

# Desert Moon Rules Supplemental

## 1 General information

- 1.1 Official reference materials to be used for government and gameplay in the chapter of the Desert Moon shall include the following in order of importance:
- Amtgard Contract
  - Amtgard Rules of Play Version 7.0
  - Iron Mountains Corpora Revision 17
  - Dor Un Avathar 8 (Monster Handbook)
  - Desert Moon All-Thing Minutes

## 2 Supplemental Information

- 2.1 Items in the supplemental are not to change the core rulings or ideals in any official Amtgard reference.
- 2.1.a This supplemental shall serve as a reference to clarify any ambiguity or grey areas in any official Amtgard reference.
- 2.1.b Whenever possible, items added shall not repeat existing rules in the official reference materials. However, some items may emphasize the rules or policies in the official reference materials.
- 2.2 Items can only be added or removed to this supplemental by an all-thing vote (ref 8.5)
- 2.3 This supplemental should be reviewed on a periodic basis upon new reign, and be considered for revision upon the adoption of new reference materials or change in group status.
- 2.4 This supplemental should include a complete revision history.

## 3 Participation

- 3.1 All players MUST sign-in and have a waiver with the Desert Moon in order to participate with the group.
- 3.2 Primary participation location and dates of Amtgard events in Reno Nevada will be at Manzanita Park every Saturday at 12:00.
- 3.3 Secondary participation location and dates of Amtgard events have the following restrictions to earn credits:
- 3.3.a Public location, date, time, and event leader must be pre-approved by Sheriff and Shire Prime Minister
- 3.3.b The event leader must have at least 6 weeks experience and must provide a rulebook for public use.
- 3.3.c Participation is subject to rules of play, signed waivers of participation, sign-in, any garb requirements, and safety standards
- 3.3.d Minimum attendance of 4 players.
- 3.4 Newcomers, infrequent players, and visitors in the Desert Moon require a mandatory weapon, armor, and equipment inspection.
- 3.5 Garb
- 3.5.a Battlefield participants in Amtgard more than a month and without garb, or with garb but without an appropriate sash, may only play a first level warrior (peasant rule). These participants may not earn a credit in any other class except 'peasant'.
- 3.5.b Exceptions apply to events during winter weather conditions, where only the colored sash of the corresponding class may be worn.
- 3.5.c Reeves are not required to wear garb to earn a reeve credit, but highly encouraged to wear gold sash.
- 3.6 Non-battlefield participation:

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- 3.6.a Non-battlefield participants in Amtgard without garb are considered a 'spectator'.
- 3.6.b Non-battlefield participants in Amtgard with garb are considered 'color'.

### 4 Gameplay

- 4.1 Wounds and deaths are determined by 'swing-in-motion' rules unless otherwise specified. If your weapon has gone through 50% of its swing, and your wrist and/or arm does not break or change directions, and hits a target upon your death or affected limb dismemberment, the shot will still be valid.
  - 4.1.a In some cases, like long tournament rounds of simultaneous deaths, the 'atomic clock' rule can be used. As long as your kill shot hits first, any following hits by the opposition will not be valid. The issue to determine the amount of "simo's" for atomic clock shall be voted before every tournament.
- 4.2 Madus are a weapon classification of its own. Any class capable of wielding both a shield and sword may use a Madu, taking into consideration the overall length and shield size limitations. In case of magic classes, short-madu (under 3 ft) will deduct 4 points, and long-madu (under 4 ft) will deduct 5 points (if the magic class is capable of using long weapons, note that some magic classes do not allow weapons over 4 ft to be uses).
- 4.3 Reeves shall consist of the following types:
  - 4.3.a Combat – Required only to have knowledge the combat rules.
  - 4.3.b Rulebook – Required having knowledge of the fighting classes, class abilities, and magic systems.
  - 4.3.c Full – Reeves that are capable of both the combat and rulebook aspects of Amtgard
- 4.4 Reeves shall have different degrees for each type. Reeves may progress in degree by passing tests of increasing difficulty.

### 5 General Safety

- 5.1 Safety inspections are based off of worst-case scenarios. Do not assume that the weapon and/or equipment will be used in ideal conditions. Any weapon or piece of equipment that has not gone through proper inspection has the potential to seriously injure a person or damage property, of which the owner can be held accountable.
- 5.2 All Amtgard participants are eligible to inspect weapons, armor, and equipment. However, it is up to the officers of the group to make the final decision regarding safety issues.
- 5.3 Heavy/hard hitters will be suspended and/or banned - you only have 2 warnings.

### 6 Weapon and Equipment Standards

- 6.1 Because the references of "foam" to a dimensional thickness are ambiguous in the 7.0 handbook, the following rules shall replace the 1.5" thickness and courtesy padding rule:
  - 6.1.a The core shall not be felt when applying a considerable amount of pressure to the foam for all striking edges of the weapon, nor shall the foam be too firm to leave bruises or break bones when hit. Padding shall cushion blows without harm and should not be excessively compressed or remain rigid.
  - 6.1.b The pressure applied when checking the striking edge's firmness must simulate a fast and solid strike from an opponent. Unless specified otherwise, any portion of the weapon that is not considered a striking edge or handle must be sufficiently padded so that it would limit any injuries done from accidental contact, nor shall the foam be too firm. With courtesy padding, the core shall not be felt initially until some pressure is applied

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- 6.2 Because of the many methods of weapon construction and usage, the “2/3<sup>rd</sup> striking edge” rule only applies to weapons similar in use to swords, axes, maces and any melee weapon with the ability to strike an opponent in a 180 degree swing in less than a second.
- 6.3 The following standards shall be applied for armor
  - 6.3.a No sharp corners – the “penny round” rule is to be used, meaning that no metal corner can have a radius less than a penny
  - 6.3.b No sharp edges – ensure that all metal edges are covered adequately or have at least a single hem (inward bend) to prevent any accidental cuts to people or their equipment.
  - 6.3.c No protrusions - ensure that not screws, rivets, etc are extending from joints or junctions that may puncture people or their equipment
- 6.4 You may wield more one buckler on each arm provided that the combined area of both shields does not exceed the maximum area of three square feet
  - 6.4.a You may not have the combined use of a madu and another separate shield during melee combat.

### 7 Offices

- 7.1 The chapter shall use the most current revision of the Iron Mountains Corpora as a general guideline to determine roles and responsibilities of officers elected by the residents of the populace. Appointed positions, if any, may still be limited to the vote of the populace to determine if the positions are appropriate pending the needs of the chapter.
- 7.2 Officers are required to have spare documentation such as handbooks, corpora, waivers and sign-ins during Amtgard events and practices in case of other absences by other officers.

### 8 All-Thing

- 8.1 Political issues will be kept off-field. Political discussions or major gameplay issues will be discussed during the all-thing.
- 8.2 Attendees must observe the 'Talking Stick' rule during all-thing meetings. Only those with the 'talking stick' have the floor and may speak, with the exception of an officer who may interrupt to keep the meeting in order. Those with the 'talking stick' may choose the attendees who have motioned to speak for commentary or questions
  - 8.2.a Attendees may talk amongst each other quietly (low talking voice) without interrupting those who have the floor and must motion if they wish to add commentary, ask questions, or voice their opinion.
- 8.3 All-thing meetings shall be conducted in a timely, orderly, and business-like manner in a pre-designated area.
  - 8.3.a All Amtgard weapons must be set down or put away with exception to the officers of the group, who may wear their weapons as tradition and custom.
  - 8.3.b It is not required for participants to attend the all-thing; participants may leave the all-thing at any time. However, those leaving or not attending should not disturb or distract those in the all-thing assembly.
  - 8.3.c The current Sheriff or Prime Minister shall conduct all-thing procedures. He/She has first rights to the floor, and may choose who will be next in line to speak.
  - 8.3.d The current Shire Defender shall enforce all-thing rules and customs. He/She may remove or dismiss people at his/her discretion if they become too disruptive to the meeting.
  - 8.3.e The all-thing ends when all issues (within reason) from Amtgard participants are brought up or discussed. (Attendees are encouraged to speak with Prime Minister beforehand). Note that it is not necessary that all issues are resolved.
- 8.4 With exceptions listed in the Iron Mountains corpora, balloted issues require a minimum week's notice before votes are counted at all-thing.

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8.5 All-thing minutes must be recorded for archival purposes.

### 9 Voting

- 9.1 All residents of the Shire have a vote within the populous for elections and open ballots after one month of participation.
- 9.2 Dues-paid residents are offered 2 votes for their contributions to the group. This may only apply to the group while at Shire status and may change upon entering Barony status.
- 9.3 Dues-paid residents may use absentee ballots. Absentee ballots must be in writing and turned in to an officer before the voting process begins in an all-thing.
  - 9.3.a The absentee ballot must include the balloted issue, vote of absentee, signature and printed name of absentee, and date of signature to be valid.
  - 9.3.b In the case of multiple absentee ballots by the same member, the latest dated absentee ballot that is available shall be used.

### 10 Participant Removal

- 10.1 Players may be removed from battlegames or the premises for violation of the procedures and rules in any official reference that the chapter uses, and including, but not limited to, local, state, and federal laws.
- 10.2 Players may also be removed from battlegames or the premises for display of abusive, vulgar, hateful, harassing, obscene, profane, threatening, provoking, invasive, or violative behavior of a personal (mundane, outside-of-game) nature towards another participant.  
In-game or in-character behavior is acceptable, provided it is in "good taste" and is related to the feel and ambience of the game.
- 10.3 Violations will be reviewed on a case-by-case basis and disciplinary actions will be set
  - 10.3.a A council among the Sheriff, Consort, Prime Minister, and Defender shall be held and the violation be reviewed. If the violation concerns a current officer, the Guildmaster of Reeves (or highest ranked reeve) will take their place in the meeting instead.
  - 10.3.b The Sheriff shall propose a disciplinary action for the violations.
  - 10.3.c The other three members in the council must have a 2/3rds vote in favor of the disciplinary action. If these council members do not vote in favor of a disciplinary action, the Sheriff shall re-evaluate and offer another proposal to be voted upon.
- 10.4 Participants may be penalized with the following disciplinary actions:
  - 10.4.a Parole – For a specified amount of time, the player is limited to participation to games only when a combat and/or rulebook reeve is present.
  - 10.4.b Dismissal – The removal of a participant for the remainder of the day.
  - 10.4.c Any current officer may dismiss a player from battlegames or from the premises within the chapter. Reeves are limited to dismissals of players from battlegames and/or skirmish games only.
  - 10.4.d Suspension – The removal of a participant from all events within the chapter for a specified amount of time.
  - 10.4.e Banishment – The permanent removal of a participant from the chapter.
  - 10.4.f Disciplinary actions and durations thereof are subject to items listed on Appendix B of the Iron Mountains corpora.
- 10.5 For suspension and banishments requested by non-officers, active dues-paid residents may petition for player removal.  
Requires a petition of at least 20% of active members signed, followed by a 2/3rds vote in favor of removal during an allthing.

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- 10.6 Players suspended or banned may be reinstated with a petition of at least 20% active members signed, followed by a 2/3rds vote in favor of reacceptance during an allthing.
- 10.7 All disciplinary actions will require a specified probationary period and, with the exception of a parole condition, will require the forfeiture of credit(s) the player may have earned on the day of their violation.
- 10.7.a If the player violates the conditions of their probation by violating additional rules, they will be served a harsher penalty immediately.
- 10.8 Infraction Points
- 10.8.a When harsher disciplinary actions such as dismissal, suspensions, or banishment are not required, an officer or reeve may opt to issue an "infraction point" to a player as a warning instead. Some examples include:
- i. Willful engagement of attacks to head, neck, groin, or actions with intent to harm (2-3 pt)
  - ii. Aggressively arguing on the battlefield with other players (1 pt) or with reeve/officers (2 pt)
  - iii. Disregard to field safety or the rules and bylaws of any official reference (1-2 pt)
- 10.8.b An accumulation of 5 or more infraction points in a period of 3 months by a participant will require a council among the officers to determine a disciplinary action to the participant.

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### Revision History

Rev	Date	Description
1	04-09-05	Supplemental Release
2	05-14-05	Add Section 10: Participant Removal, from parts 10.1 and 10.8