

# Combat Rules

*“Blade clenched into the hand,  
With honor I shall wield it.  
Whoever dares defile my land,  
Their End shall swiftly meet.”*

## Safety Rules

- ❖ Ranged Weapons must have a draw weight of under 30 pounds and can only be used in daylight.
- ❖ Melee Weapons should weigh less than 3 kg, not have any rigid components that could cause injury (e.g., screws, splinters) and not exceed 200 cm in length.
- ❖ Shields should be made from materials that do not shatter in a way that could cause serious injury.
- ❖ Must be covered with soft material to minimize impact risks.
- ❖ Must not have sharp or protruding elements that could cause harm.
- ❖ All weapons and shields used in combat must be adequately padded with soft material to prevent injuries.
- ❖ There are five designated hit zones, defined as follows:
  - *Torso*
  - *Left Upper Limb*
  - *Right Upper Limb*
  - *Left Lower Limb*
  - *Right Lower Limb*
- ❖ Upper limbs: Areas above the shoulder blades and below the wrists are excluded.
- ❖ Lower limbs: The groin area and below the ankles are excluded.

- ❖ Special Care: Extra caution should be taken when striking the back to prevent injuries.
- ❖ The safety of fellow players takes precedence over winning or creating tension in a scene.
- ❖ If an injury occurs, ensure that the affected player is safe and receives necessary assistance, and inform the event organizers immediately.

## Rules of Behavior

- ❖ A character holding a weapon and alert of danger or harm is considered to be in the **Armed** state.
- ❖ A character in the **Unarmed** state is considered unaware of danger and incapable of taking action.
- ❖ The goal of combat is to create powerful storytelling moments.
- ❖ The transition between states (*Functional, Unconscious, Dead*) and the theatrical portrayal of these states enhances the immersion and drama of the game.
- ❖ Hits from Ranged Weapons induce Shock.
- ❖ Each hit from a Ranged Weapon immobilizes the target for 1 second.
- ❖ The target must remain in place upon realizing they have been struck by an arrow or projectile.
- ❖ Equipment resembling Axes, Hammers, or Mauls is considered Shattering Equipment if it has significant weight, length over 100 cm, and impact momentum upon striking.
- ❖ A player wielding a Shattering Weapon must call out **“Break”** with each strike against a Shield.

## Reaction Rules

- ❖ During a skirmish, a character can also be in one of two combat states: *Armed* or *Unarmed*. These states can help players roleplay their reactions.
- ❖ *Armed*: The character is prepared for combat, either defending or attacking. Special Maneuvers cannot be performed on them, as they are aware of the danger.
- ❖ *Unarmed*: The character is unprepared for combat and cannot defend against incoming strikes. This allows for less active and more dramatic interactions, such as being caught off guard.
- ❖ **Break**: The word "**Break!**" is called out when Shattering Weapons hit a Shield. The target must drop their Shield or lose its protection after three such hits. A broken Shield can be repaired after 15 consecutive minutes of rest. It is recommended that the player roleplay repairing the Shield during this period.

## Rules of Clash

- ❖ Repeated strikes can cause injury and make damage tracking difficult. Ensure that every cutting strike has momentum and follows an angle of at least 45 degrees. Every thrusting attack should involve a light movement of the shoulder and elbow to effectively register as damage.
- ❖ Each successful hit removes **1 Hit Point**. **Hit Points** consist of **Life Points** and **Armor Points**. **Armor Points** are prioritized and depleted first, when taking damage.

- ❖ If your **Hit Points** reach zero, you must fall to the ground (*if safe to do so*) or raise your hand (*if falling is unsafe*), to signify that you are no longer participating in combat.
- ❖ A **Warrior** is defined as a character that does not belong to another class (**Alchemist, Husher, Magus, Dragoon**) and is battle ready. **Warriors** may not use ingredients or equipment of other classes (**Devices, Production of Potions, Spells or Hauntings**)
- ❖ Depleted **Armor Points** are restored after 15 consecutive minutes of rest. During this resting period, it is recommended for players to roleplay repairing their armor.
- ❖ A character can provide First Aid using a **Special Bandage** to treat a target who is in the **Unconscious** state with 0 **Hit Points**. First Aid takes 1 minute to administer. After treatment, the target recovers 1 **Life Point** and regains consciousness. Characters that receive First Aid can not fight or use *Spells, Hushes* or *Blessings* for the next 5 minutes. Used **Bandages** must be returned to the Shipyard (Market) after use.

## Armament Rules

- ❖ Armor provides protection based on weight and mobility restrictions. The different armor types grant the following bonuses:
  - **Light Armor**: Leather, Gambeson (Textile), and Polyester Armors grant **1** additional **Armor Point**.  
(*Note: In the South, Polyester Armor is considered Soft Metal Armor.*)
  - **Medium Armor**: Chainmaille grants **2** additional **Armor Points**.

- **Heavy Armor:** Full Plate and Half Plate, Brigandine, and Lamellar Armor grant **3** additional **Armor Points**.
- ❖ To acquire **Armor Points**, a character must cover at least 3 out of 5 hit zones: (Left Upper Limb, Right Upper Limb, Torso, Left Lower Limb, Right Lower Limb)
- ❖ If a player fully covers all 5 hit zones with the same armor type, the armor is considered **Full** and grants **+1** additional **Armor Point**. This bonus can only be applied **once** per Armor Type.
- ❖ Players can stack different Armor Types and benefit from each individual type's additional **Armor Points**. For armor stacking to apply, at least one Armor Type must fully cover at least 3 hit zones. The only exception lies with Light Armor. **Warriors** (not **Hushers**, **Alchemists**, **Magii**, **Dragoons**) that are not bearing armors of a tier higher than Light, may stack up to 2 Light Armors. The total amount of **Armor Points** from stacking Light Armor may not be higher than 3.
- ❖ A player can only receive the bonus from each Armor Type once making the maximum total **Armor Points** a player can have amount to 9.
- ❖ Wearing a Helmet allows the player to crawl away as an exception while in the **Unconscious** state (0 **Hit Points**), potentially saving their life. However, it does not provide additional **Armor Points**.
- ❖ *Swan Song:*  
A **Warrior** that is covered by 2 or more types of armor **Fully**, receives the ability of the *Swan Song*. Upon receiving deadly damage (that would bring them to 0 **Hit Points**) they can let out a scream for up to 5 seconds (during which they can not act or receive Damage, Spells, Hauntings and

Potions. After these 5 seconds pass, the **Warrior** receives 1 **Life Point**. If the **Warrior** is instead covered by 3 **Full** types of Armor, they instead receive 1/3 of their **Hit Points** (conventionally 3). This ability can be used once per fight and requires 15 minutes of rest before it can be used again.

### **Examples of Armor Calculation and Armor Points**

1. A Fighter Fully covers their entire body with a Gambeson and then covers their Torso and Upper Arms with Chainmail. **Total Armor Points: 4** (1+1 from **Full** Textile, 2 from Chainmail).
2. A heavily Armored Fighter covers their entire body with Gambeson and then covers their entire body with Heavy Armor. **Total Armor Points: 6** (1+1 from **Full** Textile, 3+1 from **Full** Heavy).
3. An Archer **Warrior** covers their entire body with Gambeson and then covers their entire body with Leather Armor. Then they cover only their Upper Limbs with Heavy Armor. **Total Armor Points: 3** (1+1 from **Full** Textile, 1 from Leather).

Leather Armor is of the same type as the Textile Armor, so it does not normally stack and the extra **Armor Point** from the Full Armor (Light) is already granted by the Textile Armor. However, since the archer is a **Warrior**, they benefit from the double stacking of light Armor. The Heavy Armor does not cover  $\frac{3}{5}$  of the impact zones, so it does not grant extra **Armor Points**.

## Special Maneuvers

There are **two types** of Special Maneuvers:  
**Knockout and Backstab.**

Special Maneuvers cannot be used during active combat.

- ❖ **Knockout:** This Maneuver must be executed from behind on an unaware victim. The assailant lightly taps the victim's back twice and says the command word "**Knock Out**". The victim immediately enters the **Unconscious** state. This Maneuver is used to apply non-lethal force for roleplaying purposes.
- ❖ **Backstab:** This Maneuver must be executed from behind on an unaware victim. The assailant lightly taps the victim's shoulder with a dagger/hand **twice** and says the command word "**Backstab**". The victim immediately loses all **Hit Points** and enters the **Dead** state. This Maneuver is used for stealth-based assassination and ambush scenes or dramatic executions. This Maneuver can only be performed by **Warriors** trained in the art of war (not **Hushers, Alchemists, Magii, Dragoons**)