

SWORDCRAFT COMBAT RULES 2024

SUMMARY

1. Swordcraft is a CONTACT SPORT - Expect knocks, head hits and hard hits.
2. Always respect our Marshals and their instructions. They are there to keep us safe while we have fun in battle.
3. Marshals are not there to deal with personal complaints during play. If you have a concern about another player's conduct, tell your Warband Leader, who may take it up with the other player's Warband Leader or report it to the Marshal themselves.
4. Play fair and always give other players the benefit of the doubt.
5. Do your best to count your own hits. Do not try counting your hits on your opponent.
6. No bodily contact is permitted other than with LARP safe foam padded weapons (pushing on weapons and shields with other weapons and shields is permitted).
7. Try not to hit any harder than reasonably necessary for your opponent to register it.
8. FREE COMBAT - By prior agreement, two players can engage in a rougher game such as harder hits, hip and shoulder contact, grappling etc.
9. Scoring zones: Torso (Chest, Belly, Back, Shoulders), Arms and Legs (incl Buttocks).

PLEASE don't deliberately aim at another player's Head, Neck or Groin. Hands and Feet are also not scoring zones.

However, a hit ANYWHERE (incl Head, Neck or Groin) is NOT ACTUALLY A BREACH of the rules) and if you are hit there, you should play on.
10. Melee hits MUST mimic being REALISTIC in order to count, including:
 - a. Strike with the damage dealing part of the weapon (tip, cutting, smashing surface); and
 - b. Uses your shoulder/s and/or waist to gain momentum (while keeping the weapon under control) (*look to HEMA, Kendo and high quality fight scenes in movies etc*); and
 - c. Weapon should seek to continue through target (at least momentarily); and
 - d. Be clearly felt by your opponent; and
 - e. Push firmly but gently against your target - no taps or bouncing hits.

Very rapid light taps, a single tap to the back while running past, waggly taps from below your shield, a quick tap with a spear etc are generally not realistic swings or thrusts as they lack form and don't remain in contact with the target for long enough.

YOU ARE PRIMARILY RESPONSIBLE FOR YOUR OWN SAFETY

Always make sure you properly defend yourself, especially your head

WEAPON DAMAGE

WEAPON	ARM OR LEG	CHEST, BELLY, BACK OR SHOULDERS	HEAD OR NECK	ANYWHERE ELSE (incl weapon or shield)	EXAMPLES
Melee Weapons in 1 hand Spears & Pikes in 2 hands	1 HP	2 HP	NA	NA	
Melee Weapons in 2 hands	2 HP	2 HP	NA	NA	
Missile Weapons	1 HP	2 HP	NA	NA	<ul style="list-style-type: none"> • Band guns, band crossbows, band wands • Bows firing arrows
Devastating Weapons	Kill	Kill	Kill	Kill	<ul style="list-style-type: none"> • War machine missiles • Epic Creatures • Fireball/Explosives

YOUR HIT POINTS (HP)

FEATURE	HIT POINTS	EXAMPLES & NOTES
Base Hit Points	3	<ul style="list-style-type: none"> • Spellcasters may start with lower HP
Armour - Choose 1 only		
1/4 or Part Armour	+1	<ul style="list-style-type: none"> • Thick arming jacket of leather, wool or multi-layered linen • (3mm+) leather Hero Belt • Pair of vambraces & pair of greaves together
1/2 Armour (torso)	+2	<ul style="list-style-type: none"> • Inflexible (3mm+) leather breastplate or demi-cuirass • Chainmail shirt • Plate breastplate or demi-cuirass
3/4 Armour (torso + 1/2 limbs)	+3	<ul style="list-style-type: none"> • Inflexible (3mm+) leather breastplate & 1/2 limbs • Chainmail shirt and 1/2 limbs • Plate Breastplate & 1/2 limbs)
Full Armour	+4	<ul style="list-style-type: none"> • Full suit of very thick (3.5mm+) inflexible leather plate armour • Full suit of chainmail or plate & chainmail
Full Plate Armour	+5	<ul style="list-style-type: none"> • Full metal plate armour suit
Helmets - Choose 1 only		<i>We encourage you to wear a metal helmet with padding for your own protection as you can expect to be hit in the head</i>
Open Helm	+1	<ul style="list-style-type: none"> • Metal or inflexible leather head protection e.g. a secret helm plus throat protection • Kettle helm, Morion, Bacinet/Burgonet/Open Sallet
Closed Helm	+2	<ul style="list-style-type: none"> • Great helm, Bascinet/Burgonet/Sallet with Closed visor, Spangenhelm with oculars and aventail
Other		
Warband Banner	+1	
Banner Bearer	+1	
Shields	NA	<ul style="list-style-type: none"> • You may use 1 shield to block hits - A shield must be only thing held in your hand to count (max size limits apply and it can be stowed when not in use)