



# Stormglow Battlegame Rule Book



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# Scope



Stormglow Battlegame is a LARP (Live Action Role Play) and battle game where our participants dress in medieval fantasy attire and participate in mock battles using various foam weaponry. Stormglow Battlegame takes place in Ryftlund a medieval fantasy world of powerful magic, perilous adventure, and epic battles.

This document applies to the battle component of Stormglow Battlegame Ltd. The battle component includes the Tuesday night combat events, major battles at camping events, duels, and demonstration battles at community events. Outside of major battles at camping events rules can be found in a separate document that can be found on the Stormglow Battlegame website: <https://stormglowbattlegame.com>

Battle game rules may not apply or may only partially comply outside of pitched battles during camping events or during duels. Information will be provided prior to events either in event guides or by verbal instruction. If you are unsure what applies and does not apply, sheriffs and officials are all available to answer any questions and clarify any details.

A medieval costume can be as simple as a logo-free large t-shirt, belt, baggy plain coloured tracksuit pants and black sneakers. More elaborate costuming is encouraged.

Minimum costuming standards are enforceable. Jeans and shorts are not acceptable for participants beyond their first game night and basic training. Black tracksuit pants are permitted (without logos or stripes), as are work boots and black sneakers but players should endeavour to cover or disguise them until more suitable medieval attire is sourced. Running shoes, high heels, platform shoes, studded or spiked sport boots/shoes (the type used in rugby/soccer) are not to be worn, as is having bare feet. Boots with ankle support are highly recommended.

Where Warband-specific gameplay is in effect, a participant must be identifiable as a member of their Warband. Characters made for Stormglow Battlegame Ltd. are not owned by Stormglow Battlegame Ltd. However, Stormglow Battlegame Ltd. reserves the right to prohibit characters where the concept is offensive, discriminatory, and unlawful, outside of theme or a direct copy of a published character or actual historical persons.

*For more on Warbands see [Warbands / Teams](#)*

To play Stormglow Battlegame Ltd. all you need is a sense of fair play, fun, basic level of fitness, and a “medieval” costume or fantasy equivalent (*not needed for your first night*)

**Motto: “We are here to kill our friends not hurt them”**



# New Participant Information



Battlenights are held each Tuesday, sign up takes place from 5.00pm until 5:45pm, gameplay begins at 6pm and ends no later than 8.30pm, information on the location and game modes of those nights can be found on the events tab of the Stormglow Battlegame Facebook page:

[https://www.facebook.com/stormglowalburywodonga/events/?ref=page\\_internal](https://www.facebook.com/stormglowalburywodonga/events/?ref=page_internal)

To participate in Stormglow's battlenight there is a fee of \$5 for the night, this fee is waived for first time participants. An online waiver is also required to be completed before playing, the form is to be filled out with your legal name.

For participants that do not have a weapon there are basic swords available at the sign in desk to hire for \$2 for the night. Treat them like they were your own.

First time participants don't need to be dressed in medieval attire on their first night, it is recommended that you wear large logo free t-shirt, belt, tracksuit pants and enclosed boots or black sneakers.

As an added bonus first time participant receive 6 Hit Points as their flat HP. Any night after participants will have to gain hit points by wearing armour.

*For more on Gaining hit points see Section [Gaining Hit Points](#)*

First time participants 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.

Participants must be at least 15 years old to take part in Stormglow Battlegame Ltd.'s combat. Participants under 18 may only take part in combat with written parental/guardian consent.

Make sure to bring plenty of water to consume during the water breaks.



# Safety



## Fair Play

For a comprehensive list please refer to the code of conduct.

All Participants **MUST**:

- Adhere to the Stormglow Battlegame Ltd. Policies, Procedures, constitution and code of conduct.
- Play fair and count your own hits not others.
- Not act with real aggression
- Not act in a manner that is intentionally or recklessly likely to cause real injury to another person i.e., comply with all directions from Sheriffs

## Responsibilities Prior to Entering Combat

Prior to entering the field of battle, participants are required to:

- Sign in at the sign in desk, which includes paying the entry fee and hire fee if applicable.
- Complete the online annual waiver agreeing to the code of conduct and acknowledging that you have read and understood the relevant policies, procedures and constitution.
- Have all equipment in use registered and marked as safe by [Equipment Desk](#) Personnel.
- Be familiar with the battle game rules.
- Only use weapons that you are certified to use.
- Not be under the effects of alcohol or drugs before or during game.
- Sign in with the Covid-19 app

## Bodily Contact (on the field)

No bodily contact is permitted other than via an approved foam/latex weapon, IDV LARP arrows or band weapon ammo.

“Throat-slitting” or similar actions are prohibited unless prior consent between the two participants involved has been established and it is done in a safe and responsible manner.

There is no hand-to-hand combat unless it has been specified at a camping event.

Do not target the head or groin. Shield bashing is prohibited.

## Contact Sport

Stormglow Battlegame is a contact sport. This means that, while we pull our blows, inadvertently harder hits can and will occur - this is just like other contact sports. All participants must be prepared to shrug these off and keep playing where appropriate. While no particular safety equipment is mandatory apart from enclosed shoes, we recommend that all participants wear a sports box (i.e. a cup), gloves and for female participants some form of chest protection.



## Field Conditions

We fight in all-weather other than hail, heavy rain, lightning or extreme heat unless we are in the undercover play area. The soft kit only rule (no armour) will be used when the temperature is between 32 and 38 degrees. Anything higher than that may cause the game to be cancelled and some other group activity may be organised.

Range weapons may also be prohibited for use during strong windy days for safety reasons.

## Ducking, Kneeling and Lunging

The only time a participant should be kneeling is:

- When a participant's hit points have been depleted and they are downed.
- Operating a siege weapon. [Siege Weapons and Bandgun Emplacements](#)
- When a sheriff or participant has called check. ["Check" and "Play on"](#)

Participants should avoid ducking and lunging where possible. The reason for this is when in any of the above positions the head often drops closer to the ground moving the head into the way of possible swings/thrusts that are aimed at the shoulder zone. If a participant is struck in the head as a result of lunging or ducking, they are liable to themselves for the illegal attack.

**DO NOT LAY ON THE GROUND IN OR NEAR COMBAT!** This is an unnecessary risk to yourself and others.

All participants must be conscious of other participants and how they are standing. All attacks should only be delivered if safe to do so. If a participant is kneeling for any reason other than because they are downed, e.g. crewing a siege weapon, other participants can strike/shoot at them but should take extra care in doing so, ask them to **"yield"** or give them time to stand up.

## Striking and Striking Force

When attacking with a foam weapon, no attack should be thrown at force from behind the shoulder. This means that an attack that is thrown at full force from behind the shoulder, such as an excessive wind up, is considered an illegal attack. Attacks still may be thrown from behind the shoulder, but force should not be applied until it passes the shoulder. An example of this is an attack where a participant theatrically swings an attack from behind them but only applies force once the attack passes the shoulder, is a legal and safe attack. Do not strike with the flat of the blade.

## Non-Combatant

A Stormglow Battlegame participant with a medical condition may elect to be a Non-Combatant participant. These participants usually take the role of mancer, healer or ranged weapon user. Non-Combatants who want to avoid being hit with melee weapons should identify themselves by wearing a red sash (available at sign in). Non-Combatants should avoid getting themselves in the middle of a skirmish. Non-combatants cannot be hit with any melee weapon, ranged attacks are permitted.

Non-Combatants may be incapacitated and reduced to OHP by the phrase "You have been slain" or "yield" combined with an appropriate gesture or role-played action of a legitimate threat. One example is pointing a weapon at them from within striking range. The act should take a minimum of 4 seconds to play out. Striking a declared Non-Combatant should be avoided.



## Leaving Play Mid-Round

At any point for any reason, participants can leave play mid-combat. Any participants that leave the field mid-combat are required to remain off the field for the rest of the round.

If any participant leaves the field due to an injury sustained from combat, the participant who inflicted the injury must escort them off the field, ensure that they are okay and that care is being provided by sheriffs, reps or managing directors, and remain off the field for the rest of the round, unless they are asked not to.

## Communication in or out of Play

*When combat is active it is assumed participants on the field are considered alive and in play unless they are signalling otherwise.*

### When a participant is downed (reduced to 0hp) and is revivable:

Participants need to signal when they are **downed** and when they are temporarily out of play. This can be done by:

- Resting the back of your hand on the top of your head with an open palm. Or resting their weapon on top of their head while holding the bladed end.
- Sitting, kneeling. (participants that have trouble kneeling due to injury or armour can stand instead.
- Acting out a dramatic fatality, then signaling that they are downed by way of the other downed signal options.

These can be supplemented with verbal communication if required.

*A revivable participant is revived using healing. See section [Healing](#)*

### When a participant is “downed” but is not revivable:

If a participant is downed and cannot be revived (“**permo downed**”), that participant must leave the field until the next round, this is to make it clear to all combatants that other downed participants on the field can still be revived.

A participant is deemed “**permo downed**” when their hps are reduced to 0 by:

- [A siege weapon](#)
- [A Legendary Creature](#)
- When a mancer successful performs a **Coup de Grâce** on a “**downed**” participant.

### Participants recovering from an injury:

Participants who are recovering from an injury, such as an unexpected strike to the face, are also considered as temporarily out of play but are still on the field. They remain out of play until they have taken a combat position with both hands and have signalled that they are ready to nearby participants either verbally or with a nod.

While out of play, participants are immune to damage and cannot inflict damage. Participants who are temporarily out of play must not change locations on the field if they are remaining in play.

Participants can signal that they are temporarily out of play by holding an open hand palm side forward next to their head with the thumb touching the temple. This signal is called a “**half moose**”.



## Communicating Hazards and Conditions

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!”

If there is any ever doubt that someone is unsafe or uncomfortable, nearby participants should take the time to ask if they are okay. If required, it is suggested that participants use the moose hand while checking in on others safety and comfort so that they have immunity from damage. Participants who struck a participant that have indicated the strike hurt too much must check if that participant is okay immediately unless advised otherwise by the participant who received the strike. A check should be called straight away so a sheriff can come and investigate the situation.

When a hard hit, head shot or injury has occurred both parties will be removed off the field, the person causing the injury, hard hit or head shot is now responsible for the injured participant, it is then up to the injured person if the other player is allowed back onto the field or has to wait. Sometimes the sheriffs will over rule the injured player and keep the other participant off the field.

All injuries will then be recorded and kept on file.

## “Check” and “Play on”

“Check” is a powerful word at Stormglow, it is used to stop game play. It can be used by anyone at any time during game play by shouting or calling the word “check”. The check can be called for many reasons including but not limited to an injury, field hazard, a change in game condition or an emergency. Try to avoid calling check for anything that can be dealt with at the end of the round but if in doubt err on the side of cation and call a 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 participants involved in the issue should remain standing. This is so the sheriffs can immediately see where the issue is. All other participants are to remain still while the check is in effect.

Once the check has been dealt with an on-duty sheriff will resume play. A sheriff will advise participants to stand and take a step back before calling “play on”, where play will resume.

## Path of Impact

When a melee or ranged strike is obstructed by the participants clothing, props, pouches, cloak or anything attached to a participant; if the strike was going to hit the participant had that obstruction not been there, the participant takes the strike against them. If the strike was going to miss the target, the strike is deemed a miss.

*\*\* Melee: a weapon used in hand-to-hand combat such as a bladed or blunt weapon.*





## Permitted Latex/Foam Weapons

Latex/foam LARP weapons of the following brands are permitted on the Stormglow Battlegame Ltd.'s field but are still subject to inspection from the equipment desk:

- Epic Armoury
- Calimacil
- Freyhand
- Ateliers Nemesis.

Latex/foam LARP weapons of the following brands are **NOT** permitted on the Stormglow Battlegame Ltd.'s field. (*unless previously approved check with equipment desk if unsure*)

- Globalgear
- Calimacil brand Destiny and the Witcher replica weapons

## Ranged Weapons

Below are common rules regarding Ranged weapons: - arrows, bands, throwing weapons and siege ammunition.

Participants must never aim above shoulder height of the shortest person in their target zone.

Weapons may not be purposely used to block arrows, bands or throwing weapons, however if an arrow, band, throwing weapon does hit a weapon it is classed as a miss.

Participants may **NOT PARRY** with a bow or band weapon (band staffs that have been approved by the Equipment Desk are the **only exception**)

## Bows

When attacking with a bow and arrow, the draw of the bow is determined by the distance to the target player and the range and strength of the bow being used. The general rule for bows is all shots greater than 6 meters can be a full draw and all shots within 6 meters should be a half or quarter draw.

An un-nocked arrow is not permitted to be used to stab a participant.

Participants can only fire one arrow at a time and are not to be lobbed shots (shot above peoples shoulders even to reach participants past them).

Arrows do 1 hp damage to limbs and 3 hp damage to the torso.

## Throwing Weapons

Throwing weapons must be coreless and constructed wholly of closed cell or injection moulded foam some examples are daggers, throwing stars, axes, rocks, energy balls and beer mugs.

A participant may only throw a single throwing weapon per hand at a time.

Information on the construction of thrown weapons can be found in the **Stormglow Battlegame Weapons and Shield Construction** document and through the Equipment desk.

Throwing weapons like all weapons must pass approval of the Equipment desk.

Throwing weapons do 1 hp damage to all legal areas unless the area has medium or heavy armour on it.



## Band Weapons

Band weapons fall under two categories each with two types.

<b>SHORT ARMS</b> No longer than a long stock pistol (max length 60cm)	Band-Gun	Band-Wand
<b>LONG ARMS</b> Anything longer than a long stock pistol	Carbine Band-Rifle	Band-Staff

**SHORT ARMS** must not be fired any closer than 1 metre.

**LONG ARMS** must not be fired any closer than 4 metres and must be held with both hands while firing.

Band weapons must always be unloaded when off field.

Participants must never load a band weapon pointing towards an individual (including yourself).

When loading a band, a band's joint must be on the retention mechanism not the muzzle or the side of the barrel.

Participants must never throw, drop, or attempt to discard a loaded band weapon.

All band-guns and band-rifles must have a trigger guard.



All ammunition must be constructed to Stormglow Battlegame's parameters which can be found in the **Stormglow Battlegame Weapons and Shield Construction** Document.

Factors such as unsafe construction of projectile bands and firing stronger bands at lightly armoured participants can make attacks unsafe. It is the responsibility of a band weapon user to ensure that all shots fired are safe to receive for a target.

All band weapons must be signed off as safe by the **Equipment desk** before being allowed on the field regardless of if a participant has other band weapons from the same creator that are previously approved.

Unloaded bands can be stored on a participant's wrist while firing as there not in the participants' hand.

When firing **LONG ARMS** a participant must have **BOTH** hands on the weapon. Nothing else may be in the participants hands while firing. Unloaded bands can be stored on a participant's wrist while firing as there not in the participants' hand.

Band weapons do 1 hp damage to limbs and 3 hp damage to torso.



## Equipment Desk

On Tuesday nights battle games an equipment desk will be set up for the purpose of inspecting all new and old foam/latex weapons and shields. The equipment desk opens at 5.15pm and will close at 5:45pm.

In order for a participant to bring a new weapon or shield onto the field they must first have them inspected by the on-duty equipment desk personnel.

Ongoing checks will also be performed on previously approved weapons and shields on a monthly basis to ensure that all participants equipment is in safe working order. Participants refusing to have their weapons/shields checked by the equipment desk will not be allowed to enter the field.

If you are unsure who is on the equipment desk then follow this link:

<https://stormglowbattlegame.com/equipment-desk>

## Weapons Safety and Competency Training

In order to use equipment on the field, a participant must be deemed as safe in each relevant weapon category.

All new participants will be trained with a one-handed sword only, you don't need to be good after your first training session, you just need to be safe.

All other equipment will require safety training and/or competency training.

The equipment categories are as follows:

- Dual Wielding
- Polearms and Staffs
- Mock black powder "bandguns"
- Round and Large Shields
- Single handed weapon: sword, mace, axe, dagger, hammer, flail
- Great and Longsword
- Archery
- Banner Defense
- Bucklers
- Two handed axes, maces, flails and hammers.

Safety and competency training must be administered by a Stormglow Battlegame approved trainer, this training is provided for free.

New participant/new weapon safety training will take approximately 5-minute and will ensure that a participant can fight safely. Beyond safety, skill at arms is not an important factor to participate in battlenights or fighting events but is highly recommended and encouraged.

For a list of the current trainers follow this link: <https://stormglowbattlegame.com/trainers>

Competency training is not only to show you how to safely hit your opponent but how to do it without causing injury to yourself.

You will learn:

- to throw many different shots
- to circle your opponent
- correct footwork
- how to continue your training without a trainer, as the style being taught is self-correcting
- to change your fighting stance
- to perform fake shots

# Sheriffs



## The Role of a Sheriff

The role of sheriffs 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.

*Sheriffs are identifiable by the blue and white tabards and their black and yellow marshal sticks, see image M1*



M1

## Yellow/Red/Black Card and Sheriffs Decisions

Sheriffs may issue a warning (**yellow card**) or send a participant off the field for infractions like unsafe contact, verbal abuse or discrimination etc.

A (**red card**) can be handed out by a sheriff for more serious infractions e.g. shield bashing, endangering other participants or repeated offences. A participant receiving a (**red card**) will be not allowed back on the field for the remainder of the night. This participant will be spoken to by the sheriff and head sheriff about the offence and what measures can be taken to prevent a reoccurrence.

A **black card** can be handed out for participants who are caught persistently playing in an unsafe manner, breaching the rules of Stormglow Battlegame or bringing the game into disrepute will risk suspension, or banning from battlenights, tournaments, events, demonstrations, special functions and social media.

A participant may not argue a sheriff's decision during the round. If a participant wishes to appeal a sheriff's decision it must be done during the next break.

For more information, please read the code of conduct.

## Sheriffs Calling Check

A sheriff may stop play at any time by calling check for any reason that they deem necessary, e.g., a risk to health or safety, an injury or a field change. When a check is called, all participants must stop, drop to a knee if you are able to, remain still and quiet and place your weapon or hand above your head until a sheriff calls for you to stand and get ready. All participants will then take a step back and wait for a "**play on**" to be called. Non-sheriffs must not call "**play on**".



# Combat



## Hit Points (HP)

The amount of strikes a participant can endure before being downed is measured in hit points. Each participant has a base of 2 HP. This means when a participant walks onto the field with no gained hit points, they have 2 HP. A participant can gain more hit points by wearing certain armour, clothing and/or morale bonuses.

Methods for gaining more hit points are covered in section [Gaining Hit Points](#).

## Counting Hit Points

Hit points are counted on an honour system. This means that participants are responsible for counting their own hit points.

It is highly frowned upon for a participant to attempt to count other participants hits or to tell them that they are downed.

If there is any doubt as to if a participant is counting their hits correctly, participants can inform an on-duty sheriff who will check that the participant is counting correctly.

## Gaining Hit Points

Hit points beyond the base of 2 can be gained from wearing period or period inspired medieval armour, from morale, unarmoured and mancer categories.

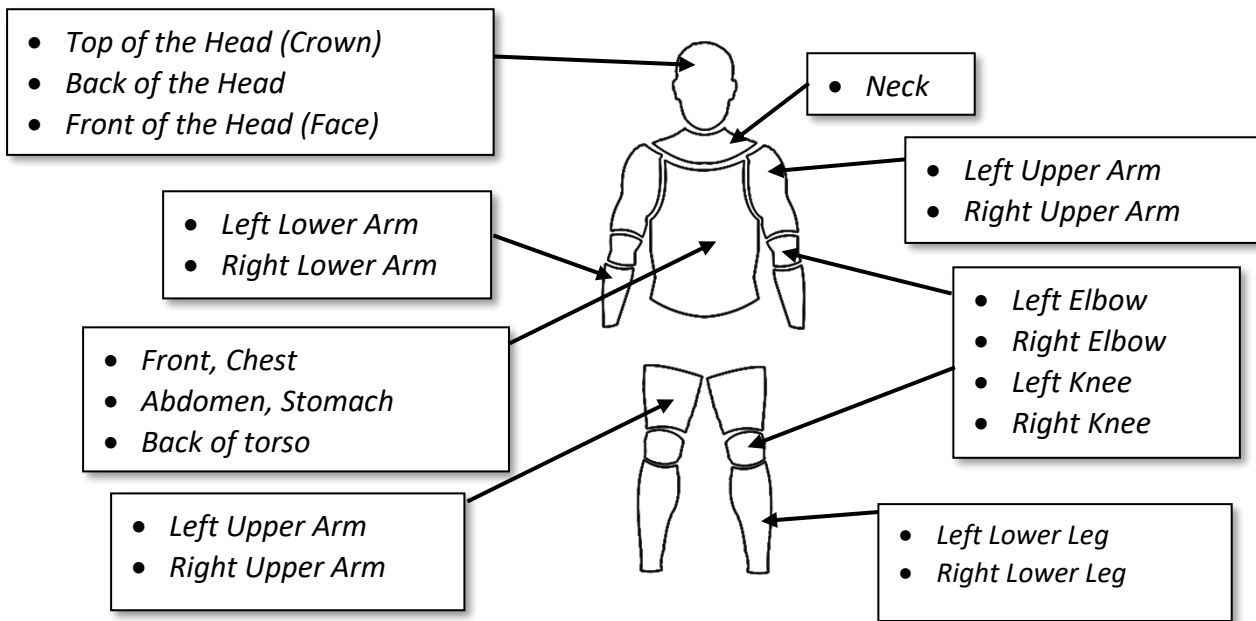
The maximum number of armour-based hit points that a participant can have is 15.

This means that, when at maximum hit points, a participant will be downed after receiving 5 torso hits or 15 limb hits or a combination of both.

The maximum number of mancer-based hit points that a participant can have is 8, see [mancer armour](#) for more information.

The maximum number of unarmoured based hit points that a participant can have is 7, see [unarmoured](#) for more information.

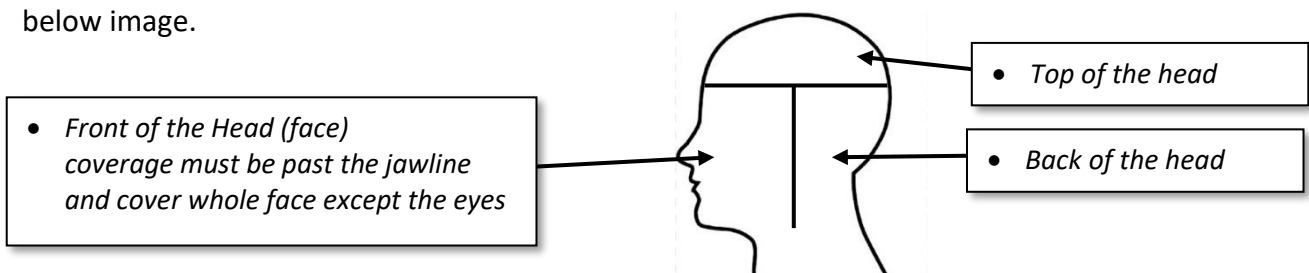
## Armour Zones



*\*\*each dot point is 1 armour zone*

## Zone Coverage Head:

For armour on a head to qualify as covering an armour zone it must cover the areas outlined in the below image.



## Zone Coverage Limbs:

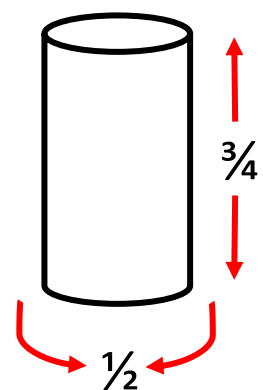
For armour on limbs to qualify as covering an armour zone it must cover at least  $\frac{1}{2}$  circumference and  $\frac{3}{4}$  length of the area to protect the zone from attacks. See the diagram to the right.

Think of a limb zone as a cylinder. An example of  $\frac{1}{2}$  circumference coverage is the piece of armour must protect the front or side of an armour zone from attacks.

An example of length is if a zone on a player is 40cm in length then the armour must be at least 30cm in length.

Belt shields are not sufficient upper leg protection.

*Eg of a limb zone:*





## Armour Categories

To gain hit points from armour it must be historical or historically inspired by armour from during or before the 16<sup>th</sup> century. For reference, the 16<sup>th</sup> century concludes with the year 1600. This includes ancient human history periods. A good way to test this is if the armour would look in place on the set of a movie or TV series set in medieval times or even earlier.

Fake/Imitation armour that looks like real thing but is made from different material then normally used is downgraded 1 category but must still meet certain requirements such as the thickness of leather or imitation leather.

For example, imitation light armour is still classed as light. It is up to the Equipment Desk on whether fake/imitation armour meet the requirements or not.

Armour is broken down into 3 categories:

Light Armour:	Medium Armour	Heavy Armour
<ul style="list-style-type: none"><li>• Thick Leather (minimum 4mm)</li><li>• Padded (gambeson)</li><li>• Pelt (Fur)</li><li>• Aluminum chainmail</li><li>• Jack chains</li><li>• Full Coreset (<i>with at least 22 steal bones</i>)</li><li>• or equivalent</li></ul>	<ul style="list-style-type: none"><li>• Steel maille</li><li>• Coat of plates</li><li>• Cuir-bouilli (Boiled Leather)</li><li>• Steel splint</li><li>• Steel lamella</li><li>• Brigandine</li><li>• Lorica segmenta</li><li>• or equivalent</li></ul>	<ul style="list-style-type: none"><li>• Steel Plate</li></ul>





## Gaining Hit Points from Armour

The hit points armour provides is calculated from a mix of what category the armour is and what armour zones it covers. Armour categories is addressed in the [armour standards](#) section of this document.

The following table details the hit points gained by zone and category.

Hit points are always rounded down. This means that if somebody has 6¾ hit points when calculating their armour, they have 6 hit points. Only entire hit points qualify as hit points on the field.

Armour from all categories can be mixed and matched, but only armour from the highest category on a given armour zone provides hit points.

For example, if a steel breastplate is worn over a gambeson, the breastplate will provide hit points, but the gambeson will not.

<b>Head</b>	<b>Light</b>	<b>Medium</b>	<b>Heavy</b>
<b>Top of the head (Crown)</b>	1 HP for any 2 zones	1 HP	1 HP
<b>Back of the head</b>		1 HP	1 HP
<b>Front of the Head (Face)</b>			1 HP

<b>Torso</b>	<b>Light</b>	<b>Medium</b>	<b>Heavy</b>
<b>Front, Chest</b>	1 HP for All Front and Back zones	1 HP for 2 zones	1 HP
<b>Abdomen, Stomach</b>			1 HP
<b>Top Back of torso</b>		1 HP for both zones	Either zone covered 1 HP
<b>Bottom Back of torso</b>			

<b>Limbs</b>	<b>Light</b>	<b>Medium</b>	<b>Heavy</b>
<b>Upper, Arms</b>	¼ HP each zone covered	¼ HP each zone covered	½ HP each zone covered
<b>Lower, Arms</b>			
<b>Upper, Legs</b>			
<b>Lower, Legs</b>			
<b>Elbows and Knees</b>			½ HP each zone covered

<b>Total Possible Gain</b>	<b>4 HP</b>	<b>8 HP</b>	<b>12 HP</b>
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## Gaining Hit Points from Bonus Armour

Players can claim a 1HP bonus by wearing any one of the following. Only one can be claimed and cannot take your total HP beyond 15.


<b>Gorget</b>	Medium / Heavy, must cover neck
<b>Pauldrons (Pair)</b>	Light/Medium/Heavy Coverage of Shoulders
<b>Gauntlets (Pair)</b>	Metal plate or Mail and at least +1mm thick
<b>Sabatons (Pair)</b>	Heavy
<b>Light under Medium or Heavy</b>	Must cover at least torso. Example: Gambeson under chainmail or Steel Plate
<b>Medium under Heavy</b>	Must cover at least torso. Example: Steel plate over Chainmail



## Gaining Hit Points from Morale

Morale hit points are hit point bonuses gained from select roleplay aspects of the battle game. No participant can have more than 3 hit points from morale bonuses. Methods of gaining hit points from morale are included on the table below.

### Bard


	There is a bard (musician) in your warband	<b>1 HP</b>
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For a Warband to gain morale hit points from a bard, the bard must play their instrument at least once as the Warband enters the field. The following is a list of approved bard instruments:

<ul style="list-style-type: none"> <li>• Trumpets</li> <li>• Shawm</li> <li>• Drums</li> <li>• Hurdy gurdy</li> </ul>	<ul style="list-style-type: none"> <li>• Lyre</li> <li>• Aztec Death Whistle</li> <li>• Rauschpfeife</li> <li>• Bagpipes</li> </ul>	<ul style="list-style-type: none"> <li>• Horns</li> <li>• Flute/pipes</li> <li>• Lute</li> </ul>
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*Bards cannot use two-handed weapons or shields but can use a single handed weapon and a buckler. Each warband can only claim the bard morale bonus from one (1) bard during play.*


### Banner

	There is a Banner stationed near the field	<b>1 HP</b>
	A participant is being their Warbands Banner bearer	<b>1 HP</b>

The participant who is the banner bearer also benefits from there being a banner bearer in their Warband, even if it is themselves. This means that a banner bearer gains 2 hit points.

*Each warband can only claim the banner morale bonus from one (1) banner during play.*

### Great Weapon

	The participant has a great weapon as their primary weapon	<b>1 HP</b>
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A “**great weapon**” is as a weapon that is at least 140cm in total length and is not used as a healing item.




## Gaining Hit Points from the Unarmoured Category

Unarmoured hit points are only applicable to participants wearing **no armour**. This means that when a participant wears a single piece of armour, they no longer receive hit points from the unarmoured category.

Methods of gaining hit points from the unarmoured category are included below.

### Dress up

	The participant is wearing in period clothing	<b>1 HP</b>
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Clothing is determined as being in period on the same basis as armour.

Clothing needs to be historical or historically inspired from during or before the 16<sup>th</sup> century i.e. a tunic, rus pants, leggings or jodhpurs, shirts (dress shirts without buttons, not t-shirts), chemise (peasant top), plain coloured flowing skirts, wide brimmed felt or straw hats.

This applies to the entirety of the visible outfit, including the shoes. Clothing that is not visible is not considered when determining if the item is period or not. For example, if a participant is wearing a vest of leather brigandine but has a modern vest with a zipper on underneath the brigandine, they are still in period clothing since the modern vest is not visible.

A player cannot claim the dress up bonus if they gain any hp from wearing armour. This means as an example that a player can wear up to three (3) pieces of leather to add to your look before losing the dress up bonus.

### Heavy Cloak

	The participant is wearing a heavy cloak	<b>1 HP</b>
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A cloak is determined as heavy based on its encumbrance to the participant and its ability to slow or stop weapons. For example, a thick wool cloak that can be comfortably used in a “cloak and dagger” fighting style would qualify as a heavy cloak. Whereas a thin cotton cloak would not qualify as a heavy cloak.

Cloaks must also run to below the knee for it to qualify for an unarmoured hit point.



## Gaining points from Mancer Armour

See qualifying as a mancer to see if you are a mancer or not.


Mancers can use the mancer armour rules shown in the table below when they make themselves known as a mancer (which is to be done at the beginning of the night).

When a participant uses mancer armour, they no longer gain points from wearing armour/bonus armour or from unarmoured bonuses. They will still receive points from morale bonuses.


A mancer starts on base 2 HP and can gain 3 extra HP if 2 armour bonuses are being used and 1 hp if the weapons bonus is being used, you are using a combat approved staff, band wand or band staff.

A mancer using can have up to **8 hit points in total** with base, all mancer armour and morale bonuses (your warband has a bard and a banner)


### Mancers Clothing

	The mancer is wearing mage themed clothing	<b>1 HP</b>
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### Headdress

	The mancer is wearing mage themed headdress	<b>1 HP</b>
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### Heavy Cloak

	The mancer is wearing a heavy cloak	<b>1 HP</b>
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### Staff or Wand

	The mancer is using a larp safe staff, band wand or a band staff. (No stacking)	<b>1 HP</b>
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# Healing



At the beginning of a round a participant may nominate to be a healer for their side for that round. Healers are participants that can restore hit points to and resurrect downed participants that have not left the field.

Healers can restore their own hit points but cannot revive themselves when they downed.

For a participant to qualify as a healer, they **must** meet one of the following requirements:

- Use at least two dedicated healing items when healing, including but not limited to a scalpel and a bandage, a frying pan and a fish, or an anvil and a hammer.
- Qualify as a mancer and use their magic focus when healing, including but not limited to a mancers staff, alongside their voice used in a chant, incantation, or song.
- Provide a consumable item when healing, such as a potion.

For a participant to be healed by a healer they need to be kneeling or have taken a knee (if able). The Healer will then need to act out the healing in a manner that is obvious and identifiable as performing a magical healing. This might mean using a scalpel and bandage to tend to the fallen participant or moving a stave while singing or chanting.



Additionally, the only shields non-magic healers can use are bucklers and must put their buckler and weapon down while healing.

The effect of healing will depend on how long the healer spends healing the participant. It is recommended that a participant receiving healing will count for the healer.

The effects of healing and their times are detailed in the table below

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

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 Downed Participants on in Play

Participants that are downed 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 moving a downed participant takes their hands off the participant, or otherwise signals that they are putting them down, the downed participant must return to their downed signal of choice, i.e. kneeling with their weapon on top of head. While being moved, a downed participant must also signal that they are downed.

Enemy participants cannot be moved.

## Inflicting Damage and Demise



### Striking/Thrusting Weapons

- When a participant receives a strike to the torso, they will sustain 3 hit points of damage.
- When a participant is struck on a limb, they sustain 1 hit point of damage.

Rapid repeated striking without resetting your weapon is known as '**Drum Rolling**' and will not be counted as damage. Strikes must be thrown as if the weapons were real.

### Bandweapons/Arrows

- When a participant receives a band or arrow to the torso, they sustain 3 hit points of damage.  
*\*\*A band is the ammo used on bandweapons such as: bandguns/wands/staffs/Emplacements.*
- When a participant receives a band or arrow to a limb, they sustain 1 hit point of damage.

### Throwing Weapons

Throwing weapons will only result in 1 hit point of damage to both torso and limbs except if the weapon hits medium or heavy armour. Thrown weapons hitting medium or heavy armour will do no damage.

### Demise

When a participant runs out of hit points and is considered downed, they not only have to signal that they are downed (outlined in [Communication in or out of Play](#)) they are also unable to walk or speak.

Downed participants can be resurrected by healers if the participant was not demised by a siege weapon, Legendary Creature or have had a Coup de Grâce performed on them.



## Legal Attacks

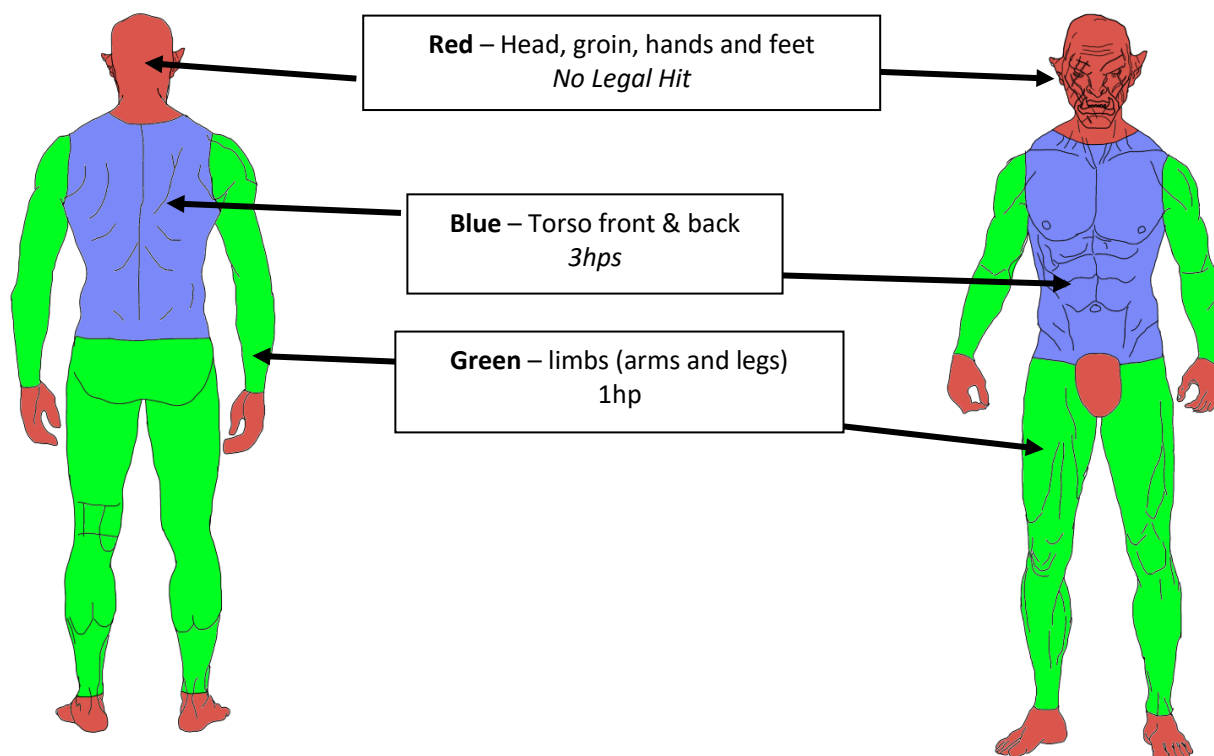
All strikes from weapons should be struck using the striking surface of the weapon. For example, a strike from a sword should hit with a blades edge or a strike from a mace should hit with the head.

All strikes that are firm, hit a legal target zone, be struck with the striking surface, and are recognised are considered legal strikes and inflict damage.

Recognition of an attack in the form of sight, sound, and touch are all valid strikes and inflict damage. For example, if a participant in heavy armour does not feel an attack but hears it hit their breastplate or sees it strike their chest, then the attack is still legal. If you don't see, feel or hear the strike, it doesn't count.

The legal zones are described in the attached diagram below. The torso hit zone ends where the shoulder is more horizontal than vertical. An easy way to remember this is the shoulder seam of a fitted shirt. The glutes are the top of the limb hit zones.

## Legal attack Zones



## Illegal Hit Zones

Illegal hit zones (coloured red above) include the head from the base of the neck to the top of the head, the hands from the wrist to the fingertips, the feet from the ankle to the toes, and the crotch. While strikes to these hit zones do happen accidentally, they are not counted as hit point damage.



# Equipment and Equipment Standards



## Melee Weapons

### Melee Weapon Classifications

Melee weapons are classified by their total length in centimetres. A weapons classification determines if a weapon is legal for use, if a weapon can be wielded in one hand alongside another item, or if both hands must be used. The table below outlines the weapon classifications.

	Up to 110cm	110cm to 125cm	125cm to 155cm	155cm to 183cm	183cm to 214cm	214cm to 300cm
<b>Swung weapons</b>	1 hand	1 hand	2 hands	2 hands		

*Swung weapons refers to all weapons that can be swung that are not spears. Some examples include swords, axes, hammers, maces, clubs, and flails.*

<b>Thrusting-only polearms</b>		1 hand	1 hand	1 hand	2 hands	2 hands
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*Thrusting-only polearms refers to polearms that are strictly limited to thrusting. These weapons are typically spears with telescopic thrusting heads.*

<b>Slashing polearms</b>				2 hands	2 hands	
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*Slashing polearms refers to polearms that have the capability to be swung and may have the capability to thrust. Some examples include halberds and billhooks.*

<b>Staves</b>			2 hands	2 hands	2 hands	
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*Staves refers to polearms without a weapon surface such as a blade or hammerhead. These weapons are typically quarterstaves.*

<b>Thrown</b>	1 hand	1 hand				
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*Thrown Weapons must be coreless.*

Only melee weapons that are detailed on the table above are legal for use in the battle game.





Weapons that note **2 hands** must be fought while both hands are on the weapon, but can still be used to block while only 1 hand is on the weapon.

When using a weapon that only requires 1 hand, the other hand or off-hand can carry another 1 handed weapon, a shield, a banner or another object that maybe in game play such as a chest, a stick of dynamite or a VIP.

The only restriction to off-hand weapons when **dual wielding** is it has to be a legal sized one-handed weapon, you cannot dual wield long or great weapons.

Strikes from **each weapon** received from a dual wielder counts as 1 hit, this means if a dual wielder strikes a participant with both their weapons one after the other it is classed as 2 legal hits.

Participants must be able to feel each individual shot from dual wielder weapons to count as legal hits, any shots received from both weapons together are only counted as one hit.

## Melee Weapon Standards

As previously discussed in [contact sport](#) only weapons from the following producers are accepted on the field (but are still subject to inspection from the equipment desk):

- Epic Armoury
- Calimacil
- Ateliers Nemesis
- Freyhand

Weapons that are produced by other brands or homemade may be allowed on the field if approved on a case-by-case basis. Approval is subject to inspection and research by the engineer's guild EQ Desk and the Managing directors.

The following weapons are not permitted on the field under any circumstances:

- Globalgear
- Calimacil brand Destiny and the Witcher replica weapons.

For a weapon to be legal for thrusting in combat, the weapon needs to be either coreless, or be equipped with a safe amount of foam between the tip of the weapon and the tip of the core, as well as one of the following:

- A telescopic (head) striking surface for thrusting weapons including spears
- Kevlar layering over the tip of the core.
- Coreless weapons, including throwing weapons, are safe for use as thrusting weapons.



## Ranged Weapons

### Ranged Weapon Standards

#### Bows

All bows must not fire at a force greater than 28 pounds at 28 inches. Bows may be tested for compliance through measuring impact in a controlled shoot at a stationary target. Evidence of poundage testing may be required if there is any doubt as to the safety of the bow.



#### Band-guns/Band-rifles

All band-guns/Band-rifles **must**:

- a clear mock black powder mechanism, such as a flintlock mechanism or an arquebus mechanism, to be allowed onto the field. This is to ensure that all band-guns/band-rifles are clearly replica weapons of period black powder weapons to participants and to the public.
- Have no sharp parts.
- Have a trigger guard.
- pass equipment desk standards and if needed pass testing.



Band-guns/band-rifles may have a cap system that goes off on the band being fired.

#### Bandwands

Bandwands **must**:

- not to have a trigger of any kind.
- pass equipment desk standards and if needed pass testing.

The Equipment Desk can at any time request to inspect a participant's weapon even if it has been previously approved.

Participants failing or refusing to handover their weapon for inspection will not be allowed to have that weapon on the field until handed over for inspection and deemed safe.



For Safety use of Ranged weapons see [ranged weapons](#)

## Ranged Weapon Ammunition Standards

### Arrows

All arrows must be round head safety arrows produced by IDV Germany. All LARP suppliers like of science and sword and Calimacil sell these types of arrows.



### Bands

All band ammunition (for use of band-guns/wands/staffs) must be made primarily from exercise tubing in the firm (green) or extra firm (blue) varieties as sold by Clark Rubber and completed without any sharp edges, including inside the band.

Bands constructed with zip ties are not legal.

All bands must at minimum be **one third of the draw length** of the bandgun when placed over the mechanism and pulled until flush but not under tension. All bands must be capable of maintaining integrity at full draw indefinitely.



### Throwing Weapons

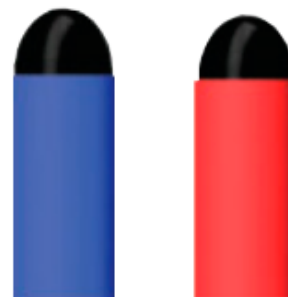
All throwing weapons must be made entirely of foam and non-hardening adhesives. All throwing weapons must be coreless or fitted with a flexible core.

A flexible core is a core that can be flexed to any extent without any resistance, such as non-hardening silicone or an un-used hot glue stick. Throwing weapons can not be heavier than 300g and no longer than 90cm.



### Siege Ammunition

All siege weapon ammunition must be constructed primarily from coreless pool noodles and a tennis ball with a hole cut in the front to enable compression and constructed without any sharp or rough edges. Siege weapon ammunition should fly no faster than half the speed of a game safe arrow fired from a game safe bow when fired.





## Unique Equipment Abilities Rules

In Stormglow Battlegame Ltd. some equipment have their own unique abilities and rules for example shieldbreaker, see below for how they are to be used.

### Shieldbreaker Attacks

Shieldbreaker attacks refers to the special ability for certain weapons to conditionally deal 1 HP of damage through a shield. The shieldbreaker skill applies to weapons that are disadvantaged in common live action battle game competitive play.

Weapons that receive shieldbreaker attacks are weapons that:

- Are 115 to 139 centimeters in total length.
- Have a limited striking length, such as the head of an axe or a hammer as opposed to the full length of a sword or a quarterstaff.

Some examples of weapons that can use the shieldbreaker skill are including but not limited to a great hammer, a great axe, and a great mace.

In order use the shieldbreaker attack, a weapon must be held in both hands as the only item in both hands for the full duration of the attack.

The attack must be swung in a slow and wide arc that takes at least 2 seconds to deliver, no force is allowed to be used in the swing behind the shoulder. The strike must firmly impact a shield. On impact, the attacker must call “**one!**” for the shieldbreaker attack so that the recipient of the attack can reasonably perceive that they have been hit with a weapon skill in the middle of battle.

### Shields

For a shield to defend against a legal hit it must be held in the hand and/or strapped to the forearm. Participants cannot hold a shield in the same hand as any other item or weapon. This will also apply to buckler-style shields.

A shield that is on someone’s back is not recognised as an active shield and will still be counted as a hit zone.

A participant cannot grab another participant’s weapon or shield with their body or hands.

Shields negate all damage from arrows, bands and thrown weapons unless specified otherwise prior to game play. Examples of when this could change include the use of specific warband traits, spells, or game modes.

Shields protect against all weapons that they successfully block, other than hits from a siege weapon.

**No intentional shield ramming, bashing or contact with another participant will be tolerated.**



## Shields Classifications

Shields fall into one of four categories: bucklers, shields, great shields, and pavise shields. Categories are defined by the size of the shield. Size is measured in diameter for round shields, and in length and width for rectangular shields.

*The table below details the size requirements for three size limited shield classifications.*

	Buckler	Shield	Great Shield
Round Shields	Diameter up to 40cm	Diameter of 40cm to 70cm	Diameter greater than 70cm
Rectangular Shields	Size up to 35cm by 35cm	Size up to 90cm by 60cm	Size greater than 90cm by 60cm

When rectangular shields are measured, a shield is considered within the size limits if it can fit in a rectangle of exactly the size of the limit. This means that an oblong or irregularly shaped shield is considered legal if it can fit in a 90cm by 60cm rectangular square, even if it only fits when placed on an angle.

**Pavise shields** do not have any size requirements and must be free standing.

## Pavise Shields

Pavise shields are shields without size requirements that can be moved and left on the field as terrain. These shields are historically used to protect archers and crossbowmen. Two participants are required to move a pavise shield. These participants cannot have any other weapons or equipment in their hands while moving the pavise shield and must not move at a pace faster than a moderate walking pace. **You cannot speed or power walk.**

## Great Shields

Great shields are shields that exceed the shield size requirement such as tower shields and large round shields. These shields are still legal for use on the field under special rules but are subject to different construction requirements see shields classifications above.

When carrying a great shield, a participant:

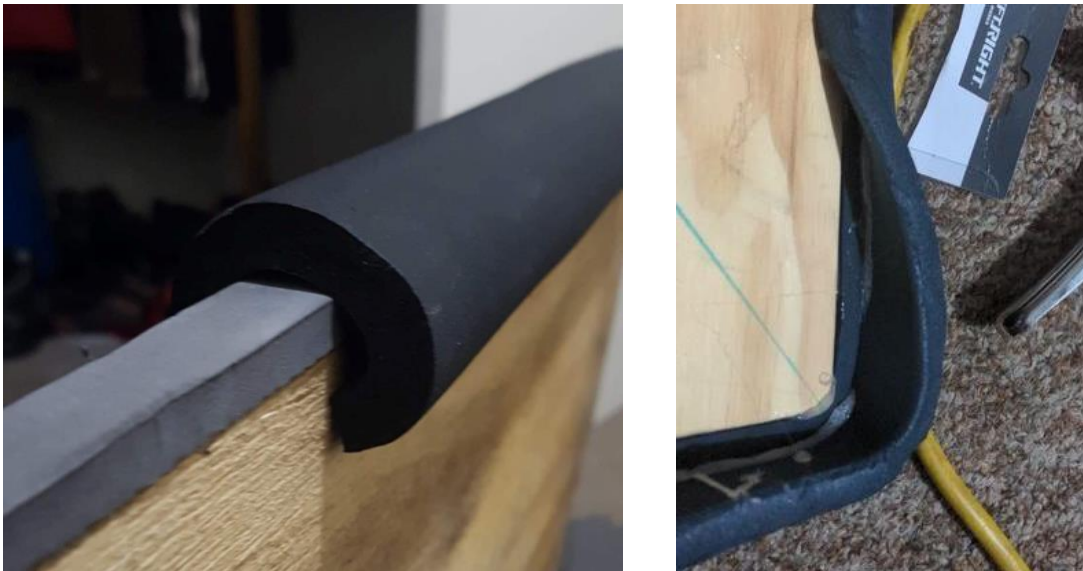
- Cannot move faster than a moderate walking pace. **You cannot speed or power walk.**
- Must commit to carrying a great shield before each round and cannot abandon it at any point during the round.
- Are a two-handed item

Participants carrying a great shield are still subject to shield penetrating attacks.

## Shield construction

All shields and bucklers must be constructed from either plywood or closed cell EVA foam. All wooden shields must be made from 12mm thick plywood. Bucklers can be made with 9mm thick plywood. Shields must not have any sharp or rough surfaces or edges, including on the back side, that may damage other equipment. This includes protruding bolts and exposed staples. Any exposed bolts should be covered with hot glue and exposed staples covered with cloth tape or hot glue.

Shields not constructed entirely from closed cell EVA foam **must** be padded on the entirety of the outside edge of the shield with **two layers of 10mm** closed cell EVA foam and non-hardening adhesive, e.g. glue and the cloth tape over the foam and the entire shield front and edges should be covered with cloth, unless a wood finish is wanted. On edges the construction material should only be able to be felt with excessive pressure on the foam. On corners the construction material should not be able to be felt regardless of pressure applied to the foam.



*Above are two ways of applying 2 layers of foam to shields*

## Great and Pavise Shield construction

Great shields and pavise shields must be constructed with at least 12mm plywood. This is to ensure structural integrity across the large surface and encumbering weight for combat balancing. Pavise shields may be fitted with wheels and do not require padding but may have rounded edges instead.

Great shields still need the entire edge of the shield to be padded with 2 layers of 10mm closed cell EVA foam and non-hardening adhesive e.g. glue and the cloth tape over the foam, the entire shield front and edges should be covered with cloth unless a wood finish is wanted.

Great shields are a two-handed item and cannot be placed down unlike the pavise which can be left unattended.

## Banner construction

Banners can be used to defend against attacks. For a banner to be used during combat it is important for it to have sufficient padding on ends of the T on the banner. Rubber stoppers are also a must on the end of the pole. A banner should not have any decorative items that could potentially damage players weapons or injury players. Banner poles must also have padding on the blocking surface.

*For details on how to get Morale Hit Points from banners see the [Banner](#) section.*



*Above is an example of the end piece to the T of a banners padding, first wrapped in foam then cloth and taped.*



*Above is an example of a rubber stopper for the end of a banners pole.*



## Armour Standards

All armour must be as safe as possible to other participants and their equipment. This means that in all instances of reasonable contact with a participant or their weapon, there must be no injury or damage to the participant or their weapon.

Armour may be defected for having sharp edges or corners, protruding buckles, or for poor structural integrity.

The outside guard of elbow and knee cops may be permitted onto the field despite having sharp edges on a case-by-case basis, with review from the equipment desk, the organisers or managing directors.

## Siege Weapons and Bandgun Emplacements

Siege weapons and bandgun emplacements are large and powerful weapons that are operated by a crew of 2 to 4 participants.



## 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





## Bandgun Emplacements

Bandgun emplacements fire elastic bands but have 7 or more shots per load. Examples of bandgun emplacements include Gatling guns.

Bandgun emplacements deal damage as standard. Ammunition construction standard is addressed in [ranged weapon ammunition standards](#)

Both siege weapons and bandgun emplacements must be mounted on a dedicated mount in some capacity.

A dedicated mount means a mount that fulfils no other purpose.

This means that a mount cannot be a pavise shield, as that serves another purpose as a shield. Some examples of mounts include bipods, tripods, and wagons.



## Operation/Movement for siege weapons and bandgun emplacement

For a siege weapon or bandgun emplacement to be operated (loading and firing), [A minimum of 2 participants](#) must be dedicated to the weapon. For a siege weapon or bandgun emplacement to be moved, [4 participants](#) must be dedicated to [the task and walk at a burdened pace](#). If there are less than the minimum number of participants operating the weapon at any point, the weapon cannot be used, and all ongoing actions are interrupted and cancelled.

Like all other weapons, the 2 players dedicated to firing and loading/unloading the siege must be signed off by an approved trainer. Players do not require to be signed off to help move the weapon

Siege weapons and bandgun emplacements can be abandoned at any time.

When participants are dedicated to operating or moving the weapon, they cannot have any other weapons or equipment in their hands.

Siege weapons must not begin a game loaded or be moved while loaded. They are however allowed to turn in place while loaded.

## Dead zone

A dead zone specific to each siege weapon must be observed. The distance of this zone will be depending on how powerful the weapon is. It is upto the Equipments Desk to set this distance, but the minimum is 5 meters down the field.

If players are within this zone the siege weapon can NOT be fired or loaded. To clear the dead zone a siege may be re-aimed (but not moved while loaded) to allow safe firing. Additionally, indirect fire weapons must observe a dead zone behind the weapon.



## Reloading siege weapons or bandgun emplacements

In order for siege weapons or a bandgun emplacements to be reloaded, uninterrupted time must be dedicated to reloading or acting out reloading the weapon. If either operator is interrupted during loading, then the count must start again.

Bandgun emplacements may have a detachable drum in order to load/unload. These drums may be pre-loaded off the field before round begins. Loaded Drums are permitted to be moved while not loaded into a moving bandgun emplacement.

For siege weapons with 1 shot and bandgun emplacements of any quantity, the reload time is 30 seconds.

For siege weapons with more than 1 shot per load, an additional 15 seconds is required for every additional shot. The table below details reload times in detail.

Number of Shots	Loading Time
1 shot siege or band-gun emplacement	30 seconds
2 shot siege	45 seconds
3 shot siege	60 seconds
4 shot siege	75 seconds
5 shot siege	90 seconds
6 shot siege	105 seconds
7 shot siege	120 seconds
8 shot siege	135 seconds
9 shot siege	150 seconds
10 shot siege	175 seconds

There is no maximum number of shots on a siege weapon, if the appropriate reload times are observed.

# Warbands / Teams



## Warbands

Teams at Stormglow Battlegame have many different names including but not limited to warband, clan, battalion, crew etc, for this document they will all be referred to as warbands.

A warband is a group within Stormglow Battlegame Ltd.; a collection of like-minded individuals who embody similar traits and desires to your character.

They will wear similar styles of **garb** (clothing) and armour, and they will fight together as a single unit. You can consider your warband like your family within a larger family. Each Warband has a warband leader, and at least 1 2IC (second in charge).

Warbands in Stormglow Battlegame Ltd. also employ a game changer in the form of Traits. Traits are unique abilities that are only available to a particular warband which can turn the tide in a battle. Warband Traits are outlined in [warband traits](#) section.

## Joining a Warband

All newbies and unaffiliated participants (people who do not belong to a particular warband) will be asked to tour with all of Stormglow's warbands unless you have your sights on a particular warband. Once touring is completed, it is then up to the individual to which warband they join.

Some warbands have certain character requirements. If you wish to join an existing warband the best course of action would be to approach the warbands leader or 2IC ask if you can fight alongside them for a night to see if you're a good fit. Don't be shy, all warbands are friendly.

A list of all the current warbands with descriptions and traits can be found here: <https://stormglowbattlegame.com/warband>



**Sanguine Swashbucklers**



**The Fallen Shadows**



**The Flayed Wolves**



**Brotherhood of Iron**



**The Travellers Company**



**Malleus Maleficarum**



## Creating your own Warband

If you want to create your own warband you will need the following:

- Unique colour combination, logo, and name. (All organisers and managing directors are happy to help assist with these so there aren't too many warbands with the same or similar colours, logo's, names and warband traits.)
- A Warband leader, at least 1 Second in Command and 3 other consistent and active members totaling 5 active members. This means that every week your warband has to have 5 active (playing) members, who are participants that you have submitted to the organisers and/or managing directors and sign in desk when your warband was created and when new members have been recruited. (They cannot be fill in's or touring participants).
- A description of your warband as well as its goals and roleplaying requirements, it is encouraged to be unique in this. Avoid creating warbands that are similar to existing ones.
- A list of up to 5 traits for your warband
- A sash, tabard, belt favour/banner, surcoats, hats or capes etc. with your colours and logo on it for all members of your warband. This makes you instantly recognizable on the battle field.

When creating your warband you may take **inspiration** from historical cultures or published works of fiction e.g. Vikings, musketeers, landsknecht but **copying** historical people or persons etc is **not allowed**.

For example your warband may be late period French inspired and armed with muskets and rapiers but you can't call yourself musketeers nor wear the insignia.

When creating your flag/banner again you may take inspiration from history, games, logos etc but you cannot directly copy someone else's flag, banner, logo, colour scheme etc.

Please be creative and create an individual warband with its own lore and traditions etc.

When deciding to create your own warband you should be aware that it can be expensive.

Warbands and/or warband leaders are responsible for any expenses involved in setting up and maintaining the warband. Examples of this can be things like warband tabards/belt sashes, warband banner, warband encampments, awards, loaner kit.

*A warband form can be found on the website, please print and fill out the application form and provide to a Stormglow Battlegame Ltd. organiser or managing director for approval.*

## Warband Traits

Warband traits are unique skills that warbands can use to change the dynamic of the game in their favour for one round at a time.

Each legal warband is allocated 3 trait points per battlenight.

These traits only apply to members in the warband (with some exceptions).

Warband traits cannot apply to enemy participants but can affect them; for example, a trait cannot make enemy participants walk at a burdened pace, but a trait can make them take 1 damage through shields from arrows.

All traits need to have a con and a pro to be considered a legal trait. Stormglow Battlegame organisers or Managing Directors may alter any of the traits if they are deemed to be too powerful or don't have an appropriate con.

Each warband produces and maintains a list of up to five (5) traits. Warbands submitting new traits do so by submitting them in writing to Stormglow Battlegame Ltd.'s reps or managing directors for approval to help maintain a balance and fairness.

At the beginning of each round of fighting on battlenights a parley (a meeting to discuss) is held between the sheriffs and warband leaders, 2IC's or a representative of the warband.

**1 Trait point** can be spent during the **parley** to invoke one of the warbands traits. Each warband trait can only be used **once per night**, 2 trait points can be used to use the same trait twice in a night.

Warbands cannot use more than **1 trait per round**, once a warband has spent all of its traits points they can no longer invoke a trait (therefore they must fight that round without any trait related advantages.)

A warband needs to be considered legal to attend the parley, this means having at least 5 current members playing.





# Battle Night



## Battle Field Layout

The battle field is a rectangular shaped field consisting of 2 sides. Anything outside of the field (usually marked out by cones, witches' hats or equivalent) is considered as **off the world** stepping outside the field results in instant death as if falling off the edge of the world. Participants dying this way are not able to be resurrected.

Before the first round begins warbands are partnered up with other warbands to create two teams. Teams are created to be as even in numbers as possible.

Each team takes a starting position on opposite sides of each other swapping sides after each water break.

## Parley

Before the start of the round a Parley is called in the centre of the field between each legal warband leader/representative and the sheriffs.

In the parley, a sheriff (usually the head sheriff) will ask both sides if there are any issues, attempt to resolve any present issues if possible or begin resolution for any issues.

It is also during this time that warbands may opt to use any of their warband trait points.

In some cases, some field rules may also be changed if the marshals decide to do so. Terrain and field rules will be explained a week in advance for every battlenight.

Once issues, traits and changes have been addressed warband leaders/representative have approx. 1 minute to relay what warband traits their side will be using, the opposite side will be using, changes in the game and a quick strategy/game plan.

## Rounds

Battle Night is broken up into Rounds. Length of each round will determine the number of rounds in the night. Generally, there is upwards of 4 rounds for the night. Participants also switch sides after every water break.

## Water Breaks

Being a very active sport there are plenty of water breaks to ensure that everyone is well hydrated. Participants are encouraged to bring lots of water.

There are generally 2 water breaks and a halftime break throughout the night.

## Free for All

The free for all match is the last match fought during a battle night.

It is a simple last man standing match where each participant is on 6 hp.

Sheriffs can decide if they wish, to add twists to this match.

A normal Free for All is everyone verses everyone with a set number of hit points.

Twists can be things like:

- Teams of 2 or more (until the end) different warbands
- Teams of 2 or more (until the end) no restrictions
- Predetermined first battles e.g. you are in teams of two or more and you then have to fight your team members at the start of the game.
- Sanction Battles only (no one outside a sanction battle can harm the participants in one until that battle is over) In order to be in a sanction battle, both parties must have consented to engage in one. This can be done by opponents having the tips of their weapons touch after one says "sanction"










If at any point a Free for all is dragging on, sheriffs may move the world edge or place a wraith on the field. See wraith for details.

When only about 4 participants remain on the field others are encouraged to form a battle circle around the remaining participants and cheer them on.











## Field Terrain

 <b>Cliffs/Pitfalls</b>	Cliffs / Pitfalls are marked out on the field, Participants that place even one foot into this marked out area result in the participant dying instantly. Participants that fall off cliffs or into pitfalls cannot be resurrected unless healers have a safe way of getting to the bottom of the cliff/pitfall.
 <b>Ice</b>	Participants walking onto ice must not stop moving forward at the same angle you stepped. Stopping anytime whilst on the ice or getting blocked on the ice results in a participant's death by "falling and snapping their neck"
 <b>Lava</b>	Each step a participant takes onto lava deals 1hp of damage to participants. Remain still results in instant death. Participants that die inside Lava may not be resurrected.
 <b>Thick Vines/Forest</b>	Participants walking through Thick Vines/forest must do so only while swinging a bladed weapon in the manner you would while cutting through vines. Archers can shoot out of the vines/forest but not into it.
 <b>Tar Pits</b>	Participants walking into a tar pit must not stop moving forward. Stopping anytime whilst in the tar pit results in the participant getting stuck and won't be able to move.
 <b>River/Lake</b>	Participants of 5 Hit Points or less may traverse through water at a burden pace but must not carry a shield
 <b>Quicksand</b>	Participants may traverse through quicksand at a burden pace but die instantly if they stop moving while in the quicksand. Participants that die inside quicksand may not be resurrected.
 <b>Walls</b>	Walls cannot be fought over, they can however be shot over from either side. Some game modes allow walls to be climbed. To scale a wall a participant is to roleplay climbing action for 10 seconds uninterrupted.
 <b>High Walls</b>	High Walls cannot be fought over, they can however be shot over only from the defending side. They cannot be climbed over by normal means.








## Game Modes and Objectives

 <p><b>Total Annihilation</b></p>	<p>Victory is achieved by eliminating all opponents</p>
 <p><b>King of the Hill</b></p>	<p>A Hill is marked out using 4 witch's hats.</p> <p>Only 1 participant from each side can be on the hill at one time. Participants on the hill are immune to all attacks from outside the hill. If a participant on the hill touches the ground outside the hill they die instantly and move to the sidelines.</p> <p>When a participant on the hill dies, they leave field and stand on the side lines. A new participant from that side may enter after that.</p> <p>Participant wins the Round for their side when they have been on the hill uncontested (no opponent) for 30 consecutive seconds.</p>
 <p><b>VIP</b> V.I.P. Escort</p>	<p>Victory is achieved when participants successfully escort their sides V.I.P from their starting line to the enemies starting line. In the event both sides V.I.P's die and become unable to be resurrected then victory is achieved by eliminating all opponents</p>
 <p><b>Kill the King</b></p>	<p>Each side selects a participant from their side to be the "king" for the round. During the Parley both sides kings are made known to all participants.</p> <p>Victory is achieved by eliminating the opposing sides king.</p>
 <p><b>Super King</b></p>	<p>Each side selects a participant from their side to be the "king" for the round. Each king has 12 hit points regardless of Armour or other modifiers. Marshals know the identity of each side's kings, but it is unknown to opposing sides</p> <p>Victory is achieved by eliminating the opposing sides king.</p>
 <p><b>Banner Plant</b></p>	<p>Each side has 1 banner, Victory is achieved when a participant plants their sides banner on the opposing sides starting position uncontested for 30 consecutive seconds.</p>
 <p><b>Treasure Capture</b></p>	<p>Round begins with a Treasure Chest in the Centre of the field, both sides fight to capture the chest. Victory is achieved when a side has successfully carried the chest across the enemies starting line.</p> <p>See <a href="#">Treasure Chest</a> for rules on how to carry.</p>
 <p><b>Treasure Escort</b></p>	<p>1 Side starts with a Treasure Chest. It is that sides objective to cross the enemies starting line while carrying the chest.</p> <p>It is the opposing sides objective to steal the chest and cross their enemies starting line while carrying the chest.</p> <p>See <a href="#">Treasure Chest</a> for rules on how to carry.</p>





 <p><b>Mimic</b></p> <p><b>The Good the Bad and the Ordinary</b></p>	<p>This game mode has three treasures in the middle of the field.</p> <p>Each side is to capture and transport these treasures to their starting zones using <a href="#">Treasure Chest</a> rules.</p> <p>Round ends after all three treasures have been captured and returned. Total Annihilation does not count as a victory if the annihilated side has 1 or more treasures in their starting lines.</p> <p>The three objects have different effects that will affect the teams at the end of each round. The objects effects change each round, effects are assigned randomly by marshals before parley randomly.</p> <p><b>The Mimic:</b> (<i>Bad Object</i>) A side that has a collected the mimic will have each of its participant's hit points reduce by 1.</p> <p><b>Mundane:</b> (<i>No effect</i>) The object has been made to look like it could be magical, but it is just a glamour effect and does nothing.</p> <p><b>The Blessed Object:</b> (<i>Good Object</i>) A side that has a collected a Blessed Object participant's gain 2 hit points each for the next round as well as being the winners of the round</p>
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 <p><b>Warband Deathmatch</b></p>	<p>All warbands fight each other until only 1 warband is still standing on the field</p>
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 <p><b>Capture the Flag</b></p>	<p>Victory is achieved when a sides "flag" is taken from the enemy's side and moved to that participants own side.</p> <p>"Flag" is considered a 1 handed item and must not be used to parry with. "Flag" can pass from one participant to another but cannot be thrown.</p> <p>When a participant carrying a "flag" dies the participant carrying the "flag" places the "flag" on the ground.</p>
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## Game Props

 <p><b>Treasure Chest</b></p>	<p>The treasure chest is a two-handed item.</p> <p>Chest is carried by 1 person at a burdened pace or by 2 people at a walking pace.</p>
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 <p><b>Explosive</b></p>	<p>An Explosive is a 1 handed item, nothing else can be held in a hand that has an explosive in it.</p> <p>Explosive can be passed from participant to participant but not thrown. Participants killed while holding explosives drop it where they die.</p> <p>Roleplaying the action of lighting a fuse for 10 seconds uninterrupted results in the Explosive exploding.</p> <p><b>Explosives can destroy:</b> Bridges, Walls, Doors, Siege weapons. They also destroy Participants and Legendary Creatures and cannot be resurrected for the round.</p>
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 <p><b>Flag</b></p>	<p>A flag is a 1 handed item and must not be used to parry with.</p> <p>You may jog when in possession of the flag if safe to do so</p>
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 <p><b>Deployable Bridge</b></p>	<p>Deployable Bridge is a rolled-up piece of carpet. To Deploy the bridge a participant simply rolls the carpet out over a piece of land terrain. Once deployed it cannot be moved.</p>
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## Miscellaneous Combats

They are combat disciplines or combat games that are played independently of the Stormglow battlenight.

 <b>Warband Tournament</b>	2 Warbands fight Round Robin Style at a time until all warbands have fought each other.
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 <b>Tournament</b>	<p>Tournament is 1 on 1 play. Both participants wield the same sort of weapon. Examples:</p> <p>Sword and shield, Dagger and Glove, single handed melee, dual wield, 2 handed sword, 2 hand polearm.</p> <p>Tournament Best out of 3 rounds. A round is won by landing the first blow onto your opponent. Participants reset their stances after a round until 1 participant has won twice. Losing Participant is dropped out of the Tournament while winner advances.</p>
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 <b>Troll Ball</b>	<p>Game Mode consists of 2 Teams.</p> <p>Each side has 3-5 participants on the field and only have 1 sword each. Plus 1-2 healer(s) on the side lines (not the starting lines) Number of healers depends on the amount of participants. Any other participants wait on their side to be brought onto the field.</p> <p>Each side has a basket (Goal). A troll head starts the round in the middle of the field.</p> <p>Game Objective is to place the troll head into the enemy's basket. Game resets after each goal Troll head is a 1 handed item and cannot be thrown</p> <p>Participants are 1 shot killed and must take a knee and hold their sword above their head. Killed participants holding the troll head drop it.</p> <p>Healers don't have weapons, it is the healer's job to collect the swords from fallen allies and give them to team members to run into the field. Healers are the only ones who can run outside of the field. Healers can be attacked and killed when on the field. While a healer has a weapon in their hand, they can attack.</p>
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## Game Scenarios


A game scenario is a combination of game modes for example a popular scenario in Stormglow is Helms Deep see below.

 <p><b>Helms Deep</b></p>	<p>Helms Deep is a scenario where the two teams are designated as attackers or defenders.</p> <p>The defenders reside within a castle at their end of the field, denoted by witches' hats or cones, on the outside of the wall are placed three hula hoops.</p> <p>The goal of the attackers is to place a "bomb" into one or more of the hoops to "blow up" that section of the wall.</p> <p>Attackers must spend 10 seconds "lighting" the bomb. If the attackers manage to destroy all three sections of the wall or annihilate the defenders they win.</p> <p>If the defenders annihilate the attackers they win.</p> <p>Defending archers within the castle may shoot out of the castle walls.</p> <p>Attacking archers may only shoot through the door of the castle.</p>
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## Game Additions

Below are some examples of game embellishments that can be added to any game mode or scenario.

 <p><b>Hades Left</b></p>	<p>A Ball is thrown on the field, the ball is a 1 handed item, once picked up the participant becomes a legendary creature for 10 seconds.</p> <p>Once 10 seconds is up the participant drops the ball and dies they are then unable to be resurrected.</p> <p>While Alive the legendary creature has 15 Hit points, only torso shots count against them and they deal 1 shot kills to opponents it strikes with a melee weapon.</p> <p>If the ball is dropped before the 10 seconds is up legendary dies. The ball may be thrown, if it hits a participant it kills them, unless that participant catches it then they the new legendary creature.</p>
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 <p><b>Legendary Creature</b></p>	<p>Legendary creatures have 15 Hit points and only torso shots count against them.</p> <p>Legendary creatures also deal 1 shot kills to opponents it strikes with a melee weapon. But these shots may still be blocked.</p> <p>Legendary creatures may only move at a walking pace.</p>
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### Limbo

Limbo is any area/s to the side of the battle field where a “dead” participant may choose to wait until another “dead” participant arrives.

A one-on-one combat will then ensue with the victor returning to the battle field with half their starting hit points.

The loser removes themselves from limbo and takes no further part in that round.

A participant may only choose to visit limbo once per round.

The rules for the one-on-one combat are decided by the “dead” participants prior to the one-on-one commencing examples are:

- First to three points
- First good hit
- Three good shots
- Helena
- Norse wrestling
- Paper, scissors, rock etc

Only two participants can be in limbo at the one time.

Once slain (for the second time) they remove themselves off the field.



### Hells Gate

Any participant who dies in combat unless annihilated by a siege weapon will make their way to a predetermined area outside of the game field, where they will wait until a marshal or “gate keeper” releases them back onto the field as animated corpses.

The animated corpses will be released when a secretly predetermined number of dead participants is reached. This number is known only to the marshals and the “gate keeper”.

The animated corpses will re-enter the field with 5 HP regardless of armour worn, morale bonuses etc. and have no allegiance to their former warband. They must move at a shambling/burden pace and moan audibly and attack any remaining participants with any one-handed weapon only.



### Wraith

A Wraith is a Legendary Creature and is immune to damage, it cannot move faster than a walking pace.

A Wraith is a participant not currently on the field that is deployed by marshals when they deem a round is going too long.

When deployed a sheriff I will yell “Wraith on the field” the Wraith is given a target and a one-word command by the marshal deploying them.

It is the wraiths duty to get close to the targeted participant, deliver a blow to a legal target area and then give the command. Once that participant receives the command, they must stop what they are doing and carry out the command or die.

#### Commands:

**Betray:** Participant is to attack allied participants

**Berserk:** Participant must immediately attack the closest enemy

**Perish:** Participant is to drop dead



# Glossary



<b>Armour</b>	<i>The leather, padded or metal coverings worn to protect the body</i>
<b>Bandgun emplacement</b>	<i>A siege weapon that fires bands</i>
<b>Battlenights</b>	<i>Every Tuesday night where the battle game portion of Stormglow takes place</i>
<b>Check</b>	<i>The word that is to be called out to stop gameplay as a result of injury and/or unsafe conditions</i>
<b>Coup de grace</b>	<i>A magical incantation performed by mages/mancers on “dead” participants to prevent them from being resurrected</i>
<b>Drum Rolling</b>	<i>Rapid repeated striking without resetting your weapon</i>
<b>Fall off the world</b>	<i>Is when a participant intentionally or unintentionally steps off the field resulting in instant death were that play is unable to be resurrected</i>
<b>First good hit</b>	<i>The winner is the first participant to deliver a blow to any legal hit zone</i>
<b>First to three points</b>	<i>First participant to receive three hit points of damage is deemed to have lost</i>
<b>Great shields</b>	<i>Are shields that have no limit on size but must be carried with two hands and cannot be put down</i>
<b>Great weapon</b>	<i>Are two-handed swung weapons that are greater than 155cm long</i>
<b>Guild</b>	<i>A collection of participants who wish to learn specific aspects of Stormglow Battlegame eg. Weapon proficiency, magic use, medieval cooking and catering etc. over seen by a guild master</i>
<b>Half Moose</b>	<i>Participants can signal they are out of play by holding an open hand palm side forward next to their head with the thumb touching the temple</i>
<b>Hard kit</b>	<i>Armour</i>
<b>Healer</b>	<i>A participant who has the in-game ability to heal “wounded” participants and resurrect “dead” participants through magical, divine, medical or restorative means</i>
<b>Heavy armour</b>	<i>Plate, steel lorica segmenta, brigandine coverings worn to protect the body</i>



<b>Helena</b>	<i>A combat style where the participants must clutch the end of a 1m rope with their off hand and a dagger in the other, any cut to the rope or the arm holding the rope will “kill” both participants all other hit zones are legal. The winner is determined by being the participant who delivers a “killing” blow to the torso.</i>
<b>Hit points</b>	<i>The amount of damage you can sustain before “dying”</i>
<b>Hit zones</b>	<i>Area of the body where you can legally direct a blow</i>
<b>Items of power</b>	<i>Mystical looking objects or props used by mages/mancer to channel their mystical energy</i>
<b>Legendary creature</b>	<i>A beast with unique powers that is played by a participant of Stormglow during battles</i>
<b>Light armour</b>	<i>Leather, padded, aluminium chainmail or fur coverings worn to protect the body</i>
<b>Mage</b>	<i>A mancer not limited to just healing</i>
<b>Magic focus</b>	<i>A single item such as a staff, mystical symbol, tome used in the casting of spells</i>
<b>Marshal</b>	<i>The referees of the game</i>
<b>Medium armour</b>	<i>Steel chainmail, cuir bouili (boiled leather), steel splint or steel lamella coverings worn to protect the body</i>
<b>Melee</b>	<i>Hand to hand combat</i>
<b>Non-combatant</b>	<i>A participant who chooses to not be struck by weapons and instead “killed” by yielding. Non-combatants are marked by an orange sash</i>
<b>Norse wrestling</b>	<i>Participants lock right hands together standing side on to their opponent with the blades of the right foot pressed up against each other. The object is to throw your opponent off balance without raising either foot from the ground</i>
<b>Off the world</b>	<i>Is anywhere outside of the gaming field</i>
<b>Ow</b>	<i>A word used when a participant has struck you too hard in order to make them aware that they need to pull their hit a little more</i>
<b>Parley</b>	<i>The meeting in the centre of the field before a round starts between Warband Leaders/Representatives and marshals to discuss issues and assign traits</i>
<b>Pavise</b>	<i>A large shield that can be wheeled onto the field and left on the field as a mobile fortification</i>



<b>Ranged weapons</b>	<i>Any weapon that launch a projectile such as arrows, cannonballs, bands or any weapon that can be thrown eg throwing knives, axes, energy balls etc</i>
<b>Sanctioned battles</b>	<i>A duel</i>
<b>Shieldbreaker</b>	<i>Special ability bestowed upon weapons deemed to be unwieldy in combat that allows them to do damage through shields</i>
<b>Siege weapons</b>	<i>Crewed artillery used in combat</i>
<b>Soft kit / garb</b>	<i>Clothing</i>
<b>Spell</b>	<i>A form of words used as a magical charm or incantation</i>
<b>Three good blows</b>	<i>The first participant to land three good shots to their opponents legal hit zones is deemed the winner</i>
<b>Trigger guard</b>	<i>A strip of rigid material enclosing a band guns trigger to prevent misfiring</i>
<b>Warband</b>	<i>The various teams of Stormglow</i>
<b>Warband traits</b>	<i>Special abilities unique to certain warbands that benefit the warband on the field of combat</i>



# Acknowledgements



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