

# Combat

## “Ye Olde Weaponry”

Combat is resolved by light contact with approved LARP safe melee weapons, and LARP safe missile weapons such as bows or soft throwing daggers. All LARP weapons must be checked and approved by the GM or other designated crew member before being used in a game.

## Staying alive...

People of any race are fragile entities. Armour, magical defences and racial toughness all add to the amount of punishment an individual can take. All races have a base of 3 **health points** (HP), which can be increased by purchasing advantages or use of magic. Wearing armour adds to the amount of **armour points** (AP) a person has – the heavier the armour the more AP it provides. You need to be wearing your armour (or a representation thereof) to claim its protective benefits.

## Hit locations and taking damage

Strikes should be careful and controlled at all times. Each strike requires a defined separate striking action; the weapon must be drawn back for each strike. Rapid tapping is poor form and counts only for the first strike. The following describes the safe and legal strike locations for this LARP combat system and the damage taken when successfully hit.

Location	Area	Damage taken
<b>Torso</b>	Shoulders to hips	2 AP/HP
<b>Arms</b>	Shoulder to hand	1 AP/HP
<b>Legs</b>	Hip to foot	1 AP/HP

When you are successfully struck in combat you take damage based on where you were hit. Damage comes off your AP first. When your AP falls to zero, your armour becomes useless and needs to be repaired before it will provide AP again. If you have a spell or other temporary effect that increases AP or HP, those points are lost first, before normal AP and HP respectively.

Shields allow the wielder to turn aside blows without losing AP or HP. Spells, however, ground through shields, so they are not a wall of invulnerability. A spell packet that hits a shield is considered to fully effect its wielder.

## Play it safe!

Hands, feet, joints, and kidneys should not be deliberately targeted though still count if struck in combat. Under no circumstances should strikes be targeted at the head, neck or groin of an opponent. Accidental strikes to these locations do no damage and can be ignored by the recipient, but should be called so that your opponent realises what has happened.

Please try not to be offended if you receive a headshot, in the chaos of combat, they do happen by accident. Repeated, hard, and/or deliberate strikes to these areas should be called to offender, and if ignored brought to the attention of a GM.

## Incapacitation and Bleeding

When your HP drop to 0 or less you are **incapacitated**, and begin **bleeding** to death. You must fall prone, and can do little but moan in pain. You are still aware of whatever might be happening around you, however you cannot move (save to avoid actual injury), cast spells or use abilities unless otherwise stated.

When you fall, you should also begin counting slowly to 200 (3 minutes) – this is your death count, and is how long you have before bleeding to death. The ministrations of someone with *First Aid* will stabilise you, stopping your death count and allowing you to stand and hobble to safety, though further damage will not only **incapacitate** you once more, but restart your death count from where you left off. Any form of healing that restores you to one or more HP, be it magic or potions, gets you back up and fighting fit again.

## Death and dying

If you reach the end of your death count, your character is dead. Alternatively, an **incapacitated** or otherwise **helpless** individual may be killed outright by a **killing blow** or **coup de grâce**. This is done by drawing your weapon clearly across their torso, stabbing gently with an arrow, or otherwise clearly and/or dramatically

role-playing the final moment and stating "*Killing blow*" (or "*coup de grâce*"), though only the victim need actually hear you.

Death will almost always be a deliberate act, however it is not necessarily the end. You should stay "dead" in one place if you think anyone has a chance of finding your corpse. Let your fellows discover you and mourn your passing and who knows – you may find that you are only 'mostly dead'.

## The Art of War – common combat effects and calls

There are several effects you should be aware of, particularly in battle. These calls will generally accompany an actual attack and should be said as the blow is made or lands. Saying it afterwards doesn't count. As a general rule, the calls cannot be stacked with each other.

**Arkane** – Arkane weapons or attacks are magically empowered, and bypass defences that would normally be impervious to normal damage.

**Crippled** – A crippled limb is useless. It cannot hold anything (including weapons or shields) or be used to run on, or even walk properly until it has been healed.

**Disease** – Noxious illness prevents you from healing naturally or being healed by magic until it is removed, or the infection runs its course after 12 hours.

**Drain** – This does 1 damage regardless of location unless stated otherwise i.e. "Drain 2". This effect bypasses armour and drains HP directly.

**Fear** – You flee and must run directly from the source for 30 seconds, though you won't put yourself in additional danger. You can defend yourself but not attack. If you are out of line of sight of the source of the fear you may stop running and "hide" for the remaining duration, albeit shivering in despair.

**Forceback** – The force of the blow pushes the target away, forcing them to stagger back 20 feet (5 paces). If some potentially hazardous obstacle is in the way, like a fence or cliff, please use common sense.

**Knockdown** – The strength of this attack knocks you off your feet, forcing you to the ground.

**Knockout** – Exactly how it sounds. Usually associated with the use of a sap (which may simply be called as "Sap"), you fall down unconscious, and are **helpless** and unaware of happenings around you for 5 minutes, or until woken.

**...Strike** – This call in conjunction with a prefix denotes a double damage attack. Use this call as part of your rhetoric in combat. The prefix denotes the source of this extra damage, i.e. "*Mighty Strike*" denotes a double damage attack from massive strength, whereas "*Chill Strike*" denotes extra damage coming from the *Chill Strike* spell, or some other cold-type effect. This is important as some creatures may be resistant or only susceptible to different types of damage.

**Stun** – You are dazed, and can take no offensive actions (including casting spells) or run for 5 seconds.

**Paralyse** – The victim falls to the ground, going totally limp and **helpless**, and remain so until the effect is removed.

**Piercing** – This skilled attack bypasses armour. Damage received comes directly off your HP.

**...Poison** – This call will be used with a prefix/suffix to denote its effect, ie "Knockout Poison". Poisons can only be used by skilled individuals and usually causes significant pain.

**Weakness** or **Weakened** – Robbed you of your strength, you fight feebly (defend yourself only) and can do no more than hobble (walk only) away. No strength based abilities can be used. You can still cast spells but the extra effort should be role-played. Lasts 10 minutes unless otherwise removed.

## Racial and special abilities

When using a special ability without a specific call or statement, racial or otherwise, either touch 2 fingers to one of your temples (if possible) and/or state some form of rhetoric indicating that there is a special effect in place. For example, a Sylvir using *Wild Luck* to escape a detrimental effect would say something along the lines of "*Hey, that was lucky!*" as they jump out of harms way. This is simply to demonstrate you are activating an ability and not ignoring other combat effects.