



Salty to Spooky Change Log

Release Date: October 31, 2017

This document is a log of changes to the Amtgard Rules of Play Version 8 from the 03-15-2017 “Salty” release, to the 10-31-2017 “Spooky” release.

Errata and Clarifications

Changes to the text of the ROP:

p.III, Credits

Insert the following into the Credits section:

“Amtgard, Amtgard Rules of Play, Dor Un Avathar, and Clippy the Phoenix are Trademarks of Amtgard International. Any reproduction or unauthorized use of this material is prohibited without the express written consent of Amtgard International.

This material may be reproduced by: a Licensee of Amtgard International, for distribution to its members, at a cost no greater than 10% above the price for the reproduction of this material (rounded up to the next dollar).

© 2014 Amtgard International. www.Amtgard.com”



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.4, Code of Conduct

Change the title of this section to:

“Code of Conduct”

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.”

p. 7, Inflicting Wounds

Under Stab, change “should” to “must.”

p. 15, Weapon Definitions

Under Padded or Courtesy Padding, change “should” to: “must”

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. 22, Talismans

Add (ex) to the E: of Amulet of Tracking:

“As per Tracking (ex).”

p. 35, Scout

Add Sanctuary to the N: of Dispel Magic:

Will work through Protection from Magic, Enlightened Soul, Sanctuary, and similar magics and abilities.”

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. 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.”

Under Verbal, Change should to will in the 4th sentence:

“... the Ongoing Effect's duration will simply be adjusted to the new ...”

Under States Defined, change should to will in the 4th sentence:

“... the State's duration will simply be adjusted...”

p. 55, Magic and Abilities

Re-add the Note to Blood and Thunder:

“N: Player must still wear a white strip to denote Blessing Against Wounds.”



p. 66, Magic and Abilities

Change range of Undead Minion to be:

“R: Touch: Others”

p. 71, Rules Revision Process

Under Section X, change amtgardinc.com to:

www.Amtgard.com

p. 74, Common Misconceptions

Add #30 regarding Bans and Suspensions:

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

