

## WINTER LARP 2018 RULES

### CHARACTER CREATION

All characters start with 3 HP and can have a max HP of 6 with the addition of armour

### ARMOUR

Players have multiple armour options that add HP but may decrease mobility

- Light: 1 piece +1HP
- Medium: 2-3 pieces +2HP
- Heavy: 3+ pieces +3 HP

### RULES

#### 1. SAFETY CALLS

If the call 'HOLD' is used, all players are to drop to a knee, with the 'Hold' caller to remain standing. This is generally for safety or rules reasons, and the person who calls it raises a hand.

'STOP STOP STOP' is the injury call. If this is called the entire game stops and is used for serious injuries.

If approaching an unaware target (such as approaching a target from the rear), you must call "BEHIND" when you are within striking range. This is for your own protection; a player unaware of your presence may accidentally hit you while drawing back their weapon, or accidentally back into you while fighting.

#### 2. PENALTIES

There are four levels of penalties

**Warning:** Don't do it again

**Yellow Card:** Official warning. The Referees will remove you from the situation for a duration defined at time of warning.

**Red Card:** Leave the game. Do not return until told to by a Referee.

**Ban:** Leave the site.

#### 3. COMBAT

- Players have the option of Dual wielding or using a Sword and Shield
- A valid hit against a target is a strike in which the tip passes from behind the shoulder and contacts the target without striking any non-target locations prior to this hit. Strikes that hit:
  - other weapons or
  - shields,are "impeded" and do not deal damage to the player.
- Strikes MUST be lightest possible touch.
- You must react to any hits you take. This provides feedback to the other person and adds realism.

- Your actions must never physically force another person to move (referred to as “monstering”). This includes:
  - pushing a player through their weapon or shield,
  - making bodily contact with another player (grappling or striking),
  - manipulating a player’s arms with your weapon or arms,
  - tripping,
  - body checking,
  - shield bashing,
  - and hitting a player’s weapon with sufficient force to throw them backwards.

Momentarily pushing a weapon out of the way with a block or parry is allowed, barring a weapon by forcing it back with your own it is not.

- If approaching an unaware target (such as approaching a target from the rear), you must call “BEHIND” when you are within striking range. This is for your own protection as well as theirs; a player unaware of your presence may accidentally hit you while drawing back their weapon, or step back into you. Failing to call “BEHIND” may result in penalties.
- No Thrusting is allowed with any weapons.
- No striking anyone who has fallen over.
- A character may only be damaged by one melee strike per person per second. Your swing rate should reflect this. Swinging rapidly in excess of once per second may be classed as "monstering", or even metagaming if done from behind (since the target cannot confirm how many people are attacking them), and result in penalties.

#### **4. HIT LOCATIONS**

- Head, Neck and Groin are not targets. Repeated or deliberate strikes to these areas will result in disciplinary action.
- Feet are not valid hit locations. This discourages the potential for weapons to be stepped on or for players to be tripped.
- Hands that are holding weapons are not valid hit locations and are counted as part of the weapon for the purposes of impeded strikes.

#### **5. COMBAT CALLS**

Ignore: If ignore is declared, it means that due to some effect or another that your attack damage has been ignored.

Behind: If approaching an unaware target (such as approaching a target from the rear), you must call “BEHIND” when you are within striking range.

#### **DEATH RULES**

When you hit zero HP in the game, you are downed and the match ends.