not be mistaken for any of the live action Chess (see battle chess) version that exist; but is named after that venerable board game since both have the object of protecting a king. Divide players into two teams in whatever fashion is usual. No magic, classes, or armor is used but any player other than the king (see below) can use all weapons and shields, including bows and throwing weapons. Each team then chooses a 'king'. This player is armed only with two daggers but has two points of natural armor. In this game all weapons do only one point of damage to this armor (including bows). Dead players come back after a sixty second count and wounded players may heal by grounding their weapons for a sixty second count. One team wins when they kill off the other teams king. The king of the winning team then joins the losing team as a fighter and both teams pick a new king. Play as many rounds of this as seems nice.

Ditch!

(See Also Battle Ditch / class)

Number of Players: 6+

Game Type: Militia

Setup Effort: Minimal

Rules: Everyone knows this one, but what the hey, I'll put it in anyway.

2 teams form randomly. Balance is irrelevant. At lay on, the teams attack each other until everyone on one side is dead. The losing team first gets any newcomers. If there are none, then the first person to die on the winning team goes to the losing team. If no one on the winning team dies, the teams stay the same. Rinse, repeat.

There are no class abilities, no levels, no throwing weapons, no armor. By tradition, great weapons do not break shields.

Options:

1. Single short only
2. Sword and board only
3. Any melee/shield combo
4. Allow throwies, etc.

Dodgeball

(Mattias FW)

Number of Players: 4+

Game Type: Militia

Setup Effort: Moderate

Materials: Rope

Setup: Split everyone into two teams and throw in an even number of javelins. Mark out a big 20'x100' rectangular field to fight in, and put boundary lines 20 feet from each end line like this:



Rules: As in dodgeball, the objective is to take people out by hitting them with javelins (optional rule: wounds kill). Javelins may not be used in melee, but if you catch a javelin thrown by an opponent, the one who threw it is out.

Neither team can go within 20 feet of the other team's end line. No one can step out of bounds except to retrieve a javelin that landed outside, and they must call "Retrieving" while doing this. The first time one steps out of bounds they get a warning; the second time they do this they lose an arm (or they are out if wounds kill).

A good time limit for one match is 15 minutes. If a game goes longer than this, the reeve can call "no boundaries" or "melee allowed" which means the 20-foot lines can be crossed by anyone and the game usually ends much quicker after that.

Dog Tag / Inuoumono

(Book of Engoku)

NB: This game will have people shooting each other at close range. Make sure the arrows are in good shape, your archers only half draw, and your bows aren't too strong (a 35# bow half drawn at 20 feet still hurts!)

Also known as Inuoumono, it is a sport practiced by nobles and the wealthy. Despite the fact that PETA would have a heart attack if they knew we were glorifying this nasty sport, it had to be included in this work, since it is the first time in history a game was developed using boffer-arrows. Our version here harkens back to the origins of the sport, though, before the PC police made the nobles stop killing dogs for fun, and instead use padded arrows.

Materials: material to mark out circles. Garb for the dogs helps. Notepads and pencils to keep track of

Setup: In a large field, two concentric circles are set up. The inner circle is about 20' in diameter, the outer circle, about 35' in diameter. All the players are divided in half. One half becomes the dogs, and is unceremoniously released into the outer circle, where they must stay. The other half is divided into two teams. The two teams line up on opposite sides of the inner circle.

Rules: The first person in line for each team enters the outer circle with a bow and three arrows and unlimited uses of the ability Gallop, and with 'lay on', begins to fire into the dogs. They may move about the outer ring however they like. Hits are scored by location (leg: 1pt, arm: 2pts, torso: 2pts, any killing shot: +1pt). Reeves must keep track of points for each team, but it's the responsibility of the dogs to call hits and locations. When the player is killed or out of arrows, he returns to his team, to the back of the line, and the next teammate in line takes their turn with the bow, three arrows, and Gallup (unlimited). The dogs may do whatever they wish, so long as their feet do not go outside of the outer ring. Dogs are armed with two daggers, and have four lives. Play continues until all the dogs are dead.

Options:

1. Use throwies instead of bows.
2. Sure, shooting at helpless dogs is fun, but to REALLY kick things up a notch, use beasts that can bite back...creatures with a range attack, or reach weapons. Armor is good, too.
3. For a tournament game, score by individual instead of by team.

Fire & Ice

Number of Players: 10+

Game Type: Militia

Setup Effort: Minimal

Rules: Divide the players into two equal teams. Chose the initial people to carry spell balls. Fire & Ice is our version of Amtgard freeze tag. The object is to get 75% of the other teams starting numbers frozen at the same time (ie. with 20 people per team you would need 15 people frozen to win).

One player, per 10 people, on each team will carry an iceball. This iceball functions as a normal iceball in every aspect. You must charge it and it will freeze someone for a 300 count.

One player, per 10 people, on each team will carry a fireball. This fireball functions as a normal fireball in all ways. It must be charged, it will free someone from an iceball, and it will kill someone.

Everyone else on the team will carry melee weapons. Their job is to clear the way for their teammates to get back to their fire or iceball. If a player is killed by a melee attack they will come back to life at their base in a 50 count, wounds will heal anywhere on the field in a 25 count. If a person is killed by a fireball they are out of the game for a 600-1000 count, your choice (initially we had it as out of the game permanently, but that was the one major complaint we got from people about the game.) So be careful who you hit with a fireball, for it may make it really hard to win for a while.

Fox in the River (Sharks and Minnows)

Number of Players: 5+

Game Type: Militia

Setup Effort: None

Materials: Items (Rope or spare weapons) to mark boundaries

Set-up: Make a large rectangle (the river)

Game play: One player (The fox) stands in the 'river'. The rest of the players stand on one side of the river. When the fox says, everyone runs across. Runners retain wounds fox only keeps them for the round. If people kill the fox, it's safe passage. If the fox kills a person, he joins the fox. If someone steps out of bounds, he also becomes a fox. Last person alive is the beginning fox for the next game.

Goblin Daggerball

Number of Players: 10+

Game Type: Militia

Setup Effort: Moderate

Setup: Mark out a good sized rectangle. The Goblins divide into two equal teams, one team on each side of the center line. Each Goblin is then given one throwing weapon (only!) with which to play.

Rules: The teams throw their weapons back and forth across the centerline at members of the opposing team, in no particular order or fashion. A Goblin is "out" when one of two things happen: a) the Goblin is wounded in any way by any weapon thrown through the air or b) if a Goblin on the other team catches a weapon that has been thrown, the thrower is ejected. Goblins may catch weapons without injury, so long as the catch is clean and the weapon does not hit the ground. Sides refresh after all the Goblins on one side are dead.

Goblin Feetsball

Number of Players: 6+

Game Type: Militia

Setup Effort: Moderate

Rules: Mark out a good sized rectangle. You can use any number of people; just split them evenly. This battle is best held in an open field (i.e.: no trees or other obstacles). Mark out a rectangular field as large as you have room for, or as appropriate for the number of players participating.

As in many informal football games, it is recommended that the defense waits 3-5 seconds before charging the line, and that the

number of rushers be limited.

Mark the boundaries as clearly as possible, including the outer edges of the end zones. Once a person steps out of bounds, they cannot re-enter that play. (There is no such thing as being "forced out", since you have a weapon to take care of anyone who approaches, and there is no physical bumping...)

Rules:

1. All participants are members of two goblin clans, which are at war over a most treasured object. (A tub of candy or something similar works well, and the team is welcome to do as it pleases with this treasure after the game.) To avoid injury to innocent family members and needless property damage to the villages, the leaders of the goblin tribes have agreed to settle their disputes on the football field.
2. Armbands, headbands, or war paint will mark membership in the clans (teams). For a football: if you have a foam or stuffed football that would work great. Otherwise, make an elongated spellball, or use a normal spellball or throwing dagger or anything that can be thrown and caught easily and safely.
3. To score a point, a team member must have possession of the football beyond the opponent's goal line, without having stepped out of the marked boundaries. A "safety" is counted the same number of points (i.e.: one) as a touchdown. There are no ways to score by kicking.
4. More or less regular football rules apply (including things like "offside" and "pass interference"), except that instead of tackling or blocking each other, each player has a single, one-handed, less than 4 foot weapon (hinged or non-hinged), with no armor, shields, magic, or projectiles. Any wound kills. Dead players are asked to signal their death clearly and quickly, and to do their best to avoid interfering with those who are still alive. Deaths last until the beginning of the next down. (See below.)
5. After gaining possession of the football, a team has four plays to score. (If the field is large enough, there may be a certain distance they need to go to gain a "first down"). On the fourth down, they may choose to forfeit the ball by throwing or kicking it to the other team (this must be announced in advance). (Initial or post-scoring kickoffs are also conducted this way: the ball can be kicked or thrown.)
6. Both leaders have huge numbers of goblins at their call. As players die, they are "replaced" on the next play by another family member who looks a lot like them. (In other words, the same Amtgardian, who is now representing a relative of the goblin who just died.) All participants have one life per play, for as long as the game lasts.
7. The game may continue as long as the reeve or the two captains are willing to let it, but a general guideline of one hour is recommended. At the reeve or captains' discretion, teams may change ends of the field halfway through. (Half-time shows are optional.)

Greed is Good

Number of Players: 10+

Game Type: Militia

Setup Effort: Minimal

Rules: Of the several types of coin or ribbon games this is the simplest. Before the game starts each player gets one coin. Then the teams are divided as usual for ditch battles. 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 something. 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 then 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.

Hit the Shield

(Mattias FW)

Number of Players: 4+

Game Type: Militia

Setup Effort: Minimal

Rules: Mark off an area of like 50 feet diameter circle. Throw a bunch of javelins around, and give everyone a small round shield. Each time you hit someone on their shield with a javelin you score a point. First one to 10 points wins. You can block javelins with javelins but you can't melee with them. You can't go out of the circle except to get a javelin that flew out, and hits don't count while you're outside. If you stand outside more than a 5 count you lose a point.

Alternatively you could mark off two 3-foot diameter circles some distance apart and have two players fight at a time with 1 or 3 points to win a match.

Iron Triangle

(see also King of the Hill – class)

Number of Players: 6+

Game Type: Militia

Setup Effort: Minimal

Materials: The reeve will need a watch. Rope or tape to better define the triangle would be nice.

Set-Up: Divide the populace into three equal teams

Rules: There is a large triangle on a field, each leg at least 15 yards long. Three teams fight for possession of it. At the end of 15 minutes (reeve calls "time"), the team with the most players inside the triangle wins. Each team may only enter from one side of the triangle and no other. Teams may only fight each other within the triangle. Repeat until all are satisfied.

Island Battle

(Matthulhu / electric samurai)

Materials: Multiple strips of green cloth, each no longer than 10 feet. Any projectiles allowed (including bows). There should be at least twice as many strips on the field as there are players. There should also be a few players armed with melee weapons (and perhaps shields).

Setup: The ribbons of cloth are made into circles ('islands') and scattered all around the field. No two circles should be separated by less than twenty feet.

Rules: This is a free-for-all match with all the 'islanders' fighting one another while attempting to avoid the 'sea monsters' (the melee attackers). The circles are islands, and all the area surrounding them is water. This water differs from standard water terrain in that you can't drown and you can run freely through the water, but while both your feet are off dry land you may not engage in missile combat.

Islanders: The 'islanders' are limited to melee daggers and projectiles (and can wield javelins as a melee weapon). An islander cannot be attacked by any 'sea monsters' as long as islander has at least one foot completely on dry land. Islanders are free to move anywhere on the field, to collect arrows and other ammunition that have fallen in the water. Islanders have five lives.

Sea Monsters: There need not be very many players on the Sea Monster team; just enough to discourage 'playing around in the ocean'. Sea monsters have infinite lives and 1 point of Invulnerability. They attack any islander who lingers too long in the water -- islanders can remain in the water for no more than 5 or 10 seconds before being 'swarmed' by any sea monsters nearby. Sea monsters don't fight each other and may not step on dry land.

Victory Conditions: There are two winners at the end of the game: The last islander left alive, and the sea monster who scores the most kills.

Options:

- Hobble the Sea Monsters with the Slow trait, but allow them to come up on dry land to munch on the islanders.
- Mark two islands on opposite sides of the field as Hallowed Ground areas (as the fixed enchantment), usable only by Islanders.
- Split the Islanders into two teams, and run the game as a Capture the Flag scenario.

Meat Grinder

Number of Players: 10+

Game Type: Militia

Setup Effort: Minimal

Set-up: Everyone stands in a fairly large circle. The leader of the game numbers everyone off.

Rules: The leader or reeve calls out two numbers, those two people go in and fight. This continues for as long as you want. If the leader/reeve calls "Meatgrinder", everyone runs in and fights. The leader/reeve can also call out garb colors, weapon styles, or anything. Also, people that form the circle can poke fighters with their weapon if they get close enough (They must stand in their spot however).

Militia Maneuvers

Number of Players: 12+

Game Type: Militia or Ditch

Setup Effort: Minimal

Set-up: Divide the populace into three or more equal teams.

Object: Out-maneuver and annihilate the opposition. The last team with living players is considered the winner. This game can be combined with Capture-the-Flag, King-of-the-Hill, Ring-the-Bell and many other normal Class Scenarios to bring a little taste of realism to the days battlegaming.

Options:

1. When a player is slain, he/she joins the team that killed him/her for the next life. Be certain to change colored headbands, because no one likes to be slain by someone who was their teammate only minutes before.

Please do not let Militia and Ditch Battles become the mainstay of your groups battles! The real draw of Amtgard is the Class and Magic systems. Militia Battles make a great addition to any groups regular game days, but should never be allowed to totally take the magic away from those players who desire to play Full Class.

Militia Vs Monsters

Number of Players: 10+

Game Type: Militia

Setup Effort: Moderate-Heavy

Materials: Monster costumes

Set-up: Choose and garb the Monsters, commensurate with the power of the Populace. Remember the players are Militia! No creatures that are only damaged by magic or fire, unless some provision is made for it.

Object: Fierce Monsters have been seen roaming the countryside and causing havoc and destruction. The local Lord calls out the Militia to send the beasts back where they belong. The battle is fairly straightforward and ends when one team or another is shattered or when some other larger Quest goal is accomplished.

Options:

1. Have the Monsters team-up against the Militia. (Best for weak Monsters like Goblins)
2. Have the Monsters set up as separate encounters which must be defeated individually. (Best for tough Monsters)
3. Mix different types of Monster together. This is usually more effective by teaming less powerful creatures with more threatening ones. For example, several cave bears to protect a Hill Giant, or a pack of wolves guarding a Vampire.

Oddball

Number of Players: 8+

Game Type: Militia

Setup Effort: None

Materials: Foam football or Juggling “dogskull”

Set-up: Using ribbon, lay out a field as shown in Figure One. Divide the populace into two equal teams. All players should have only a single sword. Place the ball or dogskull in the center of the field.

Object: Hold the ball in your own End Zone for 10 seconds to score a point. Winner is the first team to seven points. Players have unlimited lives, but must return to the End Zone to come alive. Lives regenerate instantly. The ball or dogskull may be used to block attacks.

One Axe to Rule Them All

(Modified Ditch)

Set-Up: Form all players up into teams of two. One person alone is acceptable if you are playing with odd numbers.

Materials: Each player should be armed with a single, one handed weapon (no shields). There is also one legal throwing axe total in play.

Object: The teams start out in a big circle. The odd man out or just anyone, if playing with an even number, throws the axe into the middle of the Circle. Once the axe hits the ground the game starts and it is a legal throwing weapon for any team to pick up and use. Fight as a free-for-all until only one team survives. They are the winners. Then go ahead and reform teams for the next round. People should try to fight with different partners each round to learn teamwork. The most unwounded player on the winning team starts as the odd man out (unless you have even numbers) and throws the axe to start the next round.

Pirate Knife Fighting

(Nautical Knights)

Game Type: Militia

Setup Effort: Minimal

Materials: The reeve will need a watch. Two feet of rope

Rules: A favorite pastime amongst pirates, two men are lashed together and forced to duel with naught but daggers between themselves and a bloodthirsty foe. Rope off a circular area with ribbon, either in the open or amongst some trees. Wagering between spectators is encouraged, as is colorful banter between contestants..

1. Never actually tie people together. Instead use a two foot piece of knotted rope and have both contestants get a good grip. Letting go of the rope results in a Fault.
2. Intentionally yanking the rope from your opponent’s grip is a Fault.
3. Limb wounds do not count in this duel. Only torso/ killing shots count. Intentionally striking out-of-bounds areas is a Fault.
4. No grappling, wrestling or excessive physical contact is permitted. Any such behavior results in an immediate expulsion from the game.
5. Should a player acquire a Fault, he is given a warning on the first one, and expelled from the game on the second.

Slaughterball

(Geryon TD, e-sam)

2 teams of 3.

One person is florentine.

One person is single Long.

One person is single short.

or can be varied to be all single short.

Take a spellball-sized ball with decent weight. Turn over 2 medium sized Sled Shields for goals on both sides of a 40 foot long by 30 foot wide field.

Any person at any time can touch the ball and pass it to their teammates or shoot for a goal. It's basically basketball, except there is

lots of Slaughtering.

When you are killed or limbed, you regenerate in an OUT LOUD 5 second count.

First team to 3 baskets wins. Ball must stay inside of shield for point to count. Players may never touch their goal when defending. You get 1 second "in motion" time when going for a basket and being struck down on the way.

The action is very fast paced and competitive.

Spell Ball Game

Number of Players: 3+

Game Type: Militia

Setup Effort: None

Rules: Each fighter begins the game with a single short sword and a single spell ball. It doesn't matter what the ball is as the will all have the same effect for this game. Each player picks a spot on the field to start and calls alive. When alive, the game proceeds like Chaos Res, with a few tweaks. Each spell ball is a fireball, so it kills on any hit or bounce. Each player may block freely with their shortsword (it can't be destroyed), and the spell balls don't need to be charged (you can just pick it up and throw it). A fighter may never have more than one spell ball in their possession at one time.

Tlatchtli

pronounced (tlach' tlee)

(Book of Engoku, edited by Azus)

Number of Players: 8+

Game Type: Militia

Setup Effort: None

Materials: Nerf-type football or other non-spherical padded ball, two shields, hoops, or small rope circles for goals.

Set-up: Mark out the field. Divide the players into two equal teams, but best if played with less than ten players per team. Teams start at their base, 10' behind their goal, and the ball in the middle. I set it up this way to avoid injuries that might occur if everyone starts near the ball and too many people try to kick it at once.

Object: Amtgard soccer! Put ball in the goal. If using hoops, you can insist that the ball stop in the goal for a point – going in and bouncing out doesn't count. Caveat: Cannot touch or carry ball with hands or arms, may strike with swords, kick, etc. Game goes for four points. When killed, move to the sideline behind your goal and come back in a 10 count. If a player is hit with the ball, it counts as a 1 point hit.

Options:

- Class battle. In this variation, make all spells last 10 seconds, the same as the death count. Life count still doesn't matter.
- Decide if per game spells/skills reset per point or never.

Tag

Number of Players: 5+

Game Type: Militia, or Class

Setup Effort: None

Set-up: One player is chosen to be IT, who stands still for a 100 count while the remainder of the populace attempts to put distance between themselves and IT.

Object: One of the oldest games known to man, Tag and all it's variants (Hide-and-Seek, Statues, etc.) adapts well to Amtgard

battlegames. Its purpose is to capture, subdue, slay, or otherwise render immobile as many of the populace as possible. The populace, in turn, must elude IT for as long as possible. The last person caught during any round is IT for the next game. If the players elude IT for an entire game, then IT may choose a replacement. Play continues until (select one or more goals):

1. A set number of populace has been caught.
2. The populace eludes IT for a 1000 count (about 15 minutes).
3. A "base" may be declared before the game. Base is usually the location where IT began the game. If all the populace can return to Base without being caught, then the game ends.

Options:

1. To help speed along play, and make the odds a little more fair, IT may point at any player within 20' and say "(Target's name or class) Stand and fight" x2. The target must then stop and do battle with IT, though Honor Duels are forbidden in this game.

Tavern Brawl

Number of Players: 6+

Game Type: Militia or Militia

Setup Effort: Heavy

Materials: Table legs (legal sword under 30" with brown cover); steak knives (melee); pots and pans (foam constructs only); plates, bottles, cups and mugs (safe foam throwing weapons); meat cleavers (flat blade melee daggers); rolling pins (legal sword under 24" with brown or gray cover); table tops (medium shields with brown covers, may not be aff~xed to the arm but may be held by the cover); sausage links (brown or red covered nunchucks). Other foam representations of food, kitchen items or anything that might be found in an actual fantasy/medieval tavern.

Set-up: Mark off the area to serve as the tavern with ribbon. Allow plenty of room for moving and fighting. Normal weaponry is not permitted inside the Tavern. All items carried into the Tavern Brawl must look like Tavern Items. No weapons permitted longer than 36" unless approved by the reeve. Armor and shields are not permitted. Throwing weapons are permitted, so long as they meet the above criteria. Bows and siege weapons are not allowed (well, maybe a huge Keg thrown by three people!)

Object: To have fun using non-traditional Amtgard weapons. This is also a wonderful creative outlet. Just tell the populace to come up with non-weapons and give them a couple of weeks. You will be amazed at the interesting items they invent.

Options:

1. Use full class rules, but limit all players to first level. Same restrictions apply for weapons, though armor may be allowed.

Three-team Variant Ditch

(Matthias)

Number of Players: 15+

Game Type: Militia

Setup Effort: Minimal

Setup: Two teams are lined up facing each other, as with a regular ditch battle. The third team assembles in a large circle surrounding both battle lines (minimum of 20 feet from any of the two center teams). If the number of participants does not evenly divide by three, the third team should be short.

Rules: When lay on is called, it's ditch battle rules as normal, except that the first-dead rule operates as if the third team did not exist (first dead of winning team in the center goes to the other side). The third team never loses a first dead, even if they win the pass.

After three passes, whichever's the smaller team in the center switches roles with the third team, and takes over the outside circle, with the outside team going into the center. (If the center teams happen to be even on that pass, then whichever team loses a player next will go to the outside).

New players who join the three-way ditch after it's started always start on the outside team.

Any backstabbing that goes on (especially on the part of the outside team) is meant as a teaching tool to encourage battlefield awareness.

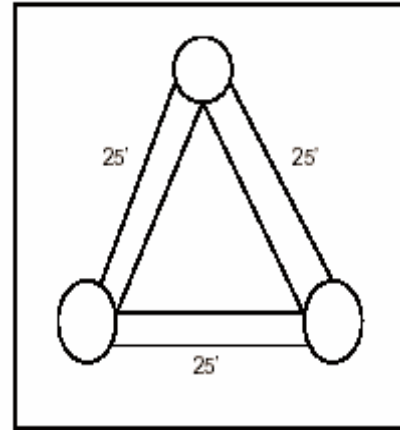
Three-way Boat Battles (The Helipad)

Number of Players: 12+

Game Type: Militia or Militia

Setup Effort: Moderate

Rules: This game works very much like boat battles except that there are three teams. Each team starts out inside one of the circular "boats" (see Diagram). The object is to be the last team alive. I recommend one spear and one throwing weapon per team. Throwing weapons that land on the s or on the boats may be reused, by whomever gets them. Once a throwing weapon goes into the water it is lost. This in a great cat and mouse game, as a team cannot press across one bridge after one enemy without opening themselves to attack by spear and throwing weapon from their other enemy. This variation is also better if the winning team gives their first dead to the first team eliminated after each round. Obviously, switching players should not take a teams spear or throwing weapon with them.



Two or Three Man Eternals

Number of Players: 6+

Game Type: Militia

Setup Effort: None

Rules: In this variation all players form into groups of two or three. Teams separate and begin fighting. As soon as a player dies he/she goes to Nirvana. As soon as there are enough players in Nirvana they form a new team and return to the fray. This continues infinitely. Obviously, this is one of those games that has no winner. Play till all are well exercised and tired of this game.

Options:

1. Class instead of militia

Warcraft (Orcs Vs Humans)

Number of Players: 10+

Game Type: Militia

Setup Effort: None

Materials: Red headbands for the humans, green headbands for the Orcs, several boxes to serve as Gold Mines, piles of treasure markers or fake gold coins. You will also need one reeve for Nirvana for each base and one for each Gold Mine in play.

Set-Up: Divide the populace into two equal teams: Orcs and Humans. Send the reeves into the forest (or spread across the battlefield) with the stocked Gold Mines. Each team should be given a roll of ribbon to mark out their base (which also serves as their Nirvana). Use the rules for simple Castle construction for more information.

Object: The eternal struggle between Orcs and Humans continues unabated on Amtgardia! All players begin with 3 lives. To start the scenario, all players are armed with a single melee weapon and up to 2 points of armor. As the teams spread out, they will discover the Gold Mines. Each player may only carry one gold piece at a time and it takes a 30 count to remove each piece. Only one player at a time may "dig" for gold. Players take their gold to their respective Nirvana reeve for a credit point. Once mined, Gold may be taken from a slain player, keeping in mind the limitations for how much Gold each player can carry. Once in Nirvana, Gold may not be taken from the base.

Points may be saved or spent as follows:

3 Gold One extra life for any player

6 Gold One player may use a short bow or a medium shield

8 Gold One player may wear up to four points of armor

10 Gold One player may go Berserk (as Barbarian) on next life

20 Gold All players on the team gain one additional life

Options:

1. The team with the most Gold at the end of the game wins.
 - a. May play as a timed game, with cycle lives.
2. Play until one team is shattered.
3. New levels of complexity may be added by allowing Gold to buy other things. Examples include buying Monsters, Siege Weapons, Armor or Weaponry for ALL teammates, a Relic, a Healer, etc.

Warlords 'R Us

Number of Players: 10+

Game Type: Militia

Setup Effort: None

Set-up: Everyone starts as a team of one.

Materials: none

Object: To be the greatest warlord with everyone on your team as a fighting minion. Each player begins the game as warlord of his own team. Whenever a player is killed he comes back to life (after a 60 count) fighting for his killer's team or warlord. When the warlord of a team is killed, all minions of that team are released as free agents. This is a quick game for up to 10 people but it takes much longer as the population increases. Any new players simply join the game as a warlord. Death lasts for 60 seconds (just long enough to catch your breath). Sacrificing a living minion may heal a Warlord's wounds.

Options:

1. Often it is suggested that each combatant fight with similar weapons. Another variant is for each fighter to fight single short sword.

Class Game Variants

30-Minute Battle(Resurrection Game)

Number of Players: 12+

Game Type: Class

Setup Effort: None

In this timed scenario, all players have unlimited lives and all spells and effects with a time limit have their duration cut to 60 seconds. All deaths also result in only a 60-second Nirvana time. All spells and abilities that were per life still are and all spells and abilities that were per game still are per game. As each player dies he reports to a score keeper who tallies a point for that players Team. At the end of 30 minutes the team with the lowest score (least deaths for that team) is declared the winning team. Add this to any other game (treeball, etc).

Amazon's Quest

Number of Players: 12+

Game Type: Class

Setup Effort: None

Materials: None, except maybe slave collars.

Set-up: Divide the populace into two "teams". One side should be made up completely of women and the other completely male. Any non-combatant female may participate, though if she does not want to fight, she must choose one male to serve as her "hound".

Object: The Amazon's need men, but are not going to put up with all the trouble they cause. The women have banded together (with the help of their faithful "hound" servants) to try and capture as many Free Men as possible. The Free Men, in return, do not wish to be captured and enslaved, and so must fight to keep their freedom. To make matters worse for the men, no two men will ever approach more than 50 feet from any other man, and men may not assist other men during a battle. (In other words, it's every man for himself, against an entire horde of Amazons and hounds.) Amazons may band together, but may never out-number a Free Man by more than three-to-one whenever combat occurs. (In other words, the Amazons don't really want to help one another out, either, as they would have to share their prizes.) Free Men who are captured (through subdual or magic only) by an Amazon or her hound, and are subsequently returned to the Amazon Base, become Slaves and must sit out the rest of the game (unless rescued). Slaves will not fight for the Amazons, but must remain at their base. However, any Amazon can decide she is tired of fighting and may make any one Slave her Hound, or may replace her present Hound with a better catch. Discarded Hounds then join the Free Men, after being given a 100 count to run for his freedom. Captive Slaves may be freed by other men, though once freed the men must immediately separate by 50 feet or more.

Options:

1. Allow the teams to band together in greater numbers. For example, two Free Men may fight together.
2. Amazons may have more than one Hound, but must capture any Hound other than the first from the ranks of Free Men.

Armory

(Shotgun_Holiday)

Every weapon you can find is put into a pile and an arena is marked off. Then each combatant chooses a weapon and everyone fights. Then the loser(s) give(s) the winner their weapon(s), and he makes his own pile of loot. Then the losers choose a new weapon from either their personal pile or the main pile. You lose the game when there is no weapons left for you to use, in your personal pile or the main one.

Assassination

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

Form up into two teams in the usually way. Each team should have a reeve. The reeve for each team chooses one player on his own team to be a 'spy'. The reeve then whispers to each member of the team whether he or she is the spy or not. To the one person who is the spy he also whispers a code word. After the lay on is called the reeves yell out random words regularly until they see a time for their spy to wreck some havoc. When a reeve calls out the code word his 'spy' switches teams for the rest of one life and tries to do as much damage to the team that picked him as possible. After a 'spy' has been killed the reeve again goes up to each player and whispers if they are the new 'spy' and a new code word if they are. Obviously, since both teams are

occasionally turning on them selves this can be a chaotic variation.

Battle Ditch

(See also ditch / militia)

(Garik)

Number of Players: 6+

Game Type: Class

Materials: paper and pencil!

Setup Effort: Minimal

Setup: Choose sides as for a normal battlegame. Spell lists and ability choices are made once sides are chosen. The name of each participant is put on a list in Nirvana along with how many lives that person is entitled to.

Rules: The two sides clash just like for a normal battle game. A clash is decided either when all participants on one side are dead or none of the participants on a side are able to attack any of the remaining members of the other team (eg. All living team members on a side are entangled). No one returns to life until the clash is decided (except if brought back by a game effect like resurrection or transfer life).

After the clash has been decided, all participants that were dead place a mark next to their name on the list in Nirvana. They will return to the game for the next clash with all of their per life abilities restored. If a player died in the current clash and the number of marks next to a participant's name is equal to or greater than the number of lives they are entitled to AND they were on the winning side of the last clash, the participant will switch sides to that of the losing team. If they switch sides, they also get their per game abilities back. Switching sides also resets their life count (zero marks next to their name). If more than one person would switch sides because of this, the person with the highest number of marks next to their names switches and the other(s) remain on their current side (no restoring of per game abilities or resetting of their life count for people that don't switch).

Certain abilities will affect life counts. An anti-paladin stealing a life from a dead person would mean erasing a mark from the anti-paladin's tally and adding an extra mark to the dead person. The monk ability "transfer life" would add an extra mark to the monk's tally. Spending lives to be reincarnated also causes those lives to be tallied against the player.

The game continues until people are tired of playing.

The game is fast with a lot less downtime than a standard battlegame, perpetuates and balances itself like a ditch, but uses basically all of the standard rules.

Options:

1. Half counts for magic / abilities. Since you're practically squishing multiple battlegames together, some groups might need to halve counts to enjoy the team-switching that goes on.
2. Let players who switch teams also switch classes, kinda like going out and switching to a different weapon after a given pass.
3. Require players to switch classes, say, up to three, to keep things unpredictable. Also gives people who were doing really poorly with their chosen class to switch to something else they are better at (like you can do between battlegames).

For class switching, require people have everything ready, at hand, and quick to go. People who aren't ready in time get switched to Peasant, and not the class they wanted!

Battle for Eifland

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

Setup: Mark out 6-8 fortresses by making a 10-20 foot diameter circle with rope, preferable around a tree (hopefully you have a field with scattered trees). Place markers for the teams (3) on different sides of the field.

This battle-game revolves around capturing Territory with a slight elfish theme. 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. The game is played in three periods each approximately ten minutes in length. All three teams being 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 considered to control a fortress if they have at least one living team member within the rope circle 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 the fighting continue. There will be another period and then another hold. The same count will be made with the points being cumulative. Then we will play one final period and count the forts a third time. The team with the most total points will be 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 your team. All other functions of a base including healing, mending, and the prohibition of spells and abilities within a certain radius apply to any fortress.

Boarding Parties

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: None

Materials: several rolls of surveyor's ribbon and small stakes, 4 milk crates or boxes, a plank

Set-Up: Using the ribbon and stakes, mark off two sections on flat ground (the ships). Connect the two with the plank (or use ribbon to simulate a plank) Multiple planks may be used, depending on the relative size of the ships. Both ships should be close to the same size, unless the Reeves decide otherwise (or you start running out of ribbon!) Place a crate at the center of each ship, near the fore and aft sections. The crates represent the helm and the main mast. Also, mark off a "Lifeboat" for each ship, tied to the back or either side.

Object: Two teams, representing pirate crews, do battle for each others ship. Divide the populace into two teams, put one team in each ship. The plank(s) is (are) the only "safe" way to cross the distance. Anyone who steps or falls "overboard" is subjected to the Water Rules (q.v.) and must walk slowly back to the Lifeboat (or die trying). Once inside the lifeboat, the player must count "Climbing" x 10 and may then board the ship. Climbing players are subject only to missile fire and polearm attacks. Players may board on their opponent's lifeboat. The goal is annihilation of the opposition or capture of their vessel.

Capture is accomplished by

1. subduing or killing the rival Captain
2. destroying both the helm and the main mast (i.e.: 10 chops with a blue or red weapon, Fireball, Lightning Bolt, etc.)

Options:

1. Place one or more Sharks (q.v.) or other Terrors of the Deep in the water to make things more interesting for players who fall overboard.
2. Place the ships close enough to jump between, though caution should be used to ensure safe landings.

Boat Battles

Number of Players: 10+

Game Type: Militia or Militia

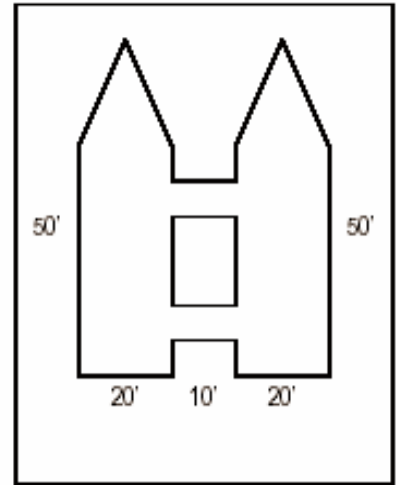
Setup Effort: Moderate

Materials: lots of rope

Rules: Each boat should be 12' long by 8' wide or so. Feel free to vary this based on the number of players. The gangplanks between the boats should be one person wide or maybe one and a half. Divide into two teams and each team will defend one boat. Players may only walk on the areas inside the boats. If anyone steps a whole foot off of the boat then that player takes a death. One throwing weapon per team might be appropriate and short spears (6') are also good. Full-length pole-arms kind of spoil the fun of limited opportunities. This should be played several times with the first dead from the winning team changing teams just like in a ditch battle.

Options:

1. class battle. Shove needs to be decided if people can be shoved off the boat, off the gangplanks.
2. 1-3 gangplanks
3. shore vs boat
4. place a cabin at the back of the boat that can't be shot into or out of
5. People can drown in the water, or swim in it. One variation I did was that players with 0 points armor could swim quickly (walk), 1-2 points swim slowly (on their knees), and 3+ points armor drown.



Bounty Hunt

(See also Great Goblin Massacre)

(By Night They Dance, Dor un Avathar)

Number of Players: 10+

Game Type: Militia or Militia

Setup Effort: minimal

Rules: Two (or more) small teams of Questors 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. The variations on this theme are as limitless as the imagination:

1. See Pack Attack (q.v.) for the lupine version.
2. Set up a complex "sewer system" using flagging tape. Skirit have infested it and need to be exterminated.
3. An "Undead Nexus" has opened in the woods, letting in all kinds of abominations. Slay the Monsters for a few points or destroy the Nexus for lots of points.
4. Vampires make great fodder for a Hunt, as do Assassins, Anti-Paladins and other icons of Evil.
5. Empty the Werewoods of Werereatures. Low-powered Wererats are worth fewer points than rabid Wererats or Werewolves, but maybe quantity counts for more than quality in this game.
6. Establish alternate goals that are worth points as well: recover an artifact for 10 points, bring a live Monster back for double the normal points, etc.
7. Use water and Aquatic Monsters to shake things up a little bit, or mark off an area as Lava and populate it with flame-dwelling creatures. This makes for a deadly variation for the unprepared!
8. Turn the tables on the Questors and assign a point value to them. Monsters then compete to accumulate points too.
9. Use the Hunt as a springboard for a series of Quests, with the results of each successive Hunt setting the stage for the next weeks game. Example: Week One is a simple Bear Hunt where the Questors collect fur "tails" for points. Week Two: a team of renegade Ursunids seek revenge against the populace for killing their pet Bears. Week Three: the Baron forms a Hunting party to enter the woods to root out the Ursunids and any other Monsters living therein (like a tribe of Lepus, or a pair of White Rabbits).

Bridge Battle

See also Ichabod's Bridge

Number of Players: 6+

Game Type: Militia, or Class

Setup Effort: None

Materials: Something to denote the sides of a "bridge"; a trail, ribbon, rope, etc.

Set-Up: Divide the populace into two equal teams. Draw or mark off a section of flat and debris-free land. Decide if you want it 1 or people wide. 20-30 feet makes a good range, though mages will love you if it's 15 feet long (however warriors will attack you on sight from frustration)

Object: A team enters at either end of the bridge and must battle their way past the opposition to the other end. Players who die exit the bridge and re-enter after a 20 count from the end they started from. Players who step out of the boundaries are considered to have fallen from the bridge, and must similarly exit and re-enter after a 20 count. The team who reaches the opposite end first, wins. Sides refresh and begin again after each scoring.

Options:

1. Capture the Flag over the bridge
2. Players stepping off the bridge fall into a chasm and die
3. Water effects – see the Dor terrain effects
4. Shove: either there is a railing on the bridge, and shove cause the player to move back to shore, or shove pushes them off the bridge where they either have the 20 second wait or die

Calvinball

(Alona, e-sam)

Calvinball is simple, two sides, infinite lives. All per game abilities happen once every four lives. Barbarians FAD every 4th life. You have two sides, and you fight. Deaths do not come back immediately until one side “wins”. Usually killing the other side, or otherwise establishing they win the exchange (i.e., don't waste half an hour hunting down some speedy guy hiding in the woods). Once one side wins, the side that lost gets to make a new rule. Pretty much any rule they want, with one caveat. You cannot name a player by name in a rule (e.g., “Grubilex is immune to green weapons”), or use a physical description (e.g. “all redheaded warriors over 6' tall inflict double damage with their weapons”). You can make a rule which just happens to affect one person (all javelins are ‘wounds kill’ when only one person has a javelin).

Some examples (all ones we have used)

- Everyone must fight lefthanded. (the team who made this rule had two lefthanded people and the rest was mostly florentine)
- All spellballs remain active.
- All weapons are red.
- Archers can only carry 3 arrows.
- People struck by an arrow keep it.
- Ditch battle sides - teams who lose also get first death of the other team.
- Barbarians must berserk and attack anyone who asks them a question.
- Everyone fights after death.
- Barbarian FAD count resets to 0 every time they kill someone during FAD.
- Spells must be cast with the left foot.
- Anyone placing both hands over their ears is immune to verbal magics.
- Stuff like that.

If a team does not like a rule, they can always lose and undo it. This continues until one team concedes the other team is “too silly”.

Capture the Flag (Ring the Bell type 1)

Number of Players: 10+

Game Type: Militia, Class

Setup Effort: Minimal

Materials: One or more flags

Set-up: Two or more balanced teams are chosen, and each is given a token to serve as the "flag" for their team. Tokens may be actual flags, colored cones, bright ribbons, a person, or any other object that is clearly visible and easy to transport.

Object: This game is a spin-off of the age-old children's game. The object is for one team to capture the flag of one or more of the opposing teams. Play continues until a flag is captured, one or more times, as decided upon before play begins. In all circumstances, flags are considered game items, and as such, may not be held while Underreporting, Passing without Trace, etc.

Options:

1. Use a person as a live flag.
 2. May be a neutral fighter, attacking all; or a non-combatant.
 3. May be persuaded, follow whoever is closest, must be subdued (a killing blow doesn't actually kill, but subdues so that they follow their captor), or simply bribed with chocolate or beer.
4. Speed Flag – a point is scored when both flags are brought to base
5. Require the flag to be held for a certain period of time.
 6. Option: make it 2x the death count, so that a team that got rolled has a chance to recapture a flag.
7. Have multiple flags in the center of the field, or scattered around
8. Flags are heavy, players must walk
9. Flags are weapons
10. Ring the Bell type 1 - just place the markers at opposite ends of the field. Instead of moving the markers, teams just have to touch their opponents marker and shout "DING!" (or their team's name)

Caravan Battle

Number of Players: 12+

Game Type: Class

Setup Effort: Minimal

Rules: There are many versions of a Caravan Battle. This one is a full class game. 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. Any reasonable caravan route is acceptable but it should be well defined and not too short. Side walks and paths are perfect for this. Any large object can represent the caravan cargo. In the past we have used a cooler full of Soda. 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. As I expect a fast moving game, all deaths will last for one minute and all spells that have a timed effect will also last for one minute. 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.

Options:

1. While on Defense each team will have only half-lives available before shattering (Round Down) and will also have armor and spell points halved.
2. Instead of cargo, teams must escort a person who can only walk (see Caravan Crossing)
3. Cargo is heavy (regardless of size), and must be carried at a walk
4. Cargo required 2 people to carry.

5. Roleplay ideas: Make the flags gold, a relic, etc. An extra life for anyone who roleplays it well!

Caravan Crossing

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: None

Materials: None

Set-up: Divide the populace into two teams. One to represent the Bandits and the other the Guards. One player should be designated a Political Figure (see additions at beginning of guide) and serve as the object of the battlegame. This game works best if there is a substantial playing area, particularly one with wooded areas.

Object: For whatever reason, the Political Figure wants to get from point A to point B in a hurry. The Figure has commissioned/recruited a team of Guards to escort him/her across the territory. Unfortunately, the way is plagued with Bandits and (possibly) other dangers. The Guards must safely transport the Figure from Point A to Point B, without losing the Figure to the Bandits, who are trying to capture the Figure for ransom. To make matters worse, the Figure may never move faster than a walk. The game is over when a) the Guards make it to Point B with the Figure or b) the Bandits capture the Figure and hold him for a 300 count.

Options:

1. Give the Bandits one or more Monster allies, to aid their cause.
2. The Guards must never leave more than 100 feet from the Figure.
3. Place mundane hazards (quicksand, water, etc.) in the path of the Guards or Bandits.
4. Make the teams unbalanced in favor of the Bandits, like two-to-one odds or worse. Make the Bandits all low-level non-magic classes and the Guards higher-level with spellcasters.
5. Place Neutral encounters (like Healers or Unicorns) throughout the path.

Chaos Gifts

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

Form up into two teams in the usual way. The Chaos Gifts below should be put on separate pieces of paper and put into a hat (or should be randomized some way) and each team may choose up to 7 Chaos Gifts. No one person may take more than one and each individual may decide whether to take a gift or not. A reeve should be on hand to help interpret the exact effects of the Chaos Gift. The rules of the game are simple: every time a person is killed, the one who killed him may ask for the Gift. The Gift must then be handed over to the person's killer. If the Gift is not asked for, it need not be given. Team members may kill each other. There is no limit to the number of Chaos Gifts a single person may have. The game ends when one team is killed out or surrenders.

The Burning Aura

You may cast Fireball. You may only ever have one spell-ball with you at any one time. Iceball acts as a Fireball against you and your equipment. If you cast Iceball, your Aura is gone for the rest of this life.

The Aura of Chill

You may cast Iceball and may have up to three people iceballed at any one time. You may only ever have one spell-ball with you at any one time. You are immune to Iceball. If you cast Fireball, your Aura is gone for the rest of this life.

The Thorns of Chaos

All thrown weapons you throw act as "wounds kill". All thrown and projectile weapons that hit you act as "wounds kill." Having Thorn Barrier will negate this Gift.

The Endless Undead Existence

Whenever you are wounded, you will heal in 10 seconds as long as you have not moved. You may not use any class related abilities, including spells, thrown weapon use, or armor.

The Thorn Barrier

You are immune to all thrown weapons, including specially enhanced ones. Any weapons that you thrown or fire (bow) do no damage. Having Thorns of Chaos will negate this Gift.

The Unforgiving Pain

You cannot die from having limbs cut off. You can have lost all four limbs and still be up. Healing magic will not work on you but you may heal a limb by killing a person.

The Heart that Detonates.

You may have only one weapon. When you die, you will explode, killing everyone within 10 feet. Call a Hold when you die to decide who has been killed. When you die, discard this Gift. It does not transfer to he/she who killed you.

The Curse of the Jester Sylvane

You may throw spell balls of all colors. They do no damage and have no effect. You should call out "Banana Cream Pie!" when you throw the spell-balls. Note that no spellball you throw will have an effect. Whenever you are hit by a spell-ball, if you immediately say "Its just a pie!" it does you no harm.

The Jabberwock's Blessing

Any yellow garb becomes one point of armor. All yellow weapons do one extra point of damage. If your Amtgard name is Jabberwock, all yellow weapons are "vorpal" and act as white weapons against you.

The Sharing

Any enchantment that has been cast on you, you may grant to two others by touch. Each time you do this, you must donate a Chaos Gift you have to a member of the opposite team. Who you give it to is your choice.

Necromancy

You may resurrect others by touching them with both, empty, hands for 20 seconds. They may not have moved. If you do resurrect them, you must give one Chaos Gift to a member of the opposite team and then give the one you resurrected the Necromancy Gift. If you have no other Chaos Gifts to give than Necromancy, you must give Necromancy to the opposite team after you have used it.

The Shell of the Turtle

When you gain this Gift, you must give away all Chaos Gifts currently in your possession. You then gain 1 point of natural armor for each Gift you gave away. This armor is repairable by a heal spell (a heal spell will repair one point on one hit location) and will renew itself to full

The Strike of the Snake.

You have red weapons. When you receive this Gift you must distribute any other Gifts you have to other players. If you have more than 2 other Gifts, half your other Gifts must go to the other team.

The Rage

Your weapons are "wounds kill" and you have 2 points of armor. You are unaffected by spells and may have no enchantments. You also have 30 seconds to live from when this Chaos Gift has been fully read and understood (or the beginning of the game or engagement, whichever comes first). You should begin to count down loudly as soon as you come alive and should make sure others know you have enchanted weapons. If someone kills you, they get The Rage. If you die after the 30 seconds, discard The Rage.

Class Hunt

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: None

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

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

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

Options:

1. Band two similar classes together for larger groups. For example: a band of Barbarians and Scouts are robbing the local merchants and must be stopped, or a renegade sect of evil Assassins and Monks terrorize the farmers of the Shire and must be tracked down.
2. Put some Monsters, or a high-level spellcaster, on the side of the Hunted.
3. Give the Hunted two or three times the normal number of lives, and have them come alive in a 50 count.
4. Make the Hunted Class able to use Bows and forbid the use of Bows by the Hunters. This will go a long way in evening things up, especially if the Hunted don't have magic.

5. Give the Hunted another goal, such as assassinating a specific member of the populace or carrying an object from one point to another. If the Hunted does this before they are all killed or captured, then they win. Or perhaps they receive some beneficial aid or magical relic.

Conquor Engoku

(modified from Book of Engoku)

Number of Players:16+

Game Type: Class

Setup Effort: Moderate

Materials: : Garb the five kings. Strips to mark out the landscape. Tabards for each team would be nice.

Setup: : Divide the field into the five realms. Be as detailed as you like: draw countries on the ground, or just make a huge circle and divide it into five sections. Add appropriate terrain effects in the appropriate places (steppe & deserts in Tartarus, for instance). Pick five experienced players to be the kings. Divide the players evenly between them.

Object: The object is simple: conquer the realms of Engoku. Whenever a king dies, it and the inhabitants of that realm become part of their conqueror's army. Everyone's nirvanas remain unchanged, regardless of who commands them. If there is no clear conqueror (the king went down by the efforts of several realms), it's up to the dead king to decide which gets his lands and people.

Options:

1. Different number of kings!

Daikaiju Attack!

(Book of Engoku)

Number of Players:16+

Game Type: Class/Quest

Setup Effort: Moderate

Several truly terrible creatures (Daikaiju) have marched upon the town, and are threatening to crush, burn, and destroy everything in sight (sound familiar?). So terrible is the threat that no simple counter attack will defeat it or drive it away. No, an item of great power must be employed to even up the playing ground.

Materials: Monster garb, The Cosmos relic

Setup: Choose and garb the Monsters. You'll want two appropriately uber Monsters, with the Trait Large or Very Large. Dragons and Gargantuans are perfect. The remaining populace should be divided into three camps: cityfolk, tribesmen, and the militia. The latter two should be evenly balanced.

Cityfolk – Non-combatative Peasants (give this job to the Color players). Their job is to run from the Daikaiju and get in the way of the militia. Running and pointing at the Daikaiju, talking in a badly dubbed way encouraged.

Tribesmen – Barbarians, Druids, Scouts, any 'indigenous' archetype. They are defenders of the relics. The 'Chief' should get one half of The Cosmos, and some trusted member who can flee with it should get the other.

Militia – Any classes. These are defenders of the town.

You'll also need someone to play 'The Alchemist' (NCP [noncombative persona]).

Object: The militia must defend the town from the attack of both Daikaiju. Naturally, a frontal assault is all but hopeless, but they'll probably try anyway. Interrupt them after they've been thinned down a bit (enough to make an even match against the Tribesmen) with the intrusion of 'The Alchemist', who explains that there's only one way to stop a Daikaiju attack: with the Cosmos relic, which is being held by the local Tribesmen. He then explains the Militia needs to retrieve the relic from the Tribesmen, who've been using it to cause the attack. He tells them all they need do is touch the relic to the beast to control it. 'The Alchemist' does not know the artifact has two halves. Naturally, they'll run off to the Tribesmen's home to fetch it. It's assumed then that the Daikaiju are too far away for the Tribesmen to summon to defend the relic. The Cosmos goes to the Militia as soon as the Chief takes a death. At that point, the Tribesmen retreat from the battle, disappearing into the woods. If the setup is successful, the nature of the relic will allow one side to control one Monster, while the other side controls the other. The two teams should then line up to fight it out, each with a Daikaiju. The winning team gets both pieces of the artifact.

Options: This scenario works well within AmtRisk. Lay out the buildings as normal, and let the Monsters 'go to town' on them. Destroyed buildings should produce boulders. Clever use of Terrain is also suggested...a battle on Mountain Terrain, for instance, may be quite invigorating.

Relic - Cosmos

The Cosmos is a pair of statues, about three inches high. The statues are of twins, two lovely ladies clad in white, that sing when activated. Each statue conveys the ability to utterly control, for all of its lives, a single creature of Large or Very Large size (1/Game/ Statue). If the statues are separated (more than 20' from one another for longer than a 100 count), the effect is weakened: as above, but the control only extends to orders to keep the wielder safe. To use, the wielder must touch the target with one of the statues. The Cosmos ignores immunities to Control. Monsters regaining control somehow (including the weakening effects of splitting up the statues) tend to get mad.

Darklord Scenario

Number of Players: 12+

Game Type: Class

Setup Effort: Minimal

Materials: Black headbands for the Darklord and his minions.

Set-up: Send the Darklord into the woods, with or without any Minions. The rest of the populace makes up the other team.

Object: A lesson in futility. The Darklord (see Dor Un Avathar, 7th Ed.) has unlimited lives, and anyone who is slain by the Darklord (or his minions, read the description of the Monster) becomes a minion of the Darklord for the remainder of their lives. Eventually the Darklord's team will win, the fun comes from seeing who survives the longest.

Options:

1. Give the players a chance. Make this scenario part of a larger battlegame or Quest and provide some means for the Darklord's ultimate destruction.

Death Ball

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: Minimal

Regular shatter game with a death ball. Death ball will kill as a siege weapon. Death ball will go through any type of protect or invulnerability. Only one person on each team may touch deathball without being affected.

Dragon Egg Games

One thing that all of these games have in common is that the main prop used are large watermelons to represent the dragon's eggs. These are good games to play on hot summer days, because the props become refreshments when the game is over.

Free for All

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: Minimal

Materials: One or more large watermelons.

Set-Up: First, the Reeve marks off a 5' x 5' square to serve as the Dragons Nest. Then place the watermelons in different places out in the woods.

Object: This is the simplest version of the game. There are no teams, everybody is on their own. When the Reeve calls "lay on" each person goes out into the woods and attempts to return the eggs to the nest. They may do this by finding the egg and returning it or killing someone else and stealing their egg.

Dragons Eggs and Orcs

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

Materials: three or more large watermelons, headbands or other markers to denote teams

Set-Up: The Reeve places the dragon's eggs in the woods and then sends the Orc Team into the woods.

Object: In this version, the players are divided into two teams; Orcs and humans. The Orcs are not a team exactly and neither are the humans. The humans are again on their own, and they are supposed to sneak into the woods and steal the eggs and return them to Nirvana. They may also kill other humans to steal their eggs. Each egg returned to Nirvana is worth one point to the person who brings in the egg. The human with the most points wins amongst the humans. The Reeve may return the egg to the forest if he wishes to keep the game going. The Orcs on the other hand get their points by killing the humans who have invaded their woods to steal the eggs. Orcs may work in pairs. Each Orc or pair has a nest of their own. Only one Orc is allowed within twenty feet of the nest at a time. When an Orc kills a human with an egg, he gets to put the egg in his nest. Humans may attempt to steal the eggs. Orcs may not steal eggs from other Orcs. The pair with the most eggs in their nest at the end of the game wins amongst the Orcs. This game can end at a certain predetermined time or when all the eggs end up in one place.

Capture the Egg

Number of Players: 12+

Game Type: Class

Setup Effort: Minimal

Materials: One large watermelon, Dragon garb, and headbands to show which team is which.

Set-up: Divide the populace into two or more equal teams. Hide the watermelon in the woods

Object: This is simply "capture the flag", only a large watermelon is lugged around instead of a flag. (The bigger the watermelon, the better) The egg is hidden out in the park. When one team gets the egg back to it's base and has held the egg for ten minutes, it hatches and the reeve joins that team as a first level Basic Dragon. Play until one team is shattered and re-set if desired.

Feed The Monsters

(Dor un Avathar)

Game Type: Class, Militia, or Ditch

Materials: Foam pieces to represent various foodstuffs, as described below.

Set-up: See individual scenarios.

Object: To feed the Monsters! The variations below are both different.

Options:

Rock Muncher Scenario: Each team choose one player to portray their Rock Muncher (see below). Two or more large chunks of foam represent gold bars. To score a point, a team must get one of the gold bars and feed it to their Rock Muncher (who holds it in both hands, with no weapons, and says "Eating" x10). The Reeve then tosses the gold bar back onto the field, or holds it until all gold bars have been eaten and then tosses them all out onto the field. Players other than the Rock Muncher may be regular classes, Monsters or Peasants, as the Reeve decides.

Sandwich Scenario: Divide the populace into three teams and assign one player on each team to play a 1st level Goblin. Each team is given a foam sandwich component at their base. (Two are Bread, one is Filling) Each team is trying to feed its Goblins. When one team has all three parts assembled into a sandwich, they must guard their Goblin while it, unarmed, eats the sandwich by saying "Eating 1, Eating 2..." up to "Eating 20". That team then scores a point; the Reeve calls a hold; foam pieces are redistributed, and counts are advanced. If a team is ahead of all others by 2 points, another player becomes a Goblin, and both Goblins must eat the sandwich, counting in unison. If ahead by three points, a third player becomes a Goblin, and so on. If an eating Goblin dies or moves their feet before the count is finished, no point is scored and play continues.

The Rock Muncher

Type: Standard Beast
Q/M Ratio: 1/1
Armor: None
Weapons: A single short melee weapon (Natural)
Immunities: None
Natural Lives: 3
Abilities & Traits:
· Amorphous (2 points of Invulnerability)
Levels: None

Easter Egg Battle

Number of Players: 12+

Game Type: Class

Setup Effort: Heavy

Several different versions of Easter Egg Hunt games exist. In this one the person running the prepares by filling 30 or so Easter Eggs with beneficial scrolls. (Examples provided below). Before the game these eggs should be hidden in the play area. During the game players can find the eggs and choose whether to open them or not. If an egg is opened the player opening it gains whatever abilities are listed on the scroll inside. Unopened eggs count toward the teams eventual score. Once an egg is opened it may not be put back together and the player has the ability provided on the scroll until he or she opens another egg or until the end of the game. Unopened eggs may be freely traded, given or stolen but scrolls from opened eggs may not. Also, upon killing a member of the opposing team a player may demand one unopened egg from that person if he or she carries one. The abilities found in eggs are not enchantments and anyone can use them. Some good egg scrolls are listed below.

- The Bearer of this Scroll may cast Fireball as per the third level wizard spell for the rest of the game.
- The bearer of this scroll is immune to all magic for the remainder of the battle-game. (Note this is not an enchantment although it does ruin any enchantments active on the bearer. Magic, including enchantments on equipment work normally)
- Any weapon wielded by the bearer of this scroll does one extra point of damage, on top of any abilities or enchantments for the duration of the game.
- The bearer of this scroll may at anytime choose to add two-points of invulnerable natural armor to him or herself. This works just like Stoneskin only it is non-dispelable. These points may be added one at a time or both together but once used they are gone for good. Like Stoneskin a Mend spell will repair one point in one location.
- The bearer of this scroll has two points of natural armor on each life for the rest of the game.
- The bearer of this scroll may resurrect three other players during this game merely by touching the egg that this scroll was in to a dead player. After three players have been so raised, the scroll provides no further benefit.
- The bearer of this scroll may choose to go berserk twice more during this game than he or she would otherwise be allowed. For high level barbarians this includes the ability to fight after death. For all others it should be treated exactly as the first level barbarian ability.
- The bearer of this scroll may cast the heal spell as a first level healer. If the bearer is already a healer with unlimited access to the spell, the scroll allows him or her to cast the spell by using only the first stanza to cast the spell.
- The bearer of this scroll may make either a shield or weapon belonging to and used by him or herself completely indestructible. This piece of equipment will also bounce Iceball/Entangle as per the wizard spell enchant shield. Once used this effect lasts until the end of the game.
- The bearer of this scroll gains Paladin/Anti-Paladin immunities for the remainder of the game. That is he or she is immune to all wizard spells except Iceball, Lightning Bolt, Magic Bolt, and Sphere of Annihilation. Other classes spells work as normal.
- One weapon used by the bearer of this scroll becomes a flaming blade like the Druid enchantment. This weapon is immune to flame and Iceball/Entangle and may also be used to free others from Iceball/Entangle effects. It provides no protection against any of these things to the bearer if they strike the body or equipment, they must be batted away by the weapon. This weapon is also treated as a two-point blade. This lasts till game end.
- One weapon used by the bearer becomes a Enchanted Blade, as per the wizard enchantment, Enchanted Blade. This weapon will kill on any wound through armor. The effect lasts until the game ends.
- The bearer of this scroll gains the ability to use throwing weapons of any kind. If the bearer already possesses the ability to use throwing weapons then he or she does one extra point of damage any time he or she uses a throwing weapon that is normally allowable. (This has no effect on bow usage.)
- The bearer of this scroll may mimic the first level abilities of any class as the Bard spell with the following restrictions. This does not allow spell casting from the class being mimicked. Spell casters using mimic must still pay spell points for any equipment that they choose to use. Any piece of equipment that is not normally allowable to a class, such as shields for wizards, gained by mimic, cost five spell points per level. This ability may be used on one life and then expires.
- The Bearer of this Scroll may cast Iceball as per the first level wizard spell for the rest of the game.
- The Bearer of this Scroll may cast Petrify as per the fourth level wizard spell for the Rest of the Game.
- The Bearer of this Scroll may cast Lightning Bolt as per the second level wizard spell for the rest of the game.
- The Bearer of this Scroll may cast Circle of Protection as per the third level wizard spell for the rest of the game.
- One weapon owned and used by the bearer of this scroll, becomes a Weapon of Wounding for the remainder of this

life. Any arm or leg wound caused by this weapon will not be healable by magical means. Scout binding will work as normal and death will, of course, solve the problem.

- The bearer of this scroll gains one extra class ability or spell that duplicates something that has already been taken. For example a warrior could take another life, a barbarian an extra berserk life, or a druid and extra Stoneskin spell. Spell maximums and armor maximums may be violated using this ability.
- The bearer of this scroll plays for the rest of this game at one level higher than his or her actual level. If a sixth level character becomes the bearer of this scroll, he or she may choose one duplicate ability from his or her class and gain that.
- The bearer of this scroll gains the ability to fly twice during the course of this game. The Incantation is "I rise and take flight" X 5. Spells and missile weapons may be used normally while flying but no melee combat is possible, using this ability. Each application of this scroll lasts until death, voluntary landing, entering melee combat or the successful application of Dispel Magic.
- The bearer of this scroll may Teleport as per the Assassin ability, 5 times during this battle game.
- The bearer of this scroll may carry as many enchantments as he or she can get for the remainder of this game.
- The Bearer of this Scroll may cast Finger of Death as per the sixth level druid spell twice during the rest of the game. Incantation "I call for your Death" X 5.
- The Bearer of this Scroll may cast Hold Person as per the second level wizard spell four times during the rest of the game. Incantation "I command thee to stop" X 3. This spell may be used while moving.
- The Bearer of this Scroll may cast Wounding as per the second level wizard spell four 24 times during the rest of the game. Incantation "By my heart, I strike off your (fill in appropriate limb)" X 3. This spell may be used while moving.
- The bearer of this scroll may force an Honor Duel upon any non-Barbarian player within 20 feet twice during this game. Incantation "Honor Duel" X 5
- The bearer of this scroll is surrounded by an Aura of Flame. This ability provides both protection from flame, as the wizard enchantment, and immunity to Iceball/Entangle. This lasts throughout the remainder of this game.
- This scroll provides no benefit but the egg it came in counts as two unopened eggs at the end of the game. This egg, once open can not be taken from the bearer by a player who kills them.
- The bearer of this scroll gains the ability to steal a life as per the Anti-Paladin ability once during this game.
- The Bearer of this scroll gains Barbarian Immunities, that is immunity to all holding type spells except stun, for the rest of the game.
- One weapon, owned and used by the bearer of this scroll, gains the ability to break weapons twice during this game. To use it call out "Weapon Breaker" X 3 and the first weapon that you hit within 10 seconds is considered destroyed.
- One weapon owned and used by the bearer of this scroll becomes poisoned for the rest of this game. Treat this as per the Assassin ability.

Finders – Keepers

(DasArcaneStars)

We took all the weapons, scattered them around on the ground, had everyone get at least 15' away from the weapons, and then on the signal of 'go', you could run and pick them up. If you happened to pick up a spellbag with spellballs or enchants in it, you could use any of those spellballs or enchants as a class of that level... but if you didn't know the incantations... you were fucked....

Generals

(Geryon , e-sam)

Number of Players: 16+

Game Type: Class

Setup Effort: Minimal

This is a alt-class or special class that I came up with for a certain battlegame last week.

General 5 Lives

2 points stonesskin per life

Single Long or Short sword that cannot be destroyed in anyway

Serves as a HomeStone, which means players come alive at the General

Cannot carry enchantments.

Abilities:

'Rally Heal': Unlimited uses. General chants "Rally Heal 1" through "Rally Heal 20." Cannot move while casting. At the end of Rally Heal 20, all friendly players within 20 feet of General are healed.

'Rally Resurrect': 2 uses per game. General chants "Rally Res 1" through "Rally Res 20." Cannot move while casting. At the end of Rally Res 20, all friendly players within 20 feet of General are instantly resurrected as per the resurrect spell.

'Inspire': Can be used every 100 seconds. General chants "Inspire 1" through "Inspire 20." At the end of Inspire 20, all friendly players

within 20 feet of the General become "Inspired" and now have 1 point of Barkskin on all locations. This works even on Barbarians. Players that already have armor can only gain the Inspiration BarkSkin point on locations that are not already covered by armor. Cannot stack in any way.

Generals abilities do NOT work on himself.

The game I built was that each team had one of these guys, and the rest of the players on the team have standard lives.

We play 30 second deaths and half count effect spells at our park(arcade style)

Whenever one of the Generals men are shattered, they wait a full 300 seconds and then come back with full lives and abilities again.

The generals must go to their beginning base to come back alive after dying.

This game plays best with at least 8 ppl to a team.

The object of the game is to shatter the enemy general, but other games could be played that include the use of the General.

The game turned out pretty interesting. I played one general and one of the other teams top fighters played their General. The fighting was very centralized and focused. Everyone wants to be around the General so that he can heal and Inspire ppl, because armor is fun to have. It ended up being a lot more Unit-style than the spread out and conquer that our games turn out to be a lot of the time.

Genie In a Bottle

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

Materials: An object to serve as the "lamp"

This self-contained game features a near-omnipotent Monster bound by some very concise rules. Be certain the player portraying the Genie is willing to play in character, a truly impartial Being of Cosmic Power doling out favors to all teams equally.

Set-up: Pick a genie and an item to use as a lamp. Throw the lamp on the field. Divide the Populace into equal teams.

Object: Winner must keep lamp for designated period of time. Use the Genie of the Lamp, presented below, or give the Genie 6th level Magic use in one or more classes. The side who gains the lamp gets three wishes from the Genie. To summon genie, you must rub the lamp and say "I call upon the power of the lamp" x3. The Genie may perform one task before having to be summoned again. Genie has unlimited lives and can only be killed while carrying out a request. If the Genie is killed, your wishes are used up. Limit of three wishes per team per possession. If team loses lamp then all enchantments/magic are lost. The other team now gets three wishes. Continues until time runs out.

Option: Free for all, or 2 person teams. There is no point to the game than silly requests.

Genie of the Lamp

(SW: Star)

Q/M: QUEST

Armor: 8 points Invulnerable

Attacks: Spells only

Abilities:

1. Intangibility (unlimited) As creatures of pure magical energy, Genies are naturally vaporous and intangible. They are immune to all physical game effects (i.e.: most spellballs, walls of thorns, fire, or force, all normal melee and throwing weapons, etc.) Their Invulnerability is only effected by the following powers, items, and spells: Curse, Finger of Death, Touch of Death, Vibrating Palm, Odin's Hammer, Enchanted weapons, the Dagger of Infinite Penetration, and Mutual Destruction. They may be attacked with normal physical attacks only if in the process of casting a spell or fulfilling a wish.
2. Wish Fulfillment (3/owner) The Genie's master can command them to fulfill a variety of wishes, within certain guidelines and limitations. First, they may cast ANY spell or use ANY ability of ANY class or Monster to fulfill a wish, including Resurrect. May grant the abilities of a Relic on a non-Relic item for one of the master's lives per wish. Enchantments and other wish effects have to be wished for again when the master dies and returns from Nirvana (i.e.: no wishing for "the Sword of Flame for the entire battlegame!", that

would be one wish for every life the master has). No wishing for more wishes. No “freebies”, “substitutions, exchanges, or refunds!” Lastly, and perhaps most importantly, Genies can BREAK THE RULES. With Reeve permission, the Genie can cause wild acts of mass destruction, Teleport entire teams, Resurrect everyone on the battlefield, cast the Wind spell with a single word, or do effectively anything the master’s heart desires. A Reeve should be on hand for all non-standard or mass requests (“I wish everyone on my team has an Enchanted Weapon!”), to rule whether the request is feasible.

3. Teleport (unlimited) Must say “Teleport” x3 to activate and “Poof!” x1 to reappear. Else treat as Wizard Teleport.
4. Heal Self (unlimited) May be cast while Intangible. Must say: “Sword cut, spear stab, mace smash, arrow jab / The white light of Healing hath healed me!” x2. This spell heals the Genie and restores all lost armor points in any one location.

Vulnerabilities:

1. “Phenomenal cosmic powers! Itty-bitty living space!” The Genie is bound to serve the possessor of his/her Magic Lamp, an extra-dimensional prison which contains the Genie’s soul. The Genie is subject to the whim of his/her Master. Each Genie is bound to serve a single owner for the extent of three wishes (see above), after which time both Genie and Lamp vanish to find a new owner. If the Lamp is lost to an owner before he/she uses the three wishes, should he/she ever regain the same Lamp, they get the remainder of their wishes. Once having been a Genie’s an individual may never again have the servitude of any other Genie. (Three wishes to a customer!)
2. Genies may not exist within an area of Anti-Magic, and will be Teleported to the nearest boundary of the spell if caught within one. Genies may NOT Dispel an Anti-Magic area, nor do any of their abilities or gifts function in such an area. 26
3. Additionally, the Genie may never use Wish Fulfillment on himself/herself without a Master’s wishing this so. All other powers may be used normally.

Garb: For women, a belly-dancers costume. For men, a turban with Arabic robes.

Description: Genie’s can appear in any form they desire, though usually to achieve some response in humans (love, terror, respect) or to fulfill a wish for their Master. Generally speaking, the females appear as incredibly beautiful human females in Arabic-style clothing, the males vary widely from truly frightening to almost comedic. Each Genie has a distinct personality, much like humans, and can be of any temperament or ethos. Some Genie’s are quite evil and will twist their master’s wishes to the letter of the wish, potential master’s beware!

Lives: 1

Levels: As mastodons of magical power, Genie’s are as powerful as they will ever be.

Goblin Treasure

(Saew)

I took a small wooden trunk and locked it using three key rings after putting some candy in it. then told everyone that we were all pop goblins trying to open the treasure, game ends when someone opens the treasure and eats it.

Good vs. Evil

Number of Players: 12+

Game Type: Class

Setup Effort: Moderate

This game is based on a certain amount of role-playing and teams are likely to be unbalanced. Teams should be chosen by allowing people to split up depending on whether his/her persona is "good", "evil" or "neutral". Neutral characters should be assigned to the good or evil team based to attempt to balance the game. Each team should have its own reeve. Basically, the idea is that the two reeves represent the Powers of Goodness and Evil. Each will give benefits to his/her team if they perform acts of exemplary goodness or evil. Each will also give curses to those who defy their team's alignment. This will call for judgment on the part of the reeves. Minor good acts may include dropping a shield to be more fair 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 back-stabbing 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. Evil curses are given to the good team and vice versa.

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 which need not be worn and can be repaired. It will last only until the end of this life.

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.

The Gift of Life-Giving

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

The Armor of Hope

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

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, kazikame, etc.)

The Gift of Freedom

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

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.

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, 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.)
- 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.
- You are made weak! Wounds kill you.
- You are damned! You cannot be resurrected.

For your act of Goodness, 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.)
- 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.
- 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.
- 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!

Great Goblin Massacre

See also bounty hunt

Number of Players: 14+

Game Type: Class

Setup Effort: Moderate

Object: This game is designed around the idea that it's always fun to just hack through a whole bunch of bad guys. The game is fairly simple: two teams will take turns being the Goblin Hordes while the other team tries to mow them down. For 15 minutes, one team will be Human, allowing normal classes and armor while the other team is Goblins, which are allowed no armor at all. Goblins are the normal kind: they die when hit and come back from Nirvana in 50 seconds. These Goblins have the added benefit that they have unlimited lives. Much like resurrection games, the name of the game is deaths, not "winning". 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 15 minutes, the Humans will play the Goblins and the Goblins will become the Humans and try to score more points.

Options:

There are two added complexities to The Great Goblin Massacre. These are the Human Captain and the Orcs. 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 Pro. He is someone who will be targeted and often get mulched, so choose wisely. The Orcs are just that, Orcs. The Goblins may choose as many of their number as they wish to be Orcs. 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 dearly

Hold the Treasure

(Glenalth)

No teams, incredibly short death counts, one object that needs to be held at the end of the game to win. Possibly a difficult to fight with object like a basketball or treasure chest..

Hunting

(Glenalth)

(See possession)

Take one person and send them out to hide with a 150 count head start. The remaining players are sent out 1-2 at a time. Options: give the first player a monster class or invulnerabilities.

Ichabod's Bridge

See also bridge battles

(By Night They Dance)

Number of Players: 7+

Game Type: Class

Setup Effort: Moderate

Materials: rope

Set-Up: One end of the field is Town, the other end is the Haunted Woods, and a Bridge connects the two.

Rules: In the forest and bridge, hunting for grisly trophies, roams the Headless Horseman and his ferocious mount (a War Horse or

Dark Steed, at the Reeve's discretion). All the Questors start out on the farthest end of the Haunted Woods and are sent forth, one at a time, toward Town. Anyone making the trek is safe once they cross the Bridge, otherwise they're fair game!

Different variations might include:

1. Questors may not run through the Haunted Woods.
2. Questors may wait at the Bridge to help other Questors combat the Horseman.
3. Questors must move on their knees, while the Horseman may move normally. This simulates the far superior speed of the Horseman.
4. Give the Questors some tokens to move from the Woods into Town. The Questors win once they move a set number of tokens, the Horseman wins if he collects more tokens than the Questors.

I need a name

(niveus)

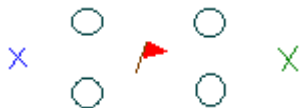
Number of players: 8+

Game type: class

Setup Effort: Moderate

Materials: a flag, rope and stakes

Set-up: Arrange 4 circles about 10 foot diameter in the field. Put the flag in the center, and mark bases at opposite sides.



(For variation, you can scatter the circles in odd spots, instead of in a rectangle around the center of the field.)

Rules: The teams start at opposite sides of the field. Each team tries to capture the flag and hold it in any of the circles uncontested for 1 minute, while holding as many of the other circles uncontested as they desire. After a minute, the reeve checks how many circles the team with the flag holds, and that team gains as many points as the hold circles at that exact point in time. A team gains points only if they hold the circle with the flag uncontested for a minute. It does not matter how long the other circles have been held, as long as they are uncontested at that time.

Examples:

- If a team holds all 4 circles for 55 seconds, they gain no points.
- If they hold all 4 circles for 55 seconds, then loose control of the circle with the flag, they get no points.
- If they hold the circle with the flag for 55 seconds, then gain control of a second circle and hold both for an additional 5 seconds, they get 2 points.

Options:

- 3-5 circles
- a second flag

Insurrection

Number of Players: 12+

Game Type: Class

Setup Effort: None

Materials: Fancy garb or belt favors for nobility

Set-Up: Divide the nobles out from the rest of the populace and send them into the park.

Object: The theme to this game is that the peasants have decided to throw off the yoke of the nobles in a very final way. Nobles have their full class abilities. The rest of the group represents the peasantry. Peasants are treated as 2nd level goblins for the purpose of this

game. The people playing the peasants should try to get into the spirit of the game by yelling slogans such as "down with the aristocracy" or "death to the nobles". Peasants receive 10 lives. (Represents large numbers), a fifty count for death and lies where killed until alive again. However, peasants are killed by any limb shot.

Invasion

(by Night They Dance)

Number of Players: 10+

Game Type: Class

Setup Effort: None

Materials: monster garb

Rules:

For whatever reason, a force of Monsters has set their sights on taking over the Village. One team is made up of Villagers, the other team is the Invading Horde. This is a Mutual Annihilation Battle with a theme.

Possible Monsters include:

1. A host of Zombies, led by an evil Necromancer. They want to move out of the graveyard and into town. The Wizard has also summoned an Undead Elemental to assist in his endeavor.
2. The Night Elves have grown tired of the Villagers' wasteful ways and decide to eradicate the threat to their ancestral trees.
3. A Skeletal Champion, Nosferatu or high-level Necromancer, riding a Night Dragon, decides to set himself up as Tyrant. The Tyrant's team is made up of Zombies, Vampires or Skeletons, a fits the scenario.
4. A mysterious caped warrior, clad in black armor, arrives in the night. He demands to be made Baron (or Duke, whatever) and when refused he calls forth an endless swarm of bats to plague the land!

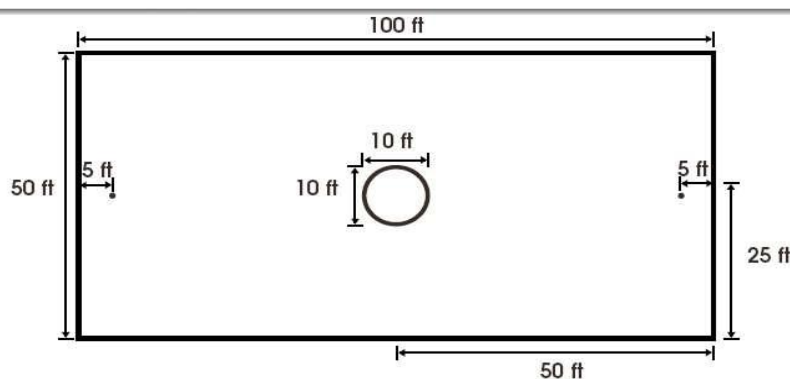
Juggernaut

(Glen)

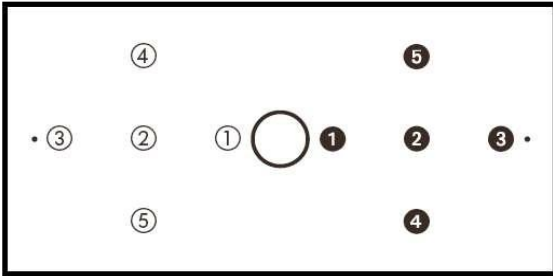
You have one juggernaut, who has five points of protect. Everyone else is against him. Every person he kills earns him a point. As soon as someone else kills the Juggernaut, they become the new Juggernaut, recovering all wounds and getting five points of protect. Dead players have a 25 second death count. We found that if you have more than about six people attacking the juggernaut you need more than one juggernaut, so settled on about a 1:5 ratio of Juggernauts to attackers.

Jugging

Jugging is a sport best described as "medieval-style football" played using the rules of Amtgard safety. Two teams of five persons each (with one alternate allowed, for a total of six players) line up on opposite ends of the playing field, and attempt to place a ball, called the "dog skull," in their respective goals by out maneuvering and/or killing the other team. One point is scored for each time a team places the dog skull in their goal. The game is played until one team has scored at least three points, and is ahead of the other team by two points or more.



The jugging field is a rectangle 100 feet by 50 feet, the lines being 1" wide. Two goals are placed along the long middle axis of the field, five feet from the edges. The goals should be 1 foot in diameter, and 8" to 10" in height, and be Amtgard safe. In the center of the field is a circular area 10 feet in diameter, defined by a line 1" wide, which is considered part of the circle. The dog skull is placed in the center of the circle at the beginning of play. When play begins, only the Quicks may step inside this circle until the dog skull is fully outside its perimeter. If any other player steps in the circle, or onto the line, before the skull is removed, they die immediately, and take position outside the circle where the player crossed the circle. Once the skull is removed, the circle does not affect the game until the skull is reset by the Reeve.



1 - Quick 2 - Shield 3 - Heavy 4 - Chain 5 - Slash

There are five positions in jugging. The Quick is armed with only a dagger under 18" in length, and is the only person on the team who can touch the dog skull. If a player other than the Quick picks up the dog skull, or intentionally moves it by touching it (including weapons or equipment), they immediately die. The Shield is armed with a short sword and small shield. The Slash is armed with two short swords, the Chain carries one or two (Amtgard-legal) flails, or a flail and short sword, and the Heavy has a single non-chain weapon at least 4 feet in length (if the weapon is a legal great weapon, as defined by the current edition Amtgard rules, it may break shields, otherwise it may not).

The Quicks line up on opposite sides, outside of the center circle, each facing their own goal. The Heavy starts just in front of the enemy's goal. The Shield lines up midway between the Quick and the Heavy, and is flanked by the Slash and the Chain, Slash to the right of the Shield, and Chain to the left side of the Shield, five feet from the sidelines. All players must remain in their starting positions until play begins. In the case of a false start, play is halted, teams are reset to starting positions, and the stone count is started again.

The game begins when the timekeeper casts the first "stone." This is done by throwing a rock at another object to make a loud noise, by hitting an object with a stick, or some other way of producing a sound that all players can hear. The timekeeper proceeds to cast additional stones, once every two seconds, and calls their number after each one. The actual count is the sound of the stone, not the number being called out. This is done until a goal is scored by a Quick or the timekeeper reaches 100 stones. When a goal is scored, the timekeeper stops counting stones, the Reeve resets the dog skull, and all players who are not shattered return to their starting positions, alive and healed, for a new round of play. When all are ready (within 30 seconds), the timekeeper commences the stone count from where it was stopped, and play resumes. If a count of 100 stones is reached, play is halted, all players regain their full complement of lives, and the game resumes at a count of 1 stone after a short rest break.

Substitutions may be made at the following times:

- after a score
- at the end of a 100 stone count
- in the case of an injury.

If a time-out or substitution is called for an injury, the injured player is required to leave the field until the next substitution opportunity. 100 stone breaks are for 60 seconds; injury breaks last for 30 seconds after the injured player is removed from the field. Play continues as outlined above until one team wins.

Normal rules of combat in Amtgard apply to jugging (head shots are illegal, torso shots kill, limb shots wound, two limb shots will kill, etc). However, there is no such thing as a subdual blow. If a limb is wounded, it is useless for a count of 7 stones. If a player is killed, the player must remain in place, "dead" for 15 stones. If they have lives remaining, they must yell "Alive!", get up, and continue fighting. "Alive!" must be yelled before resuming play.

Each player begins the game with 5 lives. If they are killed 5 times, they are considered "shattered," and are out of the game. Shattered players must remove themselves from play at the earliest possible moment without affecting the game play. Shattered players may only rejoin if the stone count reaches 100 (in which case all players are restored to 5 lives). If the Quicks on both teams are shattered, play halts and the stone count advances to the next 100 count.

If, during the course of play, a player steps on or past the game boundaries, they are stunned for 5 stones. Stunned players are not able to affect game play, but being stunned does not count as a death. Stunned players may not be killed or wounded while stunned, but

they may be pinned. Stunned players must remain on the field nearest the spot they were stunned, and must yell "Unstunned!" before resuming play.

Dead or stunned players may be either standing, sitting or crouched (but not laying down), as long as they have either a weapon or hand resting on top of their head. Dead or stunned players may not affect game play in any way (including verbally). After the count is finished for being either dead or stunned, a player must yell "Alive!" or "Unstunned!" immediately and resume playing. A yell of "Alive!" or "Unstunned!" should be able to be heard for 50 feet.

Dead players may be pinned. To pin someone, a living player must hold a weapon against the body of the dead player. The pinning weapon must be placed on the torso (including top of shoulders, but not the groin) of the player being pinned. Excessive force may never be used in pinning, or any other time during play. If the weapon is removed, the pin is lost, and may not be re-established. Once a player is unpinned, that player may not be re-pinned until stunned or killed again. A pinned player may not come back to life even if they have counted their required 15 stones. If a player becomes unpinned, they may not come alive for one full stone after the pin is broken and then only if they have been dead for 15 stones. The Slash may pin two people simultaneously; all other players may only pin one player at a time.

Fighting one player while pinning another is possible only if one weapon remains in constant contact with the pinned player. A pinning weapon may not be used in combat whatsoever, although breaking a pin to block or attack is permissible. If a pinned player has reached the end of their death count, and the weapon that is pinning them is removed (even for an instant) the pin is broken, and the player may come alive after the next stone is struck.

In order to score, the dog skull must be placed in the goal by the Quick. Dead Quicks cannot score, and if the skull falls out of the goal, it does not count as a goal. Stunned Quicks cannot score, either; if a quick has a hand on the skull in the goal and is also out of bounds, a goal cannot be scored. He is stunned and the skull must be placed nearest the spot where the Quick went out of bounds. Quicks only may move the dog skull towards the goal while they have possession of it either in hand or under arm or tucked in belt. It may not be kicked or thrown or transported by any other means, and there may not be any forward independent movement of the dog skull. The Quick may use the dog skull to block shots, but it may never be used as a weapon. Anytime a Quick must surrender the dog skull (dead or stunned), it must be placed on the ground, at the appropriate spot, immediately.

King of the Hill

(See also Iron Triangle)

Number of Players: 8+

Game Type: Class

Setup Effort: minimal

Materials: rope

Setup: mark off an circle in the middle of the field about 10' in diameter. Divide the populace into 2+ teams

Rules: Each team battles to control the circle. After 5 minutes, a hold is called, and if one team have uncontested control of the circle, they gain a point. Uncontested means that one or more of that team is in the circle, alive, not camouflaged, sanctuaried, circle of protection, etc; and not so much as a foot of an opponent is across the line (hands holding weapons above do not count as contesting control). Play for the best of 5 points.

King of the Bell / Ring the Bell type 2

Number of Players: 8+

Game Type: Class

Setup Effort: None

Materials: None

Divide the populace into 2 teams. Give each team a short name. Place a item (we use a shield) in the middle of the battlefield to represent the "bell". The goal of the game is to accumulate a number of points (we often use 20). To get points you must ring the bell by hitting it with any melee weapon. Once you ring the bell, call out your team's name and the reeve will start counting. Once the reeve counts 10 seconds, your team is awarded 1 point. You get another point for each additional 10 seconds afterwards. The counting is reset by the other team ringing the bell and calling out their teams name (now allowing them to score points every 10 seconds). Points will accumulate, meaning that you don't have to hold the bell for 20 points at a time, you can score a point here, 4 points there, etc.. The first team to score a total of 20 points wins. The counts should be very fast. We often use 30 seconds for

everything (deaths, entangles, heat weapons, etc...), or 10 second death counts and 1/5 count for spells, but that can change based on how many people you have. Everyone has unlimited lives, and your per game abilities reset every natural life cycle (for instance, a first level barbarian has 3 lives and can go berserk once per game on his last life. that means he will berserk every 3 lives if he chooses).

For Ring the Bell Type 1, see Capture the Flag.

Lords and Ladies

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: moderate

Materials: Rope

Set-up: Pick out 3 lords. Rope off a small area to represent their dungeons. In the center rope off a large area to represent the village. Before the game starts, the populace forms a line and closes their eyes. The Reeve will select people to be spies for the lords, one spy per lord.

Object: shatter the opposing lord/lady.

Rules: The lords/ladies must fight sword and board. Their equipment is indestructible, and they are immune to magic. They can not fight each other directly, and must stay at least 5 feet away from each other. They are free to attack, and be attacked by, each other's armies. They start on the different sides of the field. They have 5 lives.

At lay-on, all the villagers are in the village. The lords will try to kill villagers, and the spies will start making kills for their lords. A killed villager goes to the dungeon of the lord who killed them (or the lord of the spy). If a villager kills a lord, the lord goes back to his base. If a villager kills a spy or one of the lord's fighters, that person becomes a villager. A dead person switches to the team that killed them. The first death of a villager doesn't count against their total life count (ie, they get an extra life)

2 times per life and when they come alive (or, see options below), lords can go to their dungeon, and yell, "I release you!". The lords MUST be at the dungeon, not walking towards it, not halfway across the field running towards it, but actually at the base. At this point, all villagers in their dungeon come out to fight for them.

Anyone killed goes to the dungeon of that lord/lady to wait until released to fight for their new master. If a villager kills a lord, the lord returns to their base.

Death count for the Lords/Ladies is 0 (they come alive when they return to base – unless they need a break). Villager's life counts don't matter, they come alive when the new lord releases them.

Options

1. The Lord/Lady can only release their villagers when they come alive, plus 2 times per game.
2. Villagers cycle lives instead of shattering.
3. 2 lords instead of three.

Maps

(Randell)

Use surveying tape to create a large-scale map of some part of the world. Make it so nobody can walk on water. Use a different color tape to lay out a few cities. These cities are spawn points for whoever controls them. If you have no spawn points, you must walk off the battlefield and approach from 20 feet away. The goal is to control a majority of the cities. Death count is halved, lives are extended (when you lose all your lives, you keep coming back.) The game is timed, and whoever controls the most cities at the end wins. For added flavor, have multiple teams. For example, you could have a map of Italy, France, Spain and North Africa and have one team represent the Romans and the other three represent invading barbarians.

Maze Craze

(Dor un Avathar)

Materials: Lots and lots of bright ribbon or rope! Monster garb

Set-up: Lay out the maze on a large area of flat and debris-free ground. The pattern is unimportant, just so long as it is large, fairly well-marked and has plenty of dead-ends and/or extra openings. Below is an example, but by no means the absolute rule on how to design one:

Be creative, the only limits are imagination and the amount of ribbon you have available. Once the layout is done, place a few suitably powered Monsters in the maze.

Object: Variable. Just pick one, two or more of the Options below with a well-designed maze and you have an instant afternoon's entertainment. All ribbons are *Forcewalls* and may not be crossed or fought through. Remember that it is likely that any teams will gang-up to destroy the Monsters first, before resolving the mutual conflict. Be certain your Monsters are up to the task of getting pounded upon as they will be at the center of every combat.

Options:

1. Teams enter from opposite ends and must battle their way past the other team and the Monsters to touch the opposing base, score a point and reset.
2. Place a treasure in the center of the maze. Teams follow Option 1, but must return to their own base with the prize, instead of touching a base.
3. Place lots of little flags all over the maze. The team who collects the most flags and returns them to their base wins the round. Each player may only carry one flag at a time.
4. As Option 3, but each team may only carry one flag at a time.
5. Place a Neutral Monster in the center or remote hallway. Teams then compete against one another to get the Monster back to their own bases. Feel free to bestow the Neutral Trait on any Monsters desired for this battlegame, as all teams should have an equal chance at the new ally. The Monster must use its abilities to aid whatever team is currently controlling it, though it need not engage in melee.
6. Make the Maze an obstacle course. One player at a time makes their way through the maze and whatever mundane hazards or Monsters the Reeve puts in his way. Choose an object or goal (touch the base on the other side, carry a glass of water to the pail in the middle, collect the five colored balls and place them in order on the ground, etc.) and the winner is the player who completes the maze first wins.
7. As Option 6, but use small teams of two or three players at a time.
8. You might choose to not use ribbon at all, but rather a well-defined trail or woodland area. Instead of confining the Monsters to hallways, give them large areas in which to roam. Be certain Questors and Monsters are aware of the boundaries and legal walking areas. In this type of game, encounters can be set up in a series of independent scenes, or be allowed to overlap one another.

Missions

(Viktor)

Game Type: Militia, or Class

Number of Players: 12+

Setup Effort: moderate

Materials: Rope

Set-up: Everyone is split into teams of 4. Each team is given a separate goal

Rules: Each team has a certain goal that must be done. The first team to achieve this goal, wins. No other team knows what the others goals are. People can also be given sub objectives, which when complete, they could get benefits of extra lives, or free enchantments to complete their original goal. Whenever you fail a sub objective, you lose a life. THIS IS THE ONLY way to lose a life in this game. Other than that, its "infinite" lives. Each player starts out with the lives usually allotted to them in a normal shatter battle. For instance, a warrior can fail more sub objectives, then say a wizard could. When a sub objective is failed, your ENTIRE team is docked 1 life. Abilities such as berserk can be changed to 2/game, 2/ death (remember, deaths don't count toward life count, only failed objectives).

Possible Main Objectives

- holding a position (tree, roped area)for 10-31 minutes / king of the hill
- protect one of your members for 30 minutes
- Kill all members of one team
- Capture a position (such as one that another team is holding)
- Capture and hold a certain number of flags on the field

(possible setup: Team A has to kill team C. Team B tries to hold the hill for 10 minutes. Team C needs to take the hill. And Team B

Needs to kill team A. This way everyone has an objective, and yet no one group is overpowering (evil Randy)

Sub Objectives

- killing someone of the other team
- killing and severing another person
- protect a member of another team for 20 minutes

Multiple Teams

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: None

Set-up: Divide the populace into four or more equal teams.

Object: Out-maneuver and annihilate the opposition. The last team with living players is considered the winner.

Options:

1. When a player is slain, he/she joins the team that killed him/her for the next life. Be certain to change colored headbands, because no one likes to be slain by someone that was their teammate only minutes before.

Neutral Archer

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: None

Set-Up: Divide the populace into 2-4 equal teams

Materials: An archer

Object: To sway an archer to fight with you to the death. The teams are set equidistant from a central location. At that location start the Neutral Archer and a reeve. The reeve calls "lay-on" and the teams fight for possession of the archer. The last team alive with possession of the archer wins the game. The Archer is dumb. The archer fights very loyally for whichever team possesses him or her. He fights with only his bow. His arrows are only do 2-points. To posses the archer you must subdue him. The archer can only be subdued; any deathblow will subdue him. He fights for the first team he sees when he awakes. The archer fights for the team until another team subdues him. Subdual count for the Archer is 50 count.

Noble's Free-For-All

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: Minor

Materials: one roll of ribbon for each team.

Set-up: Choose Team Captains for two or more teams from the elected or titled Nobles (Lord or higher) present at the park. Rotate choices through the Nobles until all of the Populace has been chosen. Give each Captain a roll of ribbon (or a length of ribbon of equal sizes) with which mark out their castles. Send the teams out, one team at a time, into the playing area. The team that picked first moves out last, and vice versa. When all castles are constructed, signal for the "lay-on". See the section on Castle Sieges (q.v.) for those rules.

Object: Beat the opposing teams. The last team with living members is considered the winner.

Options:

1. When a player is slain, he/she joins the team that killed him/her for the next life. Be certain to change colored headbands, because no one likes to be slain by someone that was their teammate only minutes before. See Lords and Ladies for an expanded version.

2. Give each Noble a "treasure" to protect. Instead of remaining lives, the winner is the team that accumulates the most treasures.

The One

(Glen)

With only three people fighting, we usually point. Some people call it "The One." You start out free for all until only one person is left, that person becomes The One. (Or the point) As soon as he says "me" to indicate he realizes he is the last survivor, it becomes a two on one situation versus him. If he kills both other people, he says "me" again to acknowledge his victory and the 2 on 1 immediately begins again. If both attackers kill him and survive, they immediately turn on him to determine who the last one standing is. When only one player remains alive, he calls "me" and becomes the new point. Everyone then comes alive and combat immediately ensues. If you want to keep score, then only the point can get points and he gets one for each person he kills. This can also be played as a 5 person, 3 on 2 game.

Pack Attack

(By Night They Dance)

Number of Players: 12+

Game Type: Class

Setup Effort: Minor

Materials: one roll of ribbon for each team.

A renegade Pack of Wolves is roaming the countryside, slaying farmers and disrupting the trade routes leading to town. Only a band of brave adventurers can root out the true cause of the attacks! Divide the Populace into two teams: one team is the Adventurers, the other team is the Pack. The Adventurers are less numerous, but full class. The Pack has more players, but they are all Wolves. Fight this as a Mutual Annihilation Battle for an easy game, or use one of the variations below:

Bounty Hunt-style with each of the Wolves carrying a set number of "tails" (gray or black ribbons, or some other token). The Adventurers are made up of small teams, like three or four members tops. The Teams compete to bring in the most "tails" to win the Bounty.

Soup up the Pack with the addition of one or more of the following: Alpha Male, Pack Mother, or Werewolf. Let the tougher Monsters lead the Pack into battle.

Possession

(see also hunting)

(azus)

Number of Players: 6+

Game Type: Militia, class

Setup Effort: Minimal

Rules: A dark spirit is in possession of a player. That player has 2 points armor in addition to what he is wearing. When killed, the dark spirit inhabits the player who killed it, and the game continues. The player the spirit inhabited becomes a normal human. This is fun if players roleplay an ancient, evil, and loudmouthed spirit. Play until people are tired.

Options

1. For more players, make the spirit stronger: more armor, wounds kill, strong, tough, etc.
2. A cult of the spirit! The spirit can convert people to its side (from an incantation, "I convert 'target'" ten times, or just fast talking.

Shifting Bases

(Matthulhu / e-sam)

This isn't so much a special scenario per se, just something that sounds fun to try out once for something different. It may be just the way my home park's field is arranged that makes it interesting, though.

This will work best on a field with lots of trees (a dozen or more) where teams in class battles use trees for bases.

Players can destroy base trees (but not ordinary ones) with 10 hits from a slashing weapon or by a Siege or fire effect. A destroyed base tree should have a piece of rope or ribbon tied around it to indicate this and the team using it for a base must move on to another tree to use for a base. Destroyed base trees can be mended. They have Protect or have Barkskin or Stoneskin placed on it (treated as non-segmented armor) but may not be Hardened.

If at any point there's two trees still intact on the field, bases can't be destroyed anymore. (Unless you have an indestructible Nirvana as well.)

A team could be driven further and further back after multiple lost passes, but this may give them more time to regroup and dole out enchantments before the other side engages them again. Or they might move their base to a more open area so their opponents don't have as many trees to take cover behind, or they might move to a cluster of trees to use more cover themselves. Having to move your base after every defeat gives you a little more control over your tactical position; the enemy will control the field for the next pass but the losing side will have a little more say about where the lines will form up next.

Skull Relay

(Matthulhu / e-sam)

Objective & Scoring

Score 7 points by relaying the dogskull to the enemy base.

To score a point you have to touch the enemy's base with the dogskull. Unlike in juggling, anyone can pick up the dogskull. The dogskull may not move while it is being held by a player (see Moving the Dogskull below). Throwing the dogskull and hitting the enemy base with it will not count, so you will have to have a teammate standing near enough to the enemy base to retrieve it and tag the base with the dogskull without having to move their feet.

The Dogskull

The dogskull can be an actual juggling dogskull, a specially-marked javelin or dart, or some other small padded object. At the start of the game and after every point scored, the dogskull is returned to the center of the field and both teams will start the new pass at their respective bases.

The dogskull doesn't count as a weapon, but you can use it to block with. You can also parry and intercept the dogskull while it's in flight (but don't forget you can't move your feet once you catch it.) The dogskull is a game item.

Moving the Dogskull

The only way to move the dogskull around the field is by throwing it, perhaps to a teammate (or their general direction) or by throwing it out of reach of the enemy. You may throw the dogskull in any direction, or hand it off to someone else (requiring them to stand still while allowing you to move again), but you may not kick the dogskull or whack it with a weapon to move it across the field.

A player holding the dogskull is immune to any magic or class ability that allows or forces special movement of any sort (Awe/Fear, Charm, Flight, Honor Duel, Legend, Lost, Messenger, Pass Without Trace, Shove, Teleport, Wind, Yield, and so on). Effects that inhibit movement instead (such as Hold Person or Trap) function as normal.

If you're running while you catch it or pick it up, you should immediately stop moving and (if necessary) return to the spot where you caught it and stay there until you drop it, give it away, or lose it. If you're killed, entangled, frozen, petrified, put to sleep, stunned, or otherwise disabled, you have to drop the dogskull at your feet.

The same player may not acquire the dogskull twice in a row. That is, if you drop it or throw it, you cannot be the next person to retrieve it again. At least two people are needed to relay the dogskull across the field.

If the dogskull happens to end up in a place which no one can enter without being killed (such as in the middle of an Immolation

circle), the reeves may call a hold to have the skull moved outside an area that's accessible to both teams.

Player Lives

After a player has lost their last natural life playing their standard class, they remain in the game as peasant with infinite lives from that time on (see rulebook page 21). Thus, there is a benefit to killing the enemy MVP as quickly as possible though it won't eliminate them permanently. Your highest priority should be to gain control of that dogskull and pass it around the field to your teammates.

Optional Rule

* Instead of giving the player with the dogskull immunity to travel-based effects, the player is forced to drop the dogskull when they are affected by a travel-based class ability or magic. Example: A warrior with the dogskull is confronted by a wizard. The wizard casts Shove on the warrior, who must then drop the dogskull and retreat 20 feet from the wizard.

Social Disease

(By Night They Dance)

Class Battle

Materials: Air horn or whistle, colored ribbon to mark the “infected” players

Set-Up: This scenario works best as the backdrop for a Quest.

Object: For whatever reason (plague, an evil spell, magical energy draining virus, etc.), the populace has been subjected to a malady which cannot be cured by conventional means (i.e.: Immunities and Cure Disease seem to offer no lasting protection). Each Quest and its symptoms will be unique. As this scenario profoundly alters the abilities and strength of the players, Reeves and Questmasters should be extremely clear when describing the effects of the disease to the players. This scenario is generally broken down into three distinct phases of play lasting between 10 and 30 minutes each. To start and end each stage, an air horn, whistle or other clearly audible device is sounded and the populace regroups and resets for the next phase. Be sure everyone understands the effects of the malady and plays accordingly as it ravages the populace unabated.

Period Breakdown:

1. Outbreak - At the start of the Quest, most players and Monsters are unaffected by the virus. The regular course of the Quest should proceed, indeed the players may not even realize the dire circumstances about to unfold. One or more Plaguers are secreted into the ranks of Questors and/or Monsters, however, and begin the slow process of infecting as many players as possible. Any symptoms at this stage should be minimal or superficial.
2. Epidemic - The virus continues to spread through the players. Penalties can range from loss of one life to loss of class abilities. Rumors begin to spread regarding a possible cure. By the end of this stage, most of the players should be under the influence of the disease.
3. Plague! - At the start of this phase, all players are considered to be diseased. The possibility of a cure becomes realized and (hopefully) made available to all. Of course, there may be players or teams who do not wish to make the cure publicly available. This leads to all manner of possibilities in role-play.

Options:

Questmasters are encouraged to create a unique story to drive the plot of this game. Be creative and descriptive when explaining the story line and effects of the disease.

Theft

Number of Players: 10+

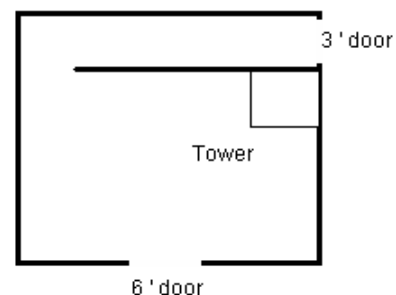
Game Type: Militia or Class

Setup Effort: Moderate

Materials: 3 ropes, a treasure (box, ball, fancy weapon)

Setup: Mark out a building as shown. Put your treasure in the middle of the building. Mark a base some distance away.

Rules: Pick out two teams. This is a timed game. One team defends the house, the



other attacks. The defending team can move their treasure around the house, and if it's removed they can bring it back, but they can't take it out of the house. The attacking team is trying to get the treasure to their base. When they do this, they win. The defenders goal is to shatter out the opposition. When one team wins (most likely the attackers getting the treasure), the teams switch sides. The tower stands about the house, letting anyone in there shoot, cast magic, etc. The tower is high enough that the person can't be attack with melee weapons, only magic or projectiles.

Options:

1. The treasure is heavy, so anyone carrying it must walk
2. A high level mage / archer who stays with the house despite team changes

Treeball

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: Minimal

Materials: A safe Nerf-type ball, ribbons to mark goals.

Set-up: Designate two trees roughly 300 feet away by tying ribbons around them. Divide the populace into two equal teams, one team near each tree. Place the ball in the center of the field.

Object: To get the ball to the opponent's tree. The first team to score 5 points wins the match. Reset teams at their trees after each scoring. Teams must scramble for the first possession of the ball, after that, the team who scores kicks-off to the other team.

Options:

1. Have a neutral monster in the middle guarding the ball. Wondering monsters attacking anyone can screw the game, if the monster is near one base when layon is called.
2. Throwing the ball against the tree vs touching the ball to it
3. make the ball a throwing weapon

Tree Hugger

Number of Players: 12+

Game Type: Militia, or Class

Setup Effort: None

Materials: Ribbon

Set-up: Mark two trees clearly with ribbon. One clearly designated Nirvana area should be marked off between them.

Object: Have someone from your team reach the enemy tree, place both hands on it, and count loudly to 100. Each count is one second. The count must be heard at least to Nirvana. While counting, nothing else may be in hand. It is okay to prop up a shield, though. The counter may move about the tree as long as he or she does not let go. It is possible for each team to be counting at each other's bases simultaneously. Obviously team members not counting will try to kill people counting at their tree, and protect those counting at the enemy tree. Once this is done, score one for the team that did it. If it seemed balanced, do it again. If not, adjust, and do it again. Deaths are 50 count. Dead people go to Nirvana and count. Upon finishing 50, they come alive as soon as they depart Nirvana. No fighting (or loitering) in the immediate vicinity (20' or so) of Nirvana. There are unlimited lives. Teams begin at their own tree.

Options:

1. A night variant in which glowing circles are used to mark Nirvana and the enemy base. In the night version the circle is placed on open ground, and the count must be made within it, instead of at a tree. This permits the counter to still wield weapons.
2. Another variant involves a "keeper" for each team. Keepers are prevented from crossing over past the midway point between the two bases. They only have a 25 count death, and return to life at or near their own tree. This tends to slow the game down more, with the emphasis on defense.

Zombie Land

(Dor un Avathar)

Materials: A field with a few spread out big trees.

Set-Up: Divide the populace into two equal teams plus one neutral Zombie (any Monster with Conversion or Replication will do).

Object: It's really bright and sunny. The trees create shadows that define shapes on the ground. Each team starts out at the two shadows that are the farthest apart within the bounds of the game and can only fight inside the shadows. The Zombie must stay in the light and can only fight (and be killed) in the light. The light becomes like Ether, the Zombie Land. In Zombie Land: You might have noticed that the shadows don't all connect. In fact, the sparser the field of trees, the better the game. Players may only run through the light. They can come and go as they please from the shade to the light, but they must run in the light. Any player that walks in the light becomes a zombie in 3 seconds. If a player is legged, scampering is considered "running." The players' objective is to kill off the other team, but they must also be aware of the Zombie (who should have something like unlimited lives) who attacks the players at will. The Zombie's goal is to make Zombies. The light is an Anti-Magic Zone.

Other Rules:

1. Players may not attack each other in the light, they can only attack each other in the shade.
- 2) Projectiles cannot be thrown/shot into the light. The shot is dead at the light.
- 3) A player is considered in the shadow when any part of him or her is in the shade.
- 4) For the sake of reeving, sword swings and skirmishing half in the light and half out will be allowed to continue until one player is out of the shade or slain.
- 5) It is up to the Reeve and players to police rules of the shade. As always, battlegaming done on the honor system.

Zombie Battle

(Dor un Avathar)

Materials: Zombie garb

Set-up: Choose one skilled fighter to be the Zombie and set him loose on the field. The rest of the populace makes up the other team. Sounds like a mosh, right? Well not exactly. See, this Zombie has all the regular abilities and a few extra tricks. It has unlimited lives, gains Replication (unlimited) and does not have the Slow trait. Also, this Zombie comes back to life in a 10 count! Replicated Zombies keep their normal life count, number of lives and gain the Slow trait, but they also get Replication (unlimited).

Object: This is really a low-powered version of the Darklord Scenario. Eventually the players will all become Zombies, and the fun comes from seeing who hangs on as the last survivor. The last player to survive starts as the Zombie for the next round. Be sure to encourage good role-play from Zombies; they should be dragging their feet, howling out "Brains!" and moaning like a good undead corpse.

Options:

1. Don't let Replicated Zombies convert their victims - only players slain by the original Zombie becomes Monsters. Allow Replicated Zombies to drag subdued or slain victims back to the original Zombie to do his dirty work! This will slow down the game time considerably.

Tournaments

Archery

1. Shooting gallery. Set up moving targets at 20 ft. intervals away from the shooter. Give shooter 5 arrows. Each target yields a number of points proportionate to the distance from the shooter.
2. Combat archery. Set up 2 boxes 50 ft from each other. Archers are confined to their boxes and have only 5 arrows. 1 point is scored for a limb, 2 points for a chest.
3. Target Practice. Set up a shield against a tree (chair, etc). Set up markers on the ground 20, 40, and 60 feet away. Archers get 1 point for hitting at the 20 foot line, 2 points at the 30, and 3 at the 60. At each mark, they get three shots.

Arena

Materials: Any flat and clearly defined area will serve as an Arena.

Set-Up: Mark off the Arena and have the participants surround the outside edge, with their weapons at their feet.

Object: To kick everybody's butt! A reeve or pre-decided participant calls the names of any two participants. The winner stays and the loser takes a place back outside the Arena. The reeve then calls the next warrior to challenge the winner.

Options:

1. Gladiators enter without weapons. The populace throws a weapon or shield into the ring for each warrior. Be sure to choose only three or four people for this task, as any weapons under foot become a hazard.

Bear Pit

(Tournament)

Materials: None

Set-up: The Bear Pit is an easy to set-up battlegame that is really little more than a round-robin ditch fight with some tournament-style rules. All players form a ring around a single player in the center. Weapon choice may or may not be restricted, as the participants decide prior to beginning.

Rules: The player in the center is considered the Bear and squares off against one opponent at a time. All players entering the Pit must declare their entrance and the Bear may never be struck unawares. The Bear wins all ties and regenerates wounds after each successful round. Players who defeat the Bear become the Bear for the next fight. Bears who win remain in the center until they are defeated or they "walk the circle" twice by defeating all other players. Defeated players pick the next one to fight the bear.

Chaos Tourney

Type: Tournament

Materials: Index cards, container, a variety of sharable weapons, etc

Rules: Each contestant starts empty handed. Before battle, each pulls a card from the container, and follows the instructions. When done pulling cards, they are put back in – cards might be used by the opponent as well. If the player pulls a card that ends with 'and...', they must pick another card. These games will be unbalanced! Half the fun is watching the cards come out. Some examples are:

You get a short sword and...

You get a shield and...

You get a polearm and...

You get peasant to fight with you.

You trade everything with your opponent.

You get a long sword.

You get a dagger and...

Class Tourney

Type: quest/tourney

Number of players: 10+

Materials: Tokens or index cards

Origin: Azus

Rules: This is a variation of the class hunt. I came up with this as a tourney for Heimdall's Horn. Being a barbarian only relic, I wanted something that would still engage the entire land.

All barbarians competing for the horn form one 'team'. They do not attack each other, and can work together. Everyone else forms the other team, and are not permitted to form large groups. The barbarians are promoted to 6th level. The other team plays militia.

Each militia person will be assigned points, depending on how good a fighter they are. One way to determine this is by how many orders of the warrior they have. People with 0-1 orders are worth 1 point, 2-4 orders are 2 points, 5-7 orders are 3 points, 8-10 orders are 4 points, and knights are 5 points. Before the game, each militia person will get tokens or cards with their point value. The barbarians will gain points by killing the militia members. When they kill someone, that person hands over a token/card that tells that person's point value. If two barbarians are fighting someone, only the barbarian delivering the death blow will get the point. Everyone cycles lives. Play for 30 minutes. Death count is 60 seconds.

Options:

1. When a barbarian dies, they lose a point.
2. Tally the number of deaths. At the end, divide the barbarians number of kills by his deaths. This is to determine the best kill/life ratio
3. At the end, vote on which barbarian roleplayed the best, and assign an additional 5 points to them.

Dalewars Tourney

Type: Tournament Variation

Number of Players: Teams of 4

Origin: Sir Rook

Substantially Edited by: Squire Jabberwock

The Dalewars Tourney is a boat-battles-like game involving teams of 4. The rules are as follows: The field will be set up in a configuration much like the boat-battles. There will be four nodes (instead of three) and it will be set up in a diamond pattern with a cross piece. (See attached Diagram) Each team must have 4 players and these players must be given the following positions: Forward, Back, Spellcaster and Pikeman. The Forward and the Back are both regular warrior-types. They may use any melee weapons under 4 feet and may use shields. No armor. They are basically ditch-battle amtgarders who can't use some weapons. The Pikeman may use any weapons under 4 feet and may use a single weapon of 4 feet or more. The Pikeman may not use a shield. The Spellcaster is a caster-type may choose from the following spells with the following number of uses:

Heal (unlimited) cost:1 max. number: NA

Wounding (once per game) cost:2 max. number: 2

Lost (once per game) cost:1 max. number: 4

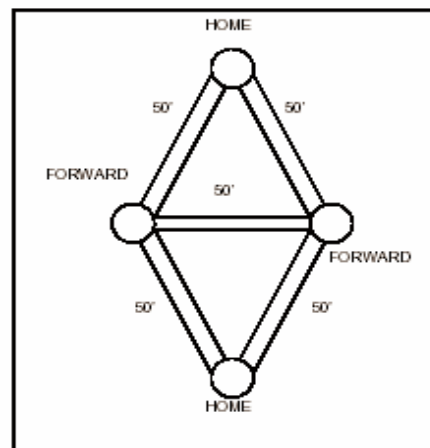
Lightning Bolt (unlimited) cost:1 max. number: 4

Magic Bolt (unlimited) cost:1 max. number: 4

Mute (once per game) cost:1 max. number: 4

Mend (once per game) cost:1 max. number: 8

Enchant Shield (two per game) cost:1 max. number: 4



The Spellcaster may choose from these and has 10 points with which to do so. The chants are as usual. All effects are normal except Lost. Lost makes the character move back to their Home Node (see later for what a Home Node is). Once the four are picked, and the Spellcaster has chosen spells, the two teams take the field. The ends of the diamond (the nodes that have only two paths attached to them) are the two Home Nodes. Each team will choose a Home Node. They will put their Back and their Spellcaster in the Home Node and will put their Forward and their Pikeman in the Node in front and on the right of them.

The Game is called on, and the two teams try to kill each other, just like normal boat battles. If a player steps out of the taped boundaries, he/she is claimed by the Lord of the Void and is dead. The last, and very important, rule is that the Spellcaster can only cast spells while standing in his/her Home Node. He/she may carry spell-balls away from there once charged, but no spellcasting may be done outside the Home Node.

Dog Tag

See militia listing

Fifty-four Fighting Styles

(Matthulhu , e-sam)

see also Jester's cap tourney

What you need

- People who want to fight
- Weapons and shields
- A standard deck of cards including jokers

Instructions

1. Everyone draws a card from the deck.
2. Equip yourself as indicated.
3. You may redraw if one or more items indicated are unavailable.
4. Fight!

Card Fighting Style

♦2♦ Dagger & javelin

♦3♦ Javelin & flail

♦4♦ Dagger & flail

♦5♦ Double javelin

♦6♦ Dagger & short weapon

♦7♦ Javelin & short weapon

♦8♦ Flail & short weapon

♦9♦ Dagger & madu (may use in either hand)

♦10♦ Dagger & long weapon

♦J♦ Javelin & long weapon

♦Q♦ Flail & long weapon

♦K♦ Short & long weapon

♦A♦ Single staff/spear/polearm

♥2♥ Single short weapon

♥3♥ Single long weapon

♥4♥ Single reach weapon

♥5♥ Small or medium shield/madu, & javelin

♥6♥ Small or medium shield/madu, & flail

♥7♥ Small or medium shield/madu, & staff/spear/polearm

♥8♥ Small or medium shield/madu, & short weapon

♥9♥ Small or medium shield/madu, & long weapon

♥10♥ Medium or large shield/madu, & javelin

♥J♥ Medium or large shield/madu, & flail

♥Q♥ Medium or large shield/madu, & staff/spear/polearm

♥K♥ Medium or large shield/madu, & short weapon

♥A♥ Medium or large shield/madu, & long weapon

♣2♣ Javelin & dagger

♣3♣ Flail & javelin

♣4♣ Flail & dagger

♣5♣ Double flail

♣6♣ Short weapon & dagger

♣7♣ Short weapon & javelin

♣8♣ Short weapon & flail

♣9♣ Double short weapons

♣10♣ Long weapon & dagger

♣J♣ Long weapon & javelin

♣Q♣ Long weapon & flail

♣K♣ Long weapon & short

♣A♣ Double long weapons

♠2♠ Reach weapon & dagger/short

♠3♠ Staff/spear/polearm & dagger/short

♠4♠ Flail & small or medium shield/madu

♠5♠ Javelin & small or medium shield/madu

♠6♠ Staff/spear/polearm & small or medium shield/madu

♠7♠ Short weapon & small or medium shield/madu

♠8♠ Long weapon & small or medium shield/madu

♠9♠ Flail & medium or large shield/madu

♠10♠ Javelin & medium or large shield/madu

♠J♠ Staff/spear/polearm & medium or large shield/madu

♠Q♠ Short weapon & medium or large shield/madu

♠K♠ Long weapon & medium or large shield/madu

♠A♠ Draw twice more and pick which one to use

Joker Any melee equipment of your choice!

As an optional rule, fighters may be required to wield the second item listed in their off-hand (exception: when you have only one weapon and the arm wielding that weapon is wounded, then you may switch.) (Thus, “dagger & short weapon” would mean wielding a dagger in your dominant hand and a short weapon in your off-hand.) The ‘red cards’ are supposed to represent the more difficult weapon combinations, such as reverse wielding as described above or being limited to a single weapon.

Blatantly mismatched fighting styles don’t necessarily have to be played out (for instance, dagger & madu vs. short & large shield), but one-on-one matches are never guaranteed to be fair and balanced, so the disadvantaged fighter should attempt to put up a good fight for at least half a dozen passes before quitting.

Gambling Tourney

(Tournament)

Material: Rope and gold painted poker chips

Set-Up: First, an arena is set up by laying a rope on the ground, preferably a long rope for a bigger arena. Organize a Tournament using the rules in that section. Each player is given a set amount of gold pieces.

Object: The reeve calls out the first two combatants. He then gives two minutes for everybody to place his or her bets. Then he signals for the two combatants to fight. The gamblers are allowed to have daggers around the ring. If one of the combatants gets too close to the rope, a gambler may attempt to stab the combatant as long as he doesn't step over or on the rope. Gamblers may not attack each other. At the end of the tourney there are two winners: the fighter who won the tourney and the gambler who won the most money. Fighters may be gamblers when they are not fighting in the ring.

Iron Man

(See Also King of the Hill practice)

Materials: None

Set-up: All players line up. Weapon choice may or may not be restricted, as the participants decide prior to beginning.

Rules: The first two players fight. The loser goes to the end of the line, and the winner fights the next person. Wounds remain, so if a player loses an arm but wins a fight, he starts the next fight without that arm.

Jester's cap tourney

(sir_fat_hippy, e-sam)

See also Fifty-Four fighting styles

put roughly 8-10 fighting styles in a hat and each person draws their style out of the hat before every fight.

Usually the styles are something like this:

Dual daggers

Single sword

Flo

Sword and shield

matched

pole arm/great weapon

spear and sword

Shield and spear

Scalphunter

(Class Tournament)

Materials: Index Cards

Set-Up: Each player is given one index card for each life he has. He then signs his name and class and level on the cards. All the players are then sent out into the park to await the beginning of the game.

Object: Once the game has begun, it's every man for himself. When a person gets killed, he gives one of his cards to his killer and goes to Nirvana. At the end of the game, the person with the most cards wins. This game is played best when a time limit is imposed.

Wheel of Death

Set up a spinning wheel with different weapon combos on it. Fighters spin the wheel to determine what weapons they will fight with for the round.