



SWORDCRAFT

Live the Adventure!

Medieval Live
Action Battle Game & LARP

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Swordcraft Combat Rules

1. BASIC COMBAT

- 1.1 Play fair and use your common sense.
- 1.2 You are responsible for your actions so take care. No real aggression will be tolerated.
- 1.3 Follow instructions from Marshals.
- 1.4 Player must be at least 15 years old to take part in Swordcraft combat. Players under 18 may only take part in Swordcraft combat with written parental consent.
- 1.5 You can only make bodily contact with another player with an approved LARP safe weapon in good condition. Approved LARP safe weapons are listed in the Swordcraft Weapon and Shield Construction Rules.
- 1.6 You MUST pull your blows.
- 1.7 Valid hit zones:
 - (a) torso including shoulders
 - (b) arms above the wrists
 - (c) legs above the ankles
- 1.8 Count your hits and not anyone else's.
- 1.9 React to hits as if real.
- 1.10 Role play combat. Die dramatically. When surrounded go down under a hail of blows. And credit your opponent for particularly impressive hits.
- 1.11 Weapons do:
 - (a) 1 HP damage to limbs
 - (b) 3HP damage to torso,with a realistic hit. A realistic hit is a hit that, if struck with a real weapon, would kill or maim. No drum rolling.
- 1.12 Ignore throwing weapons if they hit armour (daggers, hand axes, small hammers, shuriken, fireballs, bombs, rocks). No other throwing weapons can be used on the battlefield (though you might see them at Quest).
- 1.13 Each player has 2-12 HP depending on armour and morale.
- 1.14 When all HP are lost you are dead (lay; sit or kneel in a safe place and act dead) or must flee the battle. You cannot take any other actions while dead!
- 1.15 Your lost HP are restored by healers performing healing or at dawn. You must be laying down, sitting or kneeling to be healed – role play it!
- 1.16 Dual wielding – secondary weapon cannot exceed 85cm in length.
- 1.17 Shields block all attacks other than from Epic Creatures and Siege Missiles.

2. HIT POINTS AND ARMOUR

- 2.1 Max HP 12
- 2.2 You have base 2 HP plus HP from morale and armour.

- 2.3 Morale (max +3HP)
- +1 Warband fields an approved banner
 - +1 Banner bearer (member of warband carrying its banner, bearer may still fight with 1 handed weapon, may use banner pole to block attacks, the banner bearer may change during the battle)
 - +1 Warband has an approved musician
 - +0 Warband musician (member of warband with an approved historical instrument, must be played by member when marching and entering battle, musician may fight with one handed weapon and buckler 45cm diameter/height/width)
 - +1 Wearing approved "all of warband" full head creature mask
 - +2 Great Weapon Wielder (great weapon as primary weapon, no shield) - Two handed weapon over 140cm from the following list: sword, axe, mace, hammer, poleaxe, halberd, naginata, spear, or equivalent
- 2.4 Head (max +2HP)
- + 2 Steel helmet to jawline
 - + 1 Steel helmet to brow line
 - + 1 Steel coif and padding to base of neck
 - + 1 Rigid leather helmet to jaw
- 2.5 Torso (max +3HP) (no counting multiple layers)
- +3 Heavy: Steel plate
(+1 chest, +1 belly, +1 back)
 - +2 Medium: Steel maile, coat of plates, cuirboilli, or equivalent
(+1 front, +1 back)
 - +1 Light: Leather armour, gambeson, or equivalent
(+1 front with back torso)
- 2.6 Limbs (max +3HP) (no counting multiple layers)
- +3 max Heavy: Steel plate
 - +3 for full arms and legs incl elbows and knees
 - +2 for upper and lower arms with upper and lower legs
 - +1 for upper arms with lower arms
 - +1 for upper legs with lower legs
 - +1 for upper arms with upper legs
 - +1 for lower arms with lower legs
 - +1 for one full arm and one full leg
 - +2 max Medium: Steel maile, coat of plates, cuirboilli, or equivalent
 - +2 for upper and lower arms with upper and lower legs
 - +1 for upper arms with lower arms
 - +1 for upper legs with lower legs
 - +1 for upper arms with upper legs
 - +1 for lower arms with lower legs
 - +1 max Light: Leather armour, gambeson, or equivalent
 - +1 for upper and lower arms with upper and lower legs

Notes:

- Substantial real armour coverage is required to claim point(s)
- Points are indicative, for mixed armour choose closest match
- Steel boned corset counts as leather torso
- Fake armour that looks like real thing downgraded 1 category

Examples:

Full plate (plate breast and back plate, full arms and full legs) 3+3=6

Maile shirt to elbows and thighs is 2+1 plus splinted plate vambraces and greaves adds 1 = 4

Steel breastplate (front) is 2 plus buff coat and thick leather knee high boots adds 1 = 3

Leather vest is 1 plus leather braces and greaves adds 0 = 1HP. Bracers and greaves do not add HP but provides extra protection from throwing weapons.

2.7 Mages and healers halve their HP from morale and armour.

3. ELEMENTALS

3.1 Ignore hits from players other than Target Player, mages, healers, rune warriors and other elementals.

3.2 Ignore all missile and throwing weapons.

3.3 Hits on Target Player

- (a) Shadow elemental: 1 word Command spell if hits target player on body (lasts 30 seconds –role play the command in a “medieval way”);
- (b) Fire elemental: normal damage
- (c) May hit anyone (normal damage):
 - (i) if berserk;
 - (ii) who is impeding their line of sight to Target Player;
 - (iii) within 3m of summoner if summoner casts Energy Shield.
- (d) Have 7 HP

4. EPIC CREATURES

4.1 Ignore hits from players other than Rune Warriors and other Epic Creatures.

4.2 Ignore all missile and throwing weapons.

4.3 Kill any player with hit to body or shield

4.4 Rune warriors do 1 damage on melee hits to an epic creature’s marked target torso zone.

4.5 Epic creature do 3 damage on melee hits to an epic creature’s marked target torso zone.

4.6 10 HP if small epic creature (1 person)

4.7 20 HP if large epic creature (2+ person)

5. RUNE WARRIORS

5.1 Are able to hit Epic Creatures with melee weapons (do 1 damage).

5.2 Able to hit Elementals with melee weapons and do normal damage.

5.3 Wear green and white torse headband (only rune warriors permitted to wear green and white torse).

6. SIEGE MISSILES

6.1 Kill any player with hit to head, body or shield.

6.2 Do 5 damage to Epic Creatures.

6.3 Siege engine has between 5 and 20 HP.

6.4 Epic Creatures do 5 HP damage to siege engines.

7. CODE OF CONDUCT

7.1 Be excellent to each other.

7.2 Swordcraft reserves the right to ban anyone from our games, events and community who breaks the law or acts in a socially inappropriate way on and off the field. We won't tolerate behavior which is criminal, bullying, sexually harassing, unlawfully discriminatory, defamatory or down right insulting whether it involves players, officials, office bearers or third parties.

7.3 If you feel that you have been subjected to conduct in breach of this Code of Conduct, please contact the head marshal on duty, one of our Conduct Officers, a member of our Executive, or email us at info@swordcraft.com.au. We take all such complaints seriously.