Comprehensive Change Log

Release Date: October 31, 2017

This document is a log of changes to the Amtgard Rules of Play Version 8 from the September-2014 "Satisfactory" release, to the current 10-31-2017 "Spooky" release. New additions to this document will be denoted with this symbol:

Errata and Clarifications

Changes to the text of the ROP:

p.III, Credits

Insert the following into the Credits section:
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Multiple Pages, Non-Self Enchantments

In all Class and Magic List blocks, Class ability lists, and the Magic and Abilities section change the Range of all Non-Self Enchantments to:
"Touch: Others"

p.2, Parks

Change the first paragraph under Parks to:
"In order to play Amtgard, one must have other people to play with. Parks are groups of people that get together on at least a bi-weekly basis to play the game and spend time with one another. All Parks start as a Freehold, by signing a Freehold Contract with Amtgard International. Most Freeholds will become a Sponsored Park by joining a Kingdom, allowing them to progress in name as their size increases. Your local Kingdom corpora will provide specific details about the names and privileges of increasing Park sizes."

p.3, Awards and Symbols

Rearrange the sections to alphabetical order.

Change the Masters section to:
"Masterhood may be granted in recognition of outstanding skill in a given area, and has a reserved symbol of a gold phoenix on a solid color background. For more information on the qualifications to be considered a Master, please see Appendix A. Masterhood may only be granted at the kingdom level."

Add the following table of reserved symbols after the Masters section:
"Dragon: Gold phoenix on green background
Garber: Gold phoenix on blue background
Lion: Gold phoenix on purple background
Owl: Gold phoenix on brown background
Rose: Gold phoenix on white background
Smith: Gold phoenix on grey background
Warrior: Gold phoenix on red background"

Under Phoenix: Add Masters to the middle of the sentence:
"... generally only worn by Knights, Masters, or as part of a Kingdom ..."

p.4, Code of Conduct

Change the title of this section to:
"Code of Conduct"

Remove "At Amtgard" from the first paragraph so the last sentence would just be:
"As such the following behaviors are not acceptable and may lead to a ban from combat or attending."

Add the CoC Amendment:
"Any Kingdom Level ban placed by a player's Kingdom of residence for items 2 or 3 is automatically extended to all Kingdoms and their Subgroups. It is the responsibility of the Monarch enacting the ban to notify the Kingdoms using the Circle of Monarchs communication tools. Any Kingdom Monarch, with the joint agreement of either the Prime Minister or the Guildmaster of Reeves, may exempt their Kingdom from this extension by choosing to assume responsibility for the banned player and allowing the banned player to engage in Amtgard activities within their Kingdom and Subgroups. In doing so, that Monarch is stating that they believe the following is true:
1. The banned player adds no additional threat to the safety of the players in this Kingdom or its Subgroups
2. The presence of the banned player will not create a hostile or unwelcoming environment for other players attending functions of this Kingdom or its Subgroups related to the nature of the ban
3. There is a compelling reason that having the banned player participate in the functions of this Kingdom and its Subgroups is beneficial to the functioning of those same groups"

p.6, Hit Locations

Change the second and third sentences under Hit Location: Arm to:
"A hand is not Wounded if struck below the wrist while holding a melee weapon or shield. Treat hits below the wrist to a hand holding a melee weapon or shield as though they had hit the weapon or shield held instead."

Change Note #3 to:
"A Wounded arm may not wield Equipment, cast magic, carry anything, and must be kept out of combat. A Wounded arm is capable of receiving an additional Wound."

p.6, Hit Locations (cont.)

Reword the second part of Note #4 to:
"… If the player cannot place their dead knee in contact with the ground, the player must immediately notify his/her opponent(s) of this by stating "posting" in order to avoid dropping to his/her knees. While posting, the player may not voluntarily move the foot of the Wounded leg, although it may be used to pivot. Posting continues until the player dies, has their leg wound healed, or is instructed otherwise by a Reeve."

Reword note #5 to:
"A Wounded leg is capable of receiving an additional Wound (even if "posting"), except when the knee is on the ground or during the initial placement of the knee on the ground after receiving a Wound."

p. 7, Inflicting Wounds

Under Stab, change "should" to "must."

p. 7, Combat Notes

Combat Notes #1, add armor after garb:
"Shots that only strike garb, armor, or unwielded equipment do not count as a hit unless…"

Reword Combat Notes #3:
"A player may hold more than one weapon in a single hand, but may not wield more than one weapon in a single hand at the same time. A player may fire multiple arrows simultaneously."

p. 7, Combat Etiquette

Before "Calling Your Shots", add a new section with the following sentence under it:
"Handling Equipment
Never handle anyone's personal property without first having their permission."

p. 9, Armor Combat Rules

Add to the end of Armor Combat Rules:
"Hits to armor that covers a foot that strike below the ankle while that foot is on the ground have no effect on the armor and pass through to the location underneath unless otherwise noted."

p. 10, Armor Construction Rules

Add to Armor Construction Rule #8:
"Foam cannot qualify as Synthetic (or any type of) armor on its own."

p. 10, Armor Types and Modifiers
Add to the end of the first paragraph of Helm:
"Does not apply to magic armor."

Remove "Arming Cap" from list of examples of light helm, replace with:
"Leather Helmet"

p. 15, Weapon Safety
Add the following before the last sentence:
"Some examples of technically legal but unsafe weapons might be: weapons with cores so flexible as to risk core failure or other safety issues during reasonable combat; weapons made with overly hard foam; weapons with excessive tape; or weapons with excessive mass."

p. 15, Weapon Definitions
Under Stabbing Tip add to the second to last sentence:
"…and must be strike legal."

Under Padded or Courtesy Padding, change "should" to: "must"

Under Heavy Padding Add the words "instead of 2.5 inches" to the middle of the paragraph so it reads:
"…but has at least a 4" cross-section from edge to edge (instead of 2.5") and…"

Under Total Length, change the first sentence to:
"Refers to the distance from the bottom of the pommel (or one Stabbing Tip of a Double-Ended Weapon) to the furthest point ..."

p. 16, Javelins
Change the second sentence to:
"They are considered a melee weapon when wielded, but are considered a projectile otherwise."

p. 17, Ammunition
Under the heading "Heads", move items 4, 5, 7, 9, 14 and 15 under the "General Arrow" heading, and renumber appropriately.

p. 18, Siege Weapons
Change Siege Weapons #2.a to:
"Siege Weapons that fire a single projectile will kill a Player and Destroy all their carried equipment if the projectile touches that player or anything they are carrying or wearing while in motion. This is stopped by the enchantment *Protection from Projectiles* but cannot be stopped by *Missile Block* or *Song of Deflection.*"

p. 19, Shields
Change rule #10 to:
"Shield shapes may not cause confusion on the field. A shield cannot look like Armor or a Weapon."

p. 22, Talismans
Add (ex) to the E: of Amulet of Tracking:
"As per Tracking (ex)."

In the Effect of Bracelet of Solidity add to the beginning:
"Further Effects ..."

p. 23, Artifacts
Change the first sentence of Phase Blade E: to:
"This weapon, and any special effect delivered by it, does not interact with ongoing Magic or Abilities."

p. 24, Battlegame Components
Under Respawn, reword the end of the second sentence to include Ongoing Effects:
"…and all States and Ongoing Effects removed unless otherwise noted."

p. 30, Portraying a Class
Change the second sentence of Garb to:
"You are required to dress in medieval/swords and sorcery looking garb in addition to the class specific garb."

Under Limitation change the last sentence to:
"…Barbarians are restricted from receiving Enchantments from other classes."

p. 30, Peasant
Change the second sentence under Peasant to:
  "The only equipment available for peasants to use is either a single short weapon or a single dagger."

p. 30, Credits and Levels
Change the third sentence to:
  "Only one attendance credit may be given on a single day, although Kingdoms may award bonus credits according to their corpora."

p. 31, Archer
Change Archer Garb to:
  "Orange sash and medieval/sword and sorcery looking garb"

p. 32, Assassin
Change Assassin Garb to:
  "Black sash and medieval/sword and sorcery looking garb"

Under Poison, remove the "Hold weapon in both hands" from the I:

Under Coup de Grace add to the L:
  "Although it still functions even if they are healed by the end of the Incantation"

p. 33, Barbarian
Change Barbarian Garb to:
  "White sash and medieval/sword and sorcery looking garb"

Change Brutal Strike to (ex) in the Barbarian Ability block.

Delete the N: of Adrenaline, change the L: to:
  "Kill Trigger."

Change the E: of Brutal Strike to:
  "Victim is Cursed. Victim is also Suppressed for 30 seconds."

Delete the N: of Brutal Strike, change the L: to:
  "Wound Trigger."

Under Blood and Thunder delete the first sentence of the N: and change the L: to:
  "Kill Trigger."

p. 34, Monk
Change Monk Garb to:
  "Grey sash and medieval/sword and sorcery looking garb"

Under Enlightened Soul add to the L:
  "Does not affect (ex) abilities."

Under Sanctuary:
Change the first sentence of the E: to:
  "Player and their carried equipment are ..."

Add to the end of the E:
  "Player may normally end Sanctuary at any time by ceasing to chant, or by picking up a weapon with their hand."

Add to the second to last sentence of the N:
  "... then they may only voluntarily end Sanctuary within 20' of a friendly base, and must continue chanting until there."

p. 35, Scout
Change Scout Garb to:
  "Green sash and medieval/sword and sorcery looking garb"

Add Sanctuary to the N: of Dispel Magic:
 Will work through Protection from Magic, Enlightened Soul, Sanctuary, and similar magics and abilities."

p. 36, Warrior
Change Warrior Garb to:
  "Purple sash and medieval/sword and sorcery looking garb"

Add (ex) to True Grit in the Warrior ability block.

Under Ancestral Armor change is ignored to:
  "The effects ... are ignored,"

Delete the N: of Scavenge and change the L: to:
  "Kill Trigger."
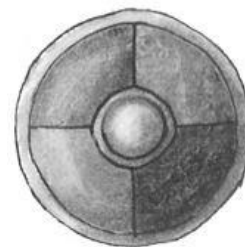
p. 37, Bard
Change Bard Garb to:
 "Light blue sash and medieval/sword and sorcery looking garb"

p. 38, Bard spell list, 4th level
Change the school of Song of Power to:
 "Protection"

p. 39, Druid
Change Druid Garb to:
 "Brown sash and medieval/sword and sorcery looking garb"

p. 41, Healer
Change Healer Garb to:
 "Red sash and medieval/sword and sorcery looking garb"

p. 43, Wizard
Change Wizard Garb to:
 "Yellow sash and medieval/sword and sorcery looking garb"

p. 45, Anti-Paladin
Change AP Garb to:
 "White belt, an openly displayed black phoenix on clothing or armor, and medieval/sword and sorcery looking garb"

Under Poison, remove the "Hold weapon in both hands" from the I:

Add to Steal Life Essence L:
 "The caster still gains the effect even if the dead player is unaffected."

Add a note to Steal Life Essence:
 "N: In order to charge an ability, the name of the ability being charged must still be stated immediately after the incantation."

Change the E: of Brutal Strike to:
 "Victim is Cursed. Victim is also Suppressed for 30 seconds."

Delete the N: of Brutal Strike, change the L: to:
 "Wound Trigger."

Under Undead Minion change item number 3 to:
 "3. When the bearer would normally die, they instead become Insubstantial, remove all Wounds, and must return to the caster as soon as possible. Insubstantial players may not move more than 10' from the caster and may not speak. The caster may touch the player and then Incant "Rise and fight again" x10 to end this Insubstantial State so long as no living enemies are within 10' of the bearer."

Under Undead Minion change item number 4 to:
 "If this Enchantment's Insubstantial is removed ..."

p. 46, Paladin
Change Paladin Garb to:
 "White belt, an openly displayed white phoenix on clothing or armor, and medieval/sword and sorcery looking garb"

Under Protection from Magic change the R: to:
 "Self or Touch: Others"

Replace the words "Immune to magic" with:
 "unaffected by magic"

And add the following note:
 "N: This effect does not interact with other Enchantments worn by the bearer."

Under Heal remove "self or" from the R:

p. 47, Magic, Abilities, States, and Special Effects Made Easy

Under Immunities, change the third sentence to:
   "The only exceptions are if they affect your equipment or your Enchantments instead of you yourself, but there are only a few Magics and Abilities that do that."

p. 48, Magic and Ability Mechanics

Under Ability add number 6:
   "6. Abilities granted via an Enchantment retain the original School of the Ability, not the School of the Enchantment."

Under Chant, add after the first sentence:
"Under normal circumstances a player may voluntarily end an ability with an ongoing chant at any time."

Under the Enchantments header, delete "Unless otherwise noted:" and change the header to:
   "Enchantments are ongoing magics and abilities that remain until they are used up or removed."

Under Enchantments #6 change "Magic users" to "Players"

p. 49, Magic and Ability Mechanics

Under Enchantments #7 and #8, add #7 to #8, and make #7 a new note that Enchantments cannot be removed by Release:
   "7. Enchantments may be removed by Dispel Magic, but not by Release or similar magics and abilities.
   8. Enchantments that have a definite number of uses, such as Blessing Against Harm or Grasping Tentacles, are removed when their last use is expended (even if ineffective against their target. i.e. discharging Poison against a target Immune to the Death School still expends that use of Poison). These Enchantments are still removed by Dispel Magic, Resurrect, or other Enchantment removing mechanics."

Reword the first sentence of Enchantments #9 to include abilities and special effects:
   "States, Abilities, and Special Effects imparted by Enchantments to their bearer ..."

Change the second sentence under Incantation to:
   "Magic and Abilities used at a Range greater than Touch require that the target be indicated by name."

p. 49, Magic and Ability Mechanics

Insert "Kill Trigger" before magic armor:
   "Kill Trigger: Some magics and abilities have special circumstances that must be met before they can be activated. Magics and abilities with the Kill Trigger Limitation can only be used within 30 seconds after the caster strikes the final blow to kill an enemy in melee combat (or causes the activation of any effects which allow the player struck to avoid death such as Undead Minion, Song of Survival, or other similar magic and abilities). The caster must be outside of 10' of a living enemy, and may only use the ability once per eligible killing blow."

Add to the header of Magic Armor:
   "The specific enchantment will denote a number of points of Magic Armor that are granted to each hit location."

Under Magic Armor #1 delete the extra lower in the last sentence. It should read:
   "... while all locations at 1 point or lower will remain unchanged."
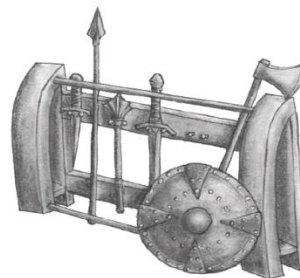
p. 50, Magic and Ability Mechanics

Change Magic Balls #5 to :
   "Magic Balls discharge after the first Player, Wielded Equipment, or Terrain they hit."

Add magic items to Meta-Magic number 5:
   "May not be used to modify the behavior of Magic Items or magics and abilities granted by Enchantments such as Heat Weapon from Gift of Flame."

Insert the following after the first sentence of Resistant:
   "Unless otherwise noted, Resistant does not extend beyond the player that has it."

p. 51, Magic and Ability Mechanics

Under Spirit, delete the last sentence.

Change Specialty Arrow rule #4 to:
"Properly activated Specialty Arrows count as a normal hit from an arrow to the location struck in addition to their listed effects."

Insert a section after traits:
"Verbal: Magics and Abilities that require an incantation to be activated. Verbals can have an immediate effect or impart a State or an Ongoing Effect. Ongoing Effects may have a duration, after which it expires. If a player would gain an Ongoing Effect they are already affected by, the Ongoing Effect's duration will simply be adjusted to the new duration if it is longer than the current duration. An Ongoing Effect without a duration continues until it is removed by some outside force or until a condition is met. Unless otherwise noted, all Ongoing Effects are removed when a player dies and cannot apply to dead players."

Insert a section after Verbal:
"Wound Trigger: Some Magics and Abilities have special circumstances that must be met before they can be activated. Magics and abilities with the Wound Trigger Limitation can only be used immediately after the caster causes a wound to an enemy in melee combat (even if that wound kills the enemy)."

Under States Defined, change should to will in the 4th sentence:
"... the State's duration will simply be adjusted..."

Add the following to States Defined:
"If a State which prevented a player from moving expires due to its duration ending, the player it affected must declare, "No longer [State that ended]". This must be audible out to 20 feet."

Add Example three to the end of Immune:
"Example Three: A player may still benefit from the Heal from Regeneration, even if they are Cursed."

p. 53, Magic and Abilities

Delete the N: of Adrenaline, change the L: to:
"Kill Trigger."

Under Ancestral Armor change is ignored to:
"effects ... are ignored,"

p. 54, Magic and Abilities

Change the E: of Blessed Aura to:
"Resistant to all effects from the next source which would inflict a Wound, Death, State, or negatively affect them or their equipment. Does not trigger against effects cast by the player."
Change the E: of Blessing against Harm to:
"Resistant to all effects from the next source which would inflict a Wound, Death, State, or other negative effect. Does not trigger against effects cast by the player."

p. 55, Magic and Abilities

Under Blood and Thunder delete the first sentence of the N: and change the L: to:
"Kill Trigger."

Change the E: of Brutal Strike to:
"Victim is Cursed. Victim is also Suppressed for 30 seconds."

Delete the N: of Brutal Strike, change the L: to:
"Wound Trigger."

Change the M: of Circle of Protection to:
"No strip required"

Change the L: of Coup de Grace to
"Target must be Wounded when the caster begins the Incantation. Although it still functions even if they are healed by the end of the Incantation."

p. 56, Magic and Abilities

Add Sanctuary to the N: of Dispel Magic:
"Will work through Protection from Magic, Enlightened Soul, Sanctuary, and similar magics and abilities."

Add a Note to Elemental Barrage:
"N: The effect is not an incantation, and so is not stopped by suppression, and may be used while moving, etc."

Change the first word of the L: of Enlightened Soul to "Affects" and add to the end of the L:
"Does not affect (ex) abilities."

p. 56, Magic and Abilities (cont.)

Add ", Bd 6" to the class and level section and change the E: of Equipment: Armor, 1 Point to:
"Your class maximum armor limit increases one additional point."

Change the E: of Equipment: Shield, Medium to:
"May wield up to a medium shield."

Change the E: of Equipment: Shield, Small to:
"May wield a small shield."

Change the E: of Equipment: Weapon, Great to:
"May wield one great weapon at a time for each instance purchased (but may carry extras)."

Change the E: of Equipment: Weapon, Hinged:
"May wield one hinged weapon at a time for each instance purchased (but may carry extras)."

Change the E: of Equipment: Weapon, Long to:
"May wield one long weapon at a time for each instance purchased (but may carry extras)."

Change the E: of Equipment: Weapon, Short to:
"May wield one short weapon at a time for each instance purchased (but may carry extras)."

p. 58, Magic and Abilities

Change the E of Gift of Air to:
"The effects of a melee weapon or projectile which just struck the bearer are ignored, instead the bearer announces "Gift of Air" and becomes Insubstantial. If the bearer is wearing armor it is affected as normal in addition to triggering Gift of Air. Bearer may choose to return directly to their respawn location immediately after Gift of Air activates. Melee weapons with the Armor Breaking, Armor Destroying, Shield Crushing, or Shield Destroying Special Effects will affect the bearer as normal and do not trigger Gift of Air."

Change school of Gift of Fire to Flame

Under Golem, move the Current N to the E line, and make a new N:
"Greater Mend and Word of Mending will not remove a wound."

Under Greater Release, add to the N:
"When used to end a State or Ongoing Effect imposed by a magic or ability with multiple effects, all other States and Ongoing Effects from the same source are also ended."

p. 59, Magic and Abilities

Under Greater Undead Minion change item number 3 to:
"When the bearer would normally die, they instead become Insubstantial, remove all Wounds, and must return to the caster as soon as possible. Insubstantial players may not move more than 10' from the caster and may not speak. The caster may touch the player and then Incant "Rise and fight again" x10 to end this Insubstantial State so long as no living enemies are within 10' of the bearer."

Under Greater Undead Minion change item number 4 to:
"If this Enchantment's Insubstantial is removed ..."

p. 60, Magic and Abilities

Change the E: of Imbue Armor to:
"All armor worn by the bearer gains a +1 modifier. This modifier may allow the armor to exceed the maximum value for its type, up to the bearer's class maximum."

Change the E: of Innate to:
"May be used to instantly Charge a single magic by stating the name of the magic."

p. 61, Magic and Abilities

Add to the N. of Mass Healing:
"The effect is not an incantation, and so is not stopped by suppression, and may be used while moving, etc."

Make the E: of Mend one sentence and add "or":
"Destroyed item is repaired, or one point of armor in one location is repaired."

Change "L:" under Phase Arrow to "N:"

Change Phoenix tears E: #5 to:
"All other enchantments, ..."

p. 62, Magic and Abilities

Under Protection from Magic replace the words "Immune to magic" with "unaffected by magic" and add the following note:
"N: This effect does not interact with other Enchantments worn by the bearer."

Under Release, add to the N:
"When used to end a State or Ongoing Effect imposed by a magic or ability with multiple effects, all other States and Ongoing Effects from the same source are also ended."

p. 63, Magic and Abilities

Under Sanctuary:
Change the first sentence of the E: to:
　"Player and their carried equipment are ..."

Add to the end of the E:
　"Player may normally end Sanctuary at any time by ceasing to chant, or by picking up a weapon with their hand."

Add to the second to last sentence of the N:
　"... then they may only voluntarily end Sanctuary within 20' of a friendly base, and must continue chanting until there."

Delete the N: of Scavenge and change the L: to:
　"Kill Trigger."

Under shove change the effect to:
　"... 20' in a straight line away from the caster."

p. 64, Magic and Abilities

Under Silver Tongue delete the second sentence of the E:

Change Song of Battle's school to Protection

Add a Note to Song of Survival:
　"N: Bearer may end the Insubstantial state caused by Song of Survival at any time with the standard Incantation."

p. 65, Magic and Abilities

Replace the last sentence of the E: of Song of Visit with the following:
　"When Song of Visit is removed player becomes Insubstantial and must immediately move directly to their base. Upon arrival, they must immediately end the effect as per Insubstantial."
Under Song of Visit Add "gain further Enchantments" to the L:
　"Bearer may not wield weapons, interact with game objects, impede play, gain further Enchantments, or target any player."

Add to Steal Life Essence L:
　"The caster still gains the effect even if the dead player is unaffected."

Add a note to Steal Life Essence:
　"N: In order to charge an ability, the name of the ability being charged must still be stated immediately after the incantation."

p. 66, Magic and Abilities

Under Throw change the effect to:
　"... 50' in a straight line away from the caster."

Under Undead Minion change item number 3 to:
　"When the bearer would normally die, they instead become Insubstantial, remove all Wounds, and must return to the caster as soon as possible. Insubstantial players may not move more than 10' from the caster and may not speak. The caster may touch the player and then Incant "Rise and fight again" x10 to end this Insubstantial State so long as no living enemies are within 10' of the bearer."

Under Undead Minion change item number 4 to:
　"If this Enchantment's Insubstantial is removed ..."

p. 67, Magic and Abilities

Under Void Touched replace the words "Immune to magic" with "unaffected by magic" and add the following note:
　"N: This effect does not interact with other Enchantments worn by the bearer."

Change the E: of Ward Self to:
　"Resistant to all effects from the next source which would inflict a Wound, Death, or State. Does not trigger against effects cast by the player."

p. 67, Index

p. 71, Rules Revision Process

Under Section X, change amtgardinc.com to:
　"www.Amtgard.com"

Appendix D

Create appendix D: Common Misconceptions:

1. For Verbals, unless otherwise stated, it doesn't matter if your target is in range/in line of sight/able to be affected by a Verbal at any point other than the end of the Incantation.

2. If you moved after having died, you must have Summon Dead cast on you from Respawn in order to return to play in any way other than respawning. You can't just run to the Healer and have them Summon Dead you in the middle of the field.

3. Ancestral Armor doesn't block engulfing hits to your equipment. It will block engulfing hits to your armor. The reason is because, for example, an Entangle ball to the weapon doesn't count as an entangle ball to the arm holding said weapon; engulfing magic balls just affect you if they hit your equipment, and ancestral armor only stops hits to the armor.

4. Light Thrown is generally more powerful than Heavy Thrown, and purposefully so. They both do the same amount of damage, but light thrown has smaller design requirements and you can therefore carry more. This is meant to be an advantage for Assassins.

5. Release and Greater Release don't just end States, they also end Ongoing effects. Fight After Death, Elemental Barrage, Awe, Heat Weapon, and Terror are all examples of effects that can be removed by Greater Release.

6. Phase Bolt/Arrow only ignores Enchantments and Ongoing Effects. It doesn't ignore anything else. For example, you can throw a Phase Bolt at a Monk in Sanctuary from 2' away and they are affected because it ignores Sanctuary and Missile Block. It does nothing to a shield, and it doesn't ignore regular armor. It will ignore pure magic armor (like Stoneskin) and treat Warrior Ancestral Armor like regular armor. It will not ignore the Insubstantial and Frozen effects; even if those effects are given by an Enchantment.

7. When casting a Verbal at 20' range or greater the caster must begin the incantation with the target's name. If the target's name is not known, then the caster must do three things: Point at the target with a free hand; state the target's class; and state a unique descriptor for the target. If the caster doesn't either state a name or do all three things, the Verbal is not properly cast.

8. Heat Weapon targets weapons. If the targeted weapon is dropped mid-incantation, it is still heated because the weapon, not the person, is targeted. This means that a weapon lying all by itself in a field can be affected by heat weapon.

9. Pyrotechnics targets a person but affects their equipment. The weapons themselves must be immune to flame in order to be protected from Pyrotechnics. Monks and Anti-Paladins are immune to Verbal Magics and Flame respectively, but their equipment is not. In general, when it comes to immunities what a spell targets doesn't matter; just what it affects.

10. Shield Crushing/Armor Breaking don't have to be announced on every swing. When you first engage with someone, let them know the special effects of your weapons, and you'll be fine. Same goes for any Enchantment/Special Effect.

11. It's commonly known that enchantments can only be cast on yourself if they have a range of Self; Touch: Others enchantments cannot be cast on yourself. A common misinterpretation is that this applies to Verbals too. This is not true. You can cast Touch range Verbals, such as Heal and Release, on yourself.

12. The range on all Verbals state their maximum range. This means that all ranged Verbals can be used at a range of touch. Because Enlightened Soul only makes someone immune to Verbal Magic used at a range greater than touch, it will not protect against a Verbal Magic used at a range of touch.

13. In order for an unwilling player to be affected by a Touch range Magic or Ability, they must be Frozen, Stunned, Dead, or unable to otherwise fight and move away. This, for example, means a Frozen Monk is not immune to Shatter used at a range of touch. A player who is just Stopped, but has no weapons, is still considered able to engage in combat, and so must be willing in order to be affected by touch range Magic or Abilities.
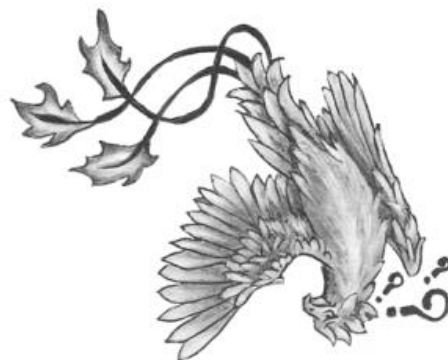
14. You can wield a shield and a weapon in the same hand. The restriction is that you can't wield two weapons in the same hand. Shields aren't weapons.

15. If you just thought of some obscure combination of abilities that are able to grant you a huge battlefield advantage that obviously wasn't intended, the answer is probably no.

16. Declaring Enchantments/game effects or explaining what abilities do to new or inexperienced players should not interrupt existing incantations or ongoing chants. The point of declaring enchantments is to keep the game flowing smoothly for all involved. A player is not punished for pausing an incantation to aide in the flow of gameplay. If a Bard, for example, paused their Chant to explain to a new player what the Chant represents, he/she may resume the chant when they are finished. When in doubt, give leeway to players who go out of their way to teach the game to other players during a game.

17. Sniper made easy: Player may physically carry any number of Specialty Arrows of each type. Player may shoot one arrow of each specialty type per life; Then may charge x3 to shoot another arrow of that type. (Repeat for any number of further arrows of that type that life)

18. Armor stops Wounds by losing points in the location it is hit. This damage is tracked on a location, as long as there is any armor on that location. Adding another piece of armor does not affect the damage, although it might affect the maximum armor points of that location. You must remove all armor from a location for the damage to stop being tracked.

19. Teleport - you must move *directly* to a fixed location (One that won't move during transit, you can't pick "10 feet behind that warrior"). If you cast Teleport on yourself you may end the teleport as per normal for Insubstantial but there's no wandering around. Directly means directly, and reeves have final say as to what that means you can do in transit.

20. If a player under the effects of Circle of Protection is affected by Teleport, the duration of Insubstantial changes to the duration of Teleport, but the restriction that you cannot move lasts until COP ends.

21. For the purposes of having an empty hand for casting, opening the hand gripping a shield handle is all it takes to qualify. You do not have to completely remove your hand from touching the hand-hold in order to not grip a shield, as Gripping means to take a firm hold with your fingers.

22. Lorica segmentata is not Plate Armor. It is equivalent to Brigandine, base 4 points, max of 5. (Due to the design it cannot qualify for the higher max via Large Plates)

23. Neither slingshots nor atlatls appear as a weapon type in the Rulebook. The only things you could argue they could be are:

    a. Heavy Thrown/Light Thrown
    b. An alternative to bow/arrows.

    They aren't legal because:

    a. Thrown weapons must be thrown.
    b. A slingshot/atlatl isn't a bow.

24. Casting Persistent on an enchantment that provides a set number of uses only matters if you died with remaining uses left (through Phase Bolt/Arrow or some other method that bypassed Phoenix tears for instance).

25. Half Draw is half the distance between the brace height and 28 inches. If your bow has a brace height of 8in. That bow's Half Draw is 18 inches.

26. If you intentionally cause your own death, it has the same repercussions as taking a death.

27. Enchantments only check validity when they are first cast. For example: If someone has Attuned and two Persistent Enchantments and they die, Attuned is removed, but the two Persistent Enchantments stay.

28. Any armor worn under other armor can be treated as a Gambeson (on a per location basis). However, if that Gambeson extends past the area covered by the armor it is supporting, it can still only be treated as Cloth armor or Garb.

29. Cross Section refers to the width of a strike legal portion of a weapon (the distance from one edge to the other of the flat of a flat blade for instance). The thickness of the striking edge can be any amount that still results in a safe weapon.

30. The Amtgard rulebook uses the terms ban and suspension interchangeably, regardless of duration or other qualifiers, for purposes of the Code of Conduct.