



This document is not the full rulebook and is only meant to be used as a guide for new players for the full rulebook please open the latest version of the full document found here: <https://stormglowbattlegame.com/rules>

New Participant Information

First time participants get a flat rate of 6 Hit Points. And are required are to undertake basic sword training by an onsite trainer. This process is simple, easy and will assist you to take part in the combat aspects of the game in a safe manner.

No bodily contact is permitted other than via an approved foam/latex weapon.

Marshals

The role of marshals in Stormglow Battlegame Ltd. is to:

- Manage the game or scenario.
- Police participants who breach the rules.
- Police participants who act in a manner that is intentionally or recklessly likely to cause real injury to another person.

Marshals are identifiable by the blue and white tabards and their black and yellow marshal sticks, see image to the right.



Calling Check

Upon hearing the word “**check**”, all participants must repeat the word check, stop all combat, and kneel if safe and able to do so.

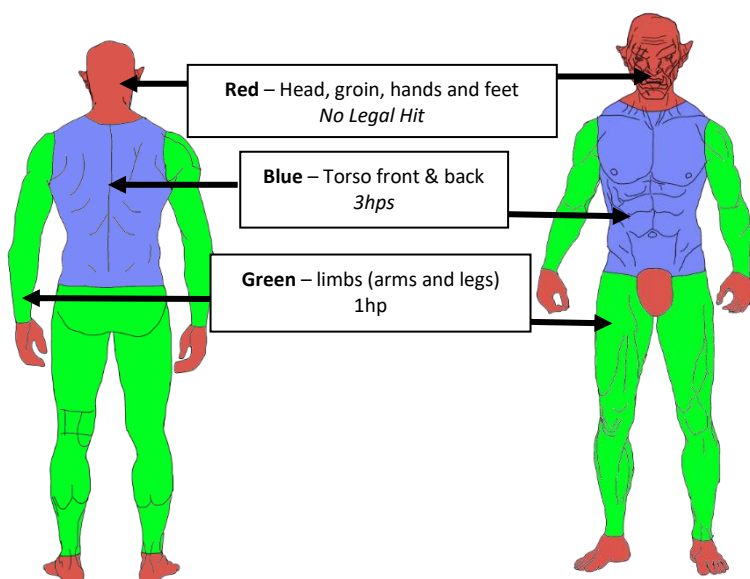
Only the participant that called the check and any injured participants should remain standing. All other participants are to remain still while the check is in effect.

Any participant can call a check but only marshals on duty can resume play. A marshal will advise participants to stand and take a step back before calling “play on”, where play will resume.

Strikes

When in combat, strikes received should not hurt any more than a brief sting. If any strikes hurt more than a brief sting, participants should signal that the strike hurt too much. An ideal method for communicating this is the magic word, “**ow!**”

Legal and Illegal hit zones



Illegal hit zones

Red zones: no hit zones, no damage taken if hit in this zone. **Do not target the head or groin.**

Legal hit zones

Blue zones: 3 hit points of damage from strikes, bands, arrows hitting this zone

Green zones: 1 hit point of damage from strikes, bands, arrows hitting this zone

Rapid repeated striking without resetting your weapon is known as 'Drum Rolling' and will not be counted as damage.

Throwing weapons only do 1 hit point of damage any legal hit zone except if the weapon hits heavy armour. Thrown weapons hitting heavy armour will do no damage.



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Hit points depleted (dead)

When a participant runs out of hit points and is considered “dead” as well signalling that they have died by:

Resting the back of your hand on the top of your head with an open palm. Or Resting their weapon on the top of their head. And Sitting, kneeling. (participants that have trouble kneeling due to injury or armour can stand instead. Dead participants cant speak or move.

Healing

To receive Healing or be resurrected from a healer you to be kneeling or have taken a knee (if able). The Healer will act out the healing, while being healed you will have to count up from 1.

Restore 3 hit points to 1 participant	10 Seconds
Restore to full health to 1 participant	20 Seconds
Restore full health to 2 participants	30 Seconds
Resurrect 1 participant from the dead state	30 Seconds



If either participant or healer is shot or struck during a healing/resurrection spell then the count is considered interrupted and participants must restart counting at 1 for the full counts listed above to be successful.

Moving Dead Participants on in Play

Participants that are dead but can be revived may be “carried” moved by participants on the same team. In order to move “carry” an allied participant, a participant must:

- Stand next to the dead participant and put a hand on them if given consent to do so.
- Walk with the participant at a burdened place for the full duration of the “carry” to the healer.

Once a participant who has been “carrying” moving a dead participant takes their hands off the dead participant, or otherwise signals that they are putting them down, the dead participant must return to their dead signal of choice, i.e. kneeling with their weapon on top of head. While being moved, a dead participant must also signal that they are dead.

Enemy participants cannot be moved.

Siege Weapons

Siege weapons are emplacements that fire cannon-like projectile shots. Examples of siege weapons include black powder cannons and ballistae.

If a participant is struck by a siege weapon, including on their shield, that participant is dead regardless of hit points remaining and cannot be revived, you are considered a puddle of mush