

❧ HOW DO I PLAY? ❧

It's very easy to start out.

Western Winds has a collection of starter weapons to try out and a simple system of hit locations to learn before your first *fight*. If you're 14 or older we can have you in your first line ditch or battlegame in under 15 minutes (*warning*, your legs will be cramped the next day)

❧ WHAT THEN? ❧

If you're hooked, then you should start looking at the rule book, decide on a class, pick a unique name and consider making your own weapons, spell balls and garb. We can help teach you *all* of these skills at Arts and Sciences Nights.

❧ HOW DO I LEVEL UP? ❧

A common question. You level up by coming to field and earning a credit for playing a particular class. Level 2 is a quick 5 credits but it gets progressively harder until you max out at level 6

❧ WHY SHOULD I PLAY? ❧

Amtgard is an extremely interactive community. In this community you improve your fighting techniques, role-playing potential, real-world crafting skills and meet some of the friendliest people in North America.



Amtgard fields spread from the Southern United States to Northern Canada. Western Winds is one of over 200 groups America-wide.

Over time you receive recognition for your personal and group contributions through awards and titles. You could be the next Knight!

WESTERN WINDS

AMTGARD BARONY

JACKIE PARKER PARK

SATURDAYS 1PM

EDMONTON, ALBERTA, CANADA



❧ WHAT IS AMTGARD? ❧

Amtgard is a live-action fantasy role-playing (LARP) game. This game features combat with foam boffer weapons, magic, battlegames, and quests. People play different classes such as Assassin, Bard, Healer, Barbarian, Wizard, Warrior and more!

❧ WHAT CAN I PLAY? ❧

There are a great number of standard classes to play, all with their unique abilities and challenges including:

Archer

Focus is on Bows and different arrows (destruction, pinning, phase)

Assassin

Weapons, throwing weapons and sneaky Assassin things like poison and assassinate

Barbarian

Brute force, most weapons and a great thing called Berserk!!

Bard - *Magic Caster*

Weapons plus spells and charms to control or benefit other players

Druid - *Magic Caster*

Tree hugger at heart with great defensive and offensive spells

Healer - *Magic Caster*

Team ambulance with enough offensive magic to be fearful of

Monk

Casters worst nightmare.
Immunities to spells, Sanctuary plus projectile blocking

Scout

Bows, Weapons plus some magic like abilities such as tracking and healing

Warrior

All sorts of weapons, shields and ready for armor. Specializing in melee and protecting casters

Wizard - *Magic Caster*

Great offensive spells such as Fireballs, Lightning Bolts and Finger of Death

❧ WHAT DO I NEED? ❧

Only yourself. Amtgard is free to play, with no commitment required. We only ask that you start to make or purchase your own weapons and garb after your first month of playing - we'll even teach you how!



❧ THERE ARE OTHER FIELDS? ❧

Players regularly trek to Alberta, Ontario or the United States to participate in camping events with anywhere between 50 to 500 participants.

❧ WHERE DO YOU PLAY? ❧

We meet every Saturday at 1:00pm at Jackie Parker recreational Park, located near Whitepark and 50th. Entrance to park off 50st near Whitemud Ave.

❧ ON THE WEB FIND US AT ❧

www.westernwinds.org

❧ EMAIL US AT ❧

bbnuck@hotmail.com

We'd really like to see you come out and become part of a great group of friends. Feel free to approach us as we may be just gathering or fighting in different areas.

**Barony Of
Western Winds**

Amtgard Edmonton

