Swordcraft Ltd

Player Handbook & Rules

2023 v1.1

Credits

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Special thanks to the members of the Swordcraft Executive for their tireless volunteer effort to make Swordcraft possible: Jeff Krins, Nelson Gallardo, Andrew Peterson, Mads Colvin, Letitia Pullen, James Weir, and Anthony Mason and to our recent former members Heather Clarke, John Welles-Sullavan, Steven Curry, Jessica Lloyd and Charlie Phillips

Special thanks to the chapter organisers, marshalls, and sign-in crews for their hard work and support

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WHO ARE WE

We are a community of LARPers (Live Action Roleplay) and martial artists who love to get together and have a great time - socialising, fighting, camping and dressing up in a mediaeval and renaissance inspired world.

Swordcraft Ltd, a not-for-profit company limited by guarantee, established to run our games and events. www.swordcraft.com.au

Warhammer Fantasy Inspired

To provide a common immersive framework, we use Games Workshops' Warhammer Fantasy Old World for inspiration (*our use of GW trademarks is unofficial and as fans only*). This is a grimdark low fantasy world loosely modelled on Europe and beyond in the 15th and 16th centuries, subject to the ever-present threat of destruction by dark forces from both within and without.

You assume a role in this conflict as part of a warband - whether stalwart Empire soldiers, noble Bretonnian knights, proud Estalian duelists, lofty High Elves, devious Skaven, ferocious Orcs, twisted followers of Chaos and many more. Practise your martial skills, costume up and join us on the field of glory or in the dark alleyways of Sudenburg!

Using the current real-world year as the in-game year our timeline may diverge from official sources as we live, love and fight our way across the lands of the Border Princes region of the Old World.

Setting

The Old World consists of the "Empire", based loosely on the Holy Roman Empire, with its competing 3 contenders to the title Emperor amid bustling cities and haunted forests; "Bretonnia" (mediaeval France, with strong Arthurian mythology themes); "Kislev", based on mediaeval Poland and Imperial Russia; the Border Princes as a kind of mediaeval "lawless" Balkans or petty kingdoms; the "Wasteland ", whose sole city of Marienburg is based on the Low Countries; and the fragmented lands of 'Estalia' and 'Tilea' (Spain and the city-states of Renaissance Italy respectively)

Other lands include 'Araby' (the Arabic Caliphate and Persia); 'Cathay' (China); 'Khuresh' (Southeast Asia); 'Nippon' (Japan); 'Ind' (India), Naggaroth (a sort of wild North America ruled by the Dark Elves); 'Ulthuan' (Atlantis as the homeland of the High Elves); 'Lustria' (Mesoamerica as home of the amphibian Slaan and Lizardmen); 'Norsca' (Scandinavia from the viking age with a dark twist), and the island of 'Albion' (Celtic Britain and Ireland).

While the setting of Warhammer Fantasy Roleplay shares traits, such as the existence of dwarfs, elves and orcs, with other popular fantasy settings, it is technologically set slightly later than classic fantasy, closer to the early Renaissance era in terms of technology and society. Firearms are available, though expensive and unreliable, and a growing mercantile middle class that is challenging the supremacy of the nobility in the Empire.

One of the most identifiable features of the Warhammer setting is Chaos - its Dark Gods and their followers. The forces of Chaos take the form of marauding twisted dark knights and beastmen, or as an insidious force gnawing at the fabric of society. Secret cults abound among all strata of society, seeking to overthrow the social order or to further their own power with pacts with those Dark Gods. Mutants lurk in the forests outside the great cities, while the Skaven (a race of mutated humanoid rats) tunnel beneath the world.

Magic is widely feared and reviled, and not without reason. Magic is derived from – and thus corrupted by – Chaos, and its practitioners tread a fine line between death or corruption and power.

Source:
https://warhammerfantasy.fandom.com/wiki/Warhammer_Wiki

See also: Warhammer Fantasy Roleplay; the online game Total War: Warhammer; Mordheim; Vermintide; and Games Workshop's fantasy tabletop games.

A Pictorial Map of

THE OLD WORLD

Mountain Ranges and Passes	Great Rivers	● Major Cities
Marshlands	■ Legendary sites of the Dwarf Cities	○ Places of Note

Transcribed by Jeremiah of Nuln 2513
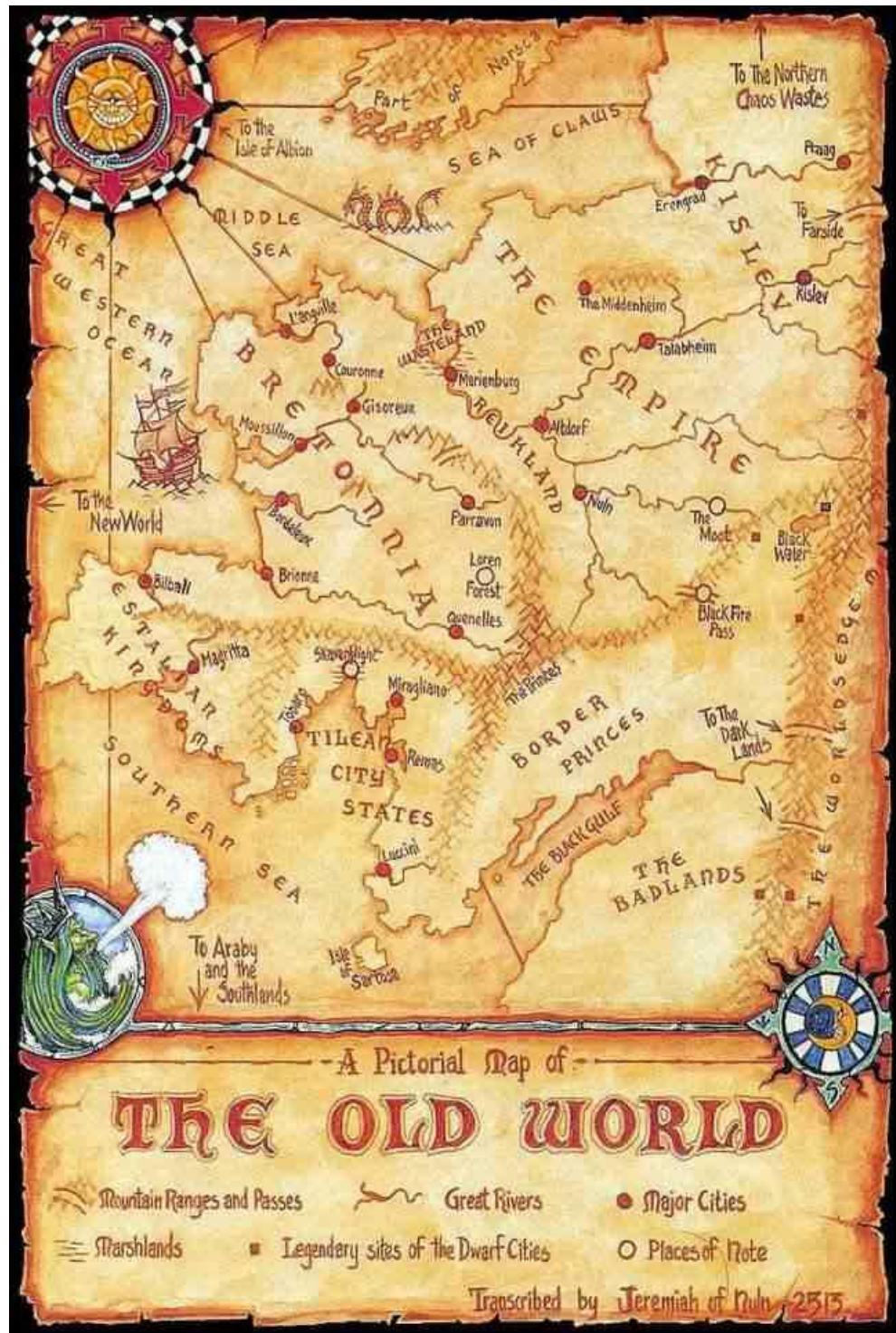
COMMUNITY CULTURE

Inclusive

We are proud of our inclusive community culture, where we all work together to look after each other. We recognise that we are more than a game: Swordcraft is, for many in our community, an important part of their identity. We are all guardians of our community's well being.

Zero Tolerance

We will not tolerate criminal or other behaviour that causes physical or mental harm to others including physical violence, domestic violence, sexual assault, discrimination (racial, sexual, gendered, disability or religious), harassment, or bullying. As a community member this extends to your behaviour at Swordcraft events. If you are the target of this kind of behaviour or witness it, please let us know at community@swordcraft.com.au. Your communication will be treated seriously and sensitively.

Onus On The Perpetrator

If we reasonably believe that a person is engaging in criminal or harmful behaviour, we reserve the right to suspend. ban or otherwise restrict them from games and events. The onus will be on the person behaving badly to show cause as to why they should be allowed to remain part of the community.

GAME CULTURE

Comply With Marshal Instructions

When attending our games and events, you must always follow the game related instructions of our officials including Marshals. If a Marshal calls a safety <u>Code Red</u> within earshot during play, you must immediately take the knee and then follow instructions.

Marshals have the power to remove you from a game or event for safety reasons or serious breaches of game and event rules without any right of appeal. You must not argue with Marshals.

Don't Be A Jerk

Swordcraft is about having fun together. The spirit of the game is more important than the letter of the rules. Swordcraft is not about winning at all costs - it is better to create a great scene together than try to be the best fighter.

At the end of the day, everyone should have had so much fun that they want to come back for more, whether they "won" or "lost" the battle or were the hero or the villain.

Play Safely

You are responsible for your own safety and the safety of the people around you. You are responsible for wearing protective gear. You are also responsible for the safety of your weapons, armour and equipment.

Remember! Non-human players, Summoned Monsters Epic Creatures have people inside - there is no need to hit them any harder than other players and no excuse for aiming for their head.

Expect Minor Injuries

Swordcraft is an activity that involves significant physical contact between players, typically in a combat setting. We are hitting each other with padded weapons in a dynamic battlefield environment, sometimes over rough terrain. We are also camping outdoors and dealing with nature.

Mistakes happen and people misjudge their actions. Typical misadventures include: hits to places like the head and groin, miscalculated and forceful strikes, bodily contact with people and things, loss of balance (including falls), scratches, bruises and other minor injuries.

The above examples are normal and part of the risk involved in playing a game with intentional physical contact and combat.

If you do hurt someone, you are responsible for making sure they are okay and getting help if they need it.

In no circumstances will real aggression be tolerated – players intentionally trying to harm others or acting in a way that is likely to do so should be reported to a Marshal.

Seeing Is Believing

Swordcraft operates on the basis of immersion. This means that we try to minimise make-believe and create the scene with what you can actually do, see and feel. If you are a warrior, you are only as good a swords-person as you actually are. If you are a wizard, you need to convince your target that they are ensorcelled. If you are a noble you will need the trappings and retinue expected of one. A peasant's hut is a peasant's hut, not a palace.
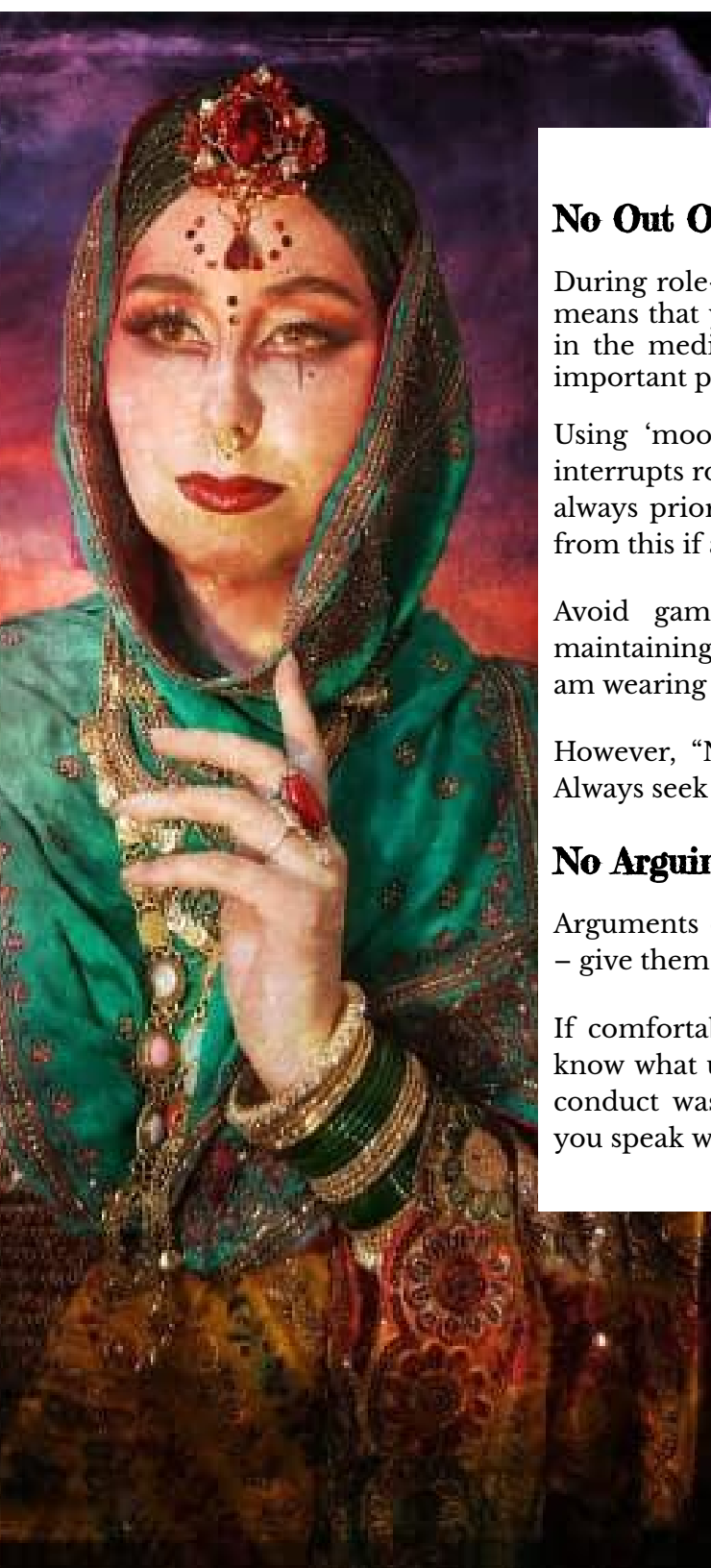
No Out Of Character Explanations

During role-playing events (such as Quest), we are "in-character". This means that you should act and communicate as your character would in the mediaeval and renaissance based world we inhabit; this is an important part of immersion.

Using 'moose-ears' forces another player to step out of character, interrupts roleplay and breaks the immersion of the scene. You should always prioritise dealing with a situation in character and only break from this if absolutely necessary – e.g. for someone's personal safety.

Avoid game mechanic language is another important part of maintaining immersion e.g. instead of "I have 4 Wounds", describe "I am wearing a maille shirt".

However, "No" always means "No" both in- and out- of character. Always seek consent.

No Arguing

Arguments disrupt the game for everyone. Everyone makes mistakes – give them the benefit of the doubt and bow out with good grace.

If comfortable doing so, reach out to the person later and let them know what upset you - use "I" statements and not accusations. If their conduct was genuinely unsafe and they don't acknowledge it when you speak with them, let your warband leader or a Marshal know.
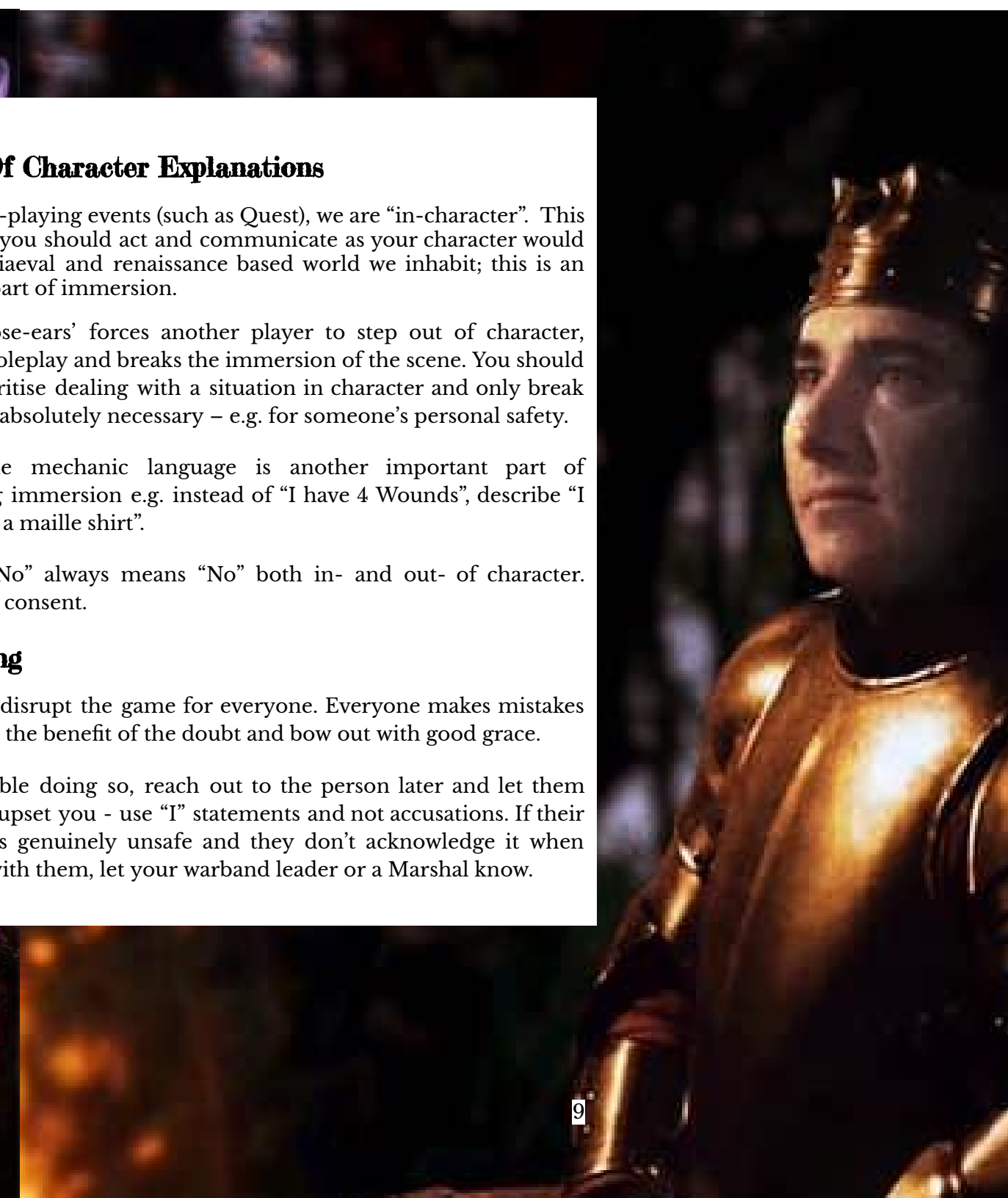
Be Part Of The Team

Swordcraft is about making a contribution. A contribution to the game environment and immersion. A contribution to the story. And a contribution to helping out with the game and events - both in and out of character.

And remember, everyone involved in running Swordcraft is a volunteer, from the Executive team to sign-in, and it is their tireless efforts that make our game and community possible - please be nice!

GAME AESTHETICS

Warhammer Old World

We are inspired by the Warhammer Fantasy Old World in the early 2000s of the Imperial Calendar. Our in-game year is the same as the real world year - 2023 in the real world is 2023 in our game. This means that you need to aim to appear as if you belong to a part of the Warhammer Fantasy World, and in most cases from the Old World - a dark fantasy European renaissance themed world. Different nations have different aesthetics with your warband choosing one of those as its overall look.

Costumes

Some players will adopt very simple clothing, appropriate for the lowest social classes. Veteran players will aim to have more elaborate Warhammer Fantasy costumes and kits. We have an aspirational culture - no one is expected to have a detailed or expensive kit when they start out - that comes with time and support from others in the community.

Support Each Other

Swordcraft is about helping each other improve our skills, costuming and props. While you can be part of Swordcraft with fairly minimal costuming and kit, we want everyone to support each other to improve. Criticising others' efforts is not on. The more we help each other, the better it will be for everyone.

KEY TERMS

These key terms are used to help define the rules and will be bolded and italicised to help identify them. Further information on these key terms can be found in their relevant sections.

- ***Normal Melee Weapon***: Regular 1 handed weapons; such as swords, axes, maces or flails; 2 handed staves, and 1 or 2 handed spears.
- ***Heavy Melee Weapon***: Large 2 handed weapons, such as great-swords, 2 handed axes, poleaxes, halberds, and great-hammers.
- ***Normal Missile Weapon***: Includes bows, band-guns, band-crossbows, etc.
- ***War Machine***: A large elaborate machine of war that can fire projectiles, such as cannons, trebuchets or steam tanks.
- ***War Machine Projectile***: A projectile fired from a war machine.
- ***Epic Creature***: A large powerful creature or construct of either monstrous or magical origin
- ***Wound(s)***: a measure of how much damage you can take.

COMBAT

The Old World is a dangerous place: from its battlefields to back alleys, from its forests to its mountain peaks and deep mines; danger lurks everywhere. To represent this our combat rules simulate injury, weapons and armour in a simple thematic way.

Play fair, count your own hits and not other people's.

You must not intentionally make bodily contact with another player without their consent other than via LARP safe weapons. You also must not aim for another player's head, neck or groin or intentionally trap or pin another player's weapons or body.

All parts of the body are <u>scoring areas</u> other than the head, neck, groin, hands, and feet.

<u>Any hit to a scoring area on your body that you can feel counts</u>. Try to only hit with the minimum force necessary for your target to feel the hit. Expect to be unintentionally hit hard from time to time (see also ***Expect Minor Injuries*** above).

Rapid hits are not prohibited but may be difficult for the target to count so we recommend being more deliberate and obvious with your hits.

At roleplay events such as Quest, you <u>MUST</u> react to all hits in a plausible and meaningful way (e.g. grunt, cry out in pain, stagger, roar a challenge) based on the nature and size of the hit, what armour you are wearing on the place hit as well as the strength and size of your opponent - exactly how you react is up to you but you must react.

All hits from a **war machine projectile** and contact with any part of an **epic creature's** weapon kill you on the spot regardless of where they hit you (including your head), your armour, your weapons, shield or equipment.

Normal melee and **normal missile weapons** do **1 wound** on a successful hit with their damage dealing surface e.g. sharp point, blade, crushing surface.

Heavy melee weapons used in 2 hands do 2 **wounds** on a successful hit with their <u>**cutting or smashing surface**</u>. 2 handed swords used in 2 hands which are designed for safe thrusting also do 2 **wounds** when <u>**thrusting**</u>.

You must not try to parry or block missile weapons (other than with a shield). They are moving slower than in real life for safety reasons and you shouldn't take advantage of that.

You can choose to take a death or flee the battlefield at any time. No faking death or injury.

Scenarios may include a respawn option.

Wounds are restored on being healed, respawned, or reset of game.

Wounds and Injury

You start with the capacity to take 1 wound before you are mortally wounded/dying (this is represented by having 1 Wound Point).

If you are mortally wounded/dying you can no longer engage in combat or any other actions - drop to the ground or hold your weapon upside down and either drop to one knee or flee the battlefield.

You may crawl or stagger out of the immediate vicinity of an active line-fight (no more than a few metres) until you are physically safe.

Remember - the mortally wounded don't engage in chats - no more sounds other than soft groaning in pain.

Armour

We recommend that you wear armour, groin protection, gloves and a well padded helmet for real life protection.

Armour in game adds to your Wounds.

The armour system is built around "suits of armour" centred on torso protection to reflect how armour actually looks and works to keep you alive - there's little point in having well armoured limbs without protecting your vital organs...

ARMOUR *(this list is a guide - chose the one that is the best match)*

Extra Light

	+*Wounds*
Padded, landsknecht woollen wams etc	1
Flexible (1mm+) leather armour vest/jacket	1
Thick leather Hero Belt	1
Single large thick leather or plate pauldron	1
Flat steel 12 boned corset	1
Pair of vambraces and greaves together	1

Light

Inflexible (3mm+) leather breastplate	2
Maille shirt	2
Plate demi-cuirass	2
Plate breastplate	2

Medium

3/4 inflexible (3mm+) leather armour (breastplate and 1/2 limbs)	3
3/4 maille suit (maille shirt and 1/2 limbs)	3
3/4 plate & maille suit (breastplate/maille shirt and 1/2 limbs)	3
3/4 plate armour (breastplate and 1/2 limbs)	3

Heavy

	+*Wounds*
Full suit of very thick (3.5mm+) inflexible highly embossed and decorated leather plate armour	4
Full maille suit	4
Full plate & maille suit	4

Extra Heavy

Full plate suit	5

HELMETS *(choose one only)*   +*Wounds*

Light metal head protection (with throat protection)	1

    e.g. padded maille coif, secret helm under a hat with bevor/gorget/mantle etc

Metal helmet	1

    e.g. barbuta, bascinet, burgonet, kettle helm, Morion, sallet, spangenhelm, etc

Full metal helmet (to jawline with full face protection)	2

    e.g. great helm, bascinet with visor, armet, visored sallet with bevor, spangenhelm with oculars and aventail, etc

Notes and Definitions

Gambeson, landsknecht wams or equivalent battlefield garment must be constructed of at least 3 layers of fabric.

Maille includes any 1mm+ thick flexible metal armour *e.g. chain mail, scale mail, lamellar.*

Plate means 1mm+ thick metal plate armour or overlapping metal brigandine.

Ringmesh is a form of modern welded maille - it is not historical looking and so not really appropriate for characters other than high and dark elves wearing Ithilmar maille (elves don't sell it...). Please bear that in mind when considering purchasing it, though we do understand that some people benefit healthwise from this type of lighter armour.

Imitation plate armour and helmets only count as armour if they are the high quality ones from Arthammer, Wyrmwick, or equivalent - other brands may be added to these rules in the future. Where they count, they will be treated as 3.5mm inflexible leather armour. Homemade imitation plate armour may be approved on a case by case basis (tagged by Swordcraft Ltd as approved). Other imitation armour and helmets do not count as armour or helmets.

Bonus Wounds

Once a battle or quarter commences during a battle game, if you and your warband gather around your warband's banner, and roleplay praying for the favour of your warband's patron Warhammer Fantasy god or goddess, you will be blessed with 1 bonus Woundeach - this roleplay must be a substantial action.

The warband banner must be carried on the field by a banner bearer for this bonus Wound to apply.

 If you are your warband's banner bearer, you gain an extra bonus Wound (banner is 2.4m+ tall, requires 1 free hand to hold, no shield, and you must stay with your on-field warband leader at all times; you cannot perform other roles including healer or use magic).

Non-humans

Note: this section is a placeholder for the concept of rewarding non-human costuming and the difficulties they have in using regular armour and helmets due to things like makeup and prosthetics.

Non-humans (must be in a warband of their type - a dwarf or halfling may also be in an Empire warband; and satisfy the costume requirements for their species).

As a non-human, to reflect your higher costuming requirements and limitations on wearing certain armour or helmets, you gain one or more bonusWounds:

- Dwarf, Elf, Goblin, Halfling, Skaven, or Skeleton/Zombie
  +1 Wounds due to your toughness, lithe grace, sneakiness, nimbleness, slipperiness or effect of dark magic

- Orc
  +2 Wounds due to your thick skin, brutish manner and ferocity

The following non-humans don't get the benefit of armour, helmets, banners or other bonuses (Note: require official approval from Swordcraft Ltd together with appropriate high level costuming)

- Dwarf Trollslayer; Dark Elf Witch Elf Bride of Khaine; Dark Elf Khainite Assassin; Wood Elf Wardancer; Beastfolk - Gor (1.83m+)
  +3 Wounds due to your deathwish, speed, and/or ability to shrug off damage that would slow or kill lesser mortals
- Beastfolk - Bestigor/Minotaur (2.13m+), Ogre (2.13m+), Orc Warboss (2m+)
  +11 Wounds due to your ferocity, huge bulk and ability to shrug off damage that would slow or kill lesser mortals

Note: look up the Warhammer fantasy wiki for look and feel of these non-humans and their behaviour
https://warhammerfantasy.fandom.com/wiki/Warhammer_Wiki

Roleplay combat 18+

Applies if players verbally agree in advance to conduct and outcome. This agreement needs to cover what is and isn't allowed and who will win.

Hardcore Combat 18+

For Quest and other roleplay events only.

1. Applies if two players agree in advance:

    a. Verbally (make eye contact, call "Hardcore?", other person responds with a weapon salute and calls "Hardcore!", then its game on!); or

    b. Gesture "(make eye contact, tap weapon to your head 3 times, other person responds by tapping their weapon to head 3 times, then its game on!)
    c. You can end Hardcore combat at any time by saying "I surrender!" or by leaving the combat.

2. As standard rules plus you may:

    a. Hit opponent's head (vertical hits only - no hits to face, side swings at head, no thrusts at head)

    b. Shield bash with foam shields

c. Strike with the pommel of your sword

d. Charge your opponent if they are signal they
    are ready (front only - no surprising)

e. Hip and shoulder your opponent if they
    signal they are ready (frontal or front side
    only - no surprising)

f. Push your opponent's shield and "non-sharp"
    parts of their weapons with open hand (no
    grabbing)

HEALING

To be a healer, you must have the costume and props of a Warhammer Fantasy style healer (see guide below).

Warhammer Fantasy Roleplay healer types (this is not an exhaustive list but gives you an indication of minimum costuming and props):

- Armourer/blacksmith - leather apron, cart, anvil and blacksmith's tools, brazier
- Herbalist - peasant's garb, bag of herbs, cat or other pet
- Barber-surgeon - bloody apron, saws, scissors, pliers, surgeon's sewing kit
- Plague doktor - black robes, plague doktor's mask, cane, medications
- Physician - robes, satchel with medical tomes, elixirs, and jars of leeches
- Witch/Hedge wizard - robes, staff, dead animals, last bath was a year ago
- Priestess or priest of Shallya - white robes, staff, prayer book, Dove amulet
- Jade wizard - green robes, staff, arcane amulets and motifs
- Damsel of the Lady - kirtle, staff, fey countenance
- Sigmarite Warrior priest - 2 handed hammer, twin-tailed comet amulet, prayer book, plate armour or robes, bare head

Healing

To perform healing on a live patient, as a healer you must:

- Firstly, roleplay providing medical treatment (this can be short) on your patient as if you were your Warhammer Fantasy Roleplay healer character type, using your props and at least 10 words flavoured to your healer type :

  Props and roleplay - bandaging, using surgical tools, administering potions, using smithing tools, conducting a ceremony with prayer to your Warhammer god/goddess, performing a ritual with spell appropriate to your wind of magic;

  Note: roleplaying the medical treatment, whether magical or mundane, requires 100% concentration by both the healer and the patient - the patient cannot be engaged in combat or other activities (other than crying out in pain...).

  Note: The patient must be standing.

- Secondly, perform a Runestone test:
  - requires an opaque pouch containing 9 Rune Stones, identical other than in colour - 8 Success stones and 1 Failure stone - you can choose the two colours
  - to perform the test, you draw a single stone out and hold it aloft in full view of the patient

.

If a success stone is drawn, the healing is a success and all Wounds are restored.

If a failure stone is drawn, the healing fails -the healer may try again

Resurrection

To perform resurrection on a dead patient, as a healer you must do the same as for healing but the patient returns to life on 1 Wounds (and no armour or Bonus Wounds). A "dead" patient must be laying down or kneeling.

If a failure stone is drawn, the resurrection fails - the healer may try again.

Additional

If you or the patient is struck in combat while attempting healing, it automatically fails.

If a failure stone is drawn in either healing or resurrection, then a success stone is <u>removed</u> from the healer's runestone pouch until the end of the battle/reset (the healer will always retain at least 1 success and 1 failure stone).

For each Wound Point from armour or helmet claimed by the healer, the healer loses 1 success stone from their runestone pouch due to encumbrance and/interference with their actions.

A healer cannot heal themselves or use a shield.

A healer would not wear armour or use weapons inconsistent with their healer type e.g. a plague doktor would not be wearing full plate and using a halberd….though a warrior priest of Sigmar would wear heavy armour (though without a helmet) and use a 2 handed warhammer.

A dead person can only be moved by two other people (one on each side) carrying/supporting them.

WEAPONS

To simulate combat in a safe manner, you may only hit another player during combat with the approved striking surface of a sufficiently padded LARP safe melee or missile weapon.

You can only thrust with a sufficiently padded thrust safe dagger, sword, or spear. The longer the weapon the greater the padding required.

You may use Ateliers Nemesis, Calimacil, Epic Armoury, or Wyverncraft melee weapons designed for LARP combat or weapons that are equivalent in design and structure. Swordcraft Ltd reserves the right to prohibit any particular weapon at its complete discretion. It is your responsibility to ensure that your weapons are safe and in good repair.

Polearm and spear shafts may be fibreglass, carbon fibre, wood or bamboo and the first 400mm from the head must be sufficiently padded that the core cannot be readily felt under firm finger pressure.

Melee weapon lengths:

- great weapons 120-185cm
- polearms 130-215cm
- 1 handed spears 130-215cm
- 2 handed spears 215- 300cm
- Staves 215cm max
- dual wielding - offhand weapon cannot exceed 85cm in length.
- all other weapons 125cm max

Normal Melee Weapons

These are your regular hand weapons like 1 handed swords, daggers, axes, hammers, maces, flails and the like used in 1 hand or staves used in 2 hands. They may be used to *cut/smash or thrust if designed to safely do so*. *Staves may not be used to thrust.*

Heavy Melee Weapons

Heavy melee weapons are *Great weapons* and *Polearms*.

A heavy melee weapon used in 2 hands to cut/smash causes 2 wounds (*see combat section*). A heavy melee weapon can only be used to attack if held in 2 hands.

Great weapons

Great weapon means a 2 handed sword, axe, flail, hammer or mace. A great weapon other than a 2 handed sword *cannot be used to thrust*.   A 2 handed sword which is designed for safe thrusting *may be used to thrust*.

Polearms

A *Polearm* means a halberd, poleaxe, glaive, swordstaff or similar cutting/smashing pole weapon. A Polearm *cannot be used to thrust*.

2 Handed Spears

A 2 handed spear *__can only be used to thrust__* and can only be used to attack if it is held in 2 hands and the hands are kept either side of a raised mark 50cm from the butt.

Another weapon (see dual wielding) can be used with a 2 handed spear when the 2 handed spear is held upright, one handed and not used for attacking. The 2 handed spear can still be used for blocking.

Normal Missile Weapons

Permitted normal missile weapons:

- Bows (28 lbs@28") and IDV arrows or equivalent
- Crossbows (28lbs@16") and IDV bolts or equivalent
- Matchlock/wheellock/flintlock style bandguns, band crossbows and band wands
- Javelins (only used by wizards and other spell casters to simulate magical attacks)

Arrows may not have any tape in the middle region of the shaft. i.e. 50mm from the head to 350mm from the nock. This is to ensure the arrow shaft can be checked.

Band missiles must be constructed of either blue or green rubber exercise tubing or equivalent. Loops must not have any sharp or hard materials to the touch, and when relaxed must be at least 1/3 the distance between the trigger catch and the front anchor point. The gap between the ties should be no more than 40mm and the joint material must be cord.

Multibarrel band weapons must have a steadying pole, tripod or carriage.

Black powder guns and wands are encouraged to use caps to increase immersion and slow rate of fire. Obviously band crossbows are silent.

SHIELDS

You may use 1 indestructible shield (the shield must be held to count and no other item can be used in the same hand at the time).

Shields may only be used with weapons under 125cm (other than 1 handed thrust only spears).

A shield blocks hits from melee or normal missile weapons. Shields do not block hits from epic creatures or war machine missiles. You may push your weapon or shield against another shield but not so as to knock the other person over.

Shield maximum sizes:

- Round shield: max diameter 70cm
- Any other shape: max length 90cm max width 60cm

The edges of shields must be sufficiently padded that any core cannot be felt under firm finger pressure. The faces of shields cannot have any material that may cut or scratch another person, their weapons or equipment.

EPIC CREATURES

See *Epic Creatures Construction Guide* for further details.

Epic creatures strike terror into the hearts of even the bravest warriors and kill if they hit you with their melee weapon, tentacles. trunk, claws, jaws, horns or tusks anywhere on your body (including head, hands, feet and groin), shield or equipment. Attacks from an Epic creature cannot be blocked by a weapon or shield.

If you hit an epic creature with any *melee weapon*, you do 1 damage to it. It ignores *normal missile* hits.

War machine single shot Cannonballs/Balls cause 1 damage to an epic creature if they hit it anywhere.

Multi-shot Grapeshot does not harm epic creatures.

Epic creatures have 18 Wounds (and sometimes more), are immune to magic and do 3 damage to other epic creatures if they hit each other anywhere.

Epic creature costumes must be of high quality, clearly show they are an epic creature and be approved by Swordcraft Ltd before use. The actual costume needs to be themed to Warhammer Fantasy, be either fast (such as by using digi-legs) or be tough and tank like, have a minimum height of 2.13m and occupy at least 2m3 (not including any tail, horns, wings or other appendages), with features such as stilts for height and/or large costume elements for bulk.

Only epic creatures approved by Swordcraft Ltd may be used.

WAR MACHINES

The battlefield in the Old World resounds to the boom of cannons and the crack of other mighty siege weapons as they hurl death. War machine missiles are marked as such, are much larger than normal missiles, and may be either single shot Cannon Balls/Stone Balls or multiple shot grapeshot. Cannons are encouraged to make a bang.

A moving war machine missile will kill you instantly if it hits you anywhere on your body (including your head, hands, feet and groin) or your weapons, shield or equipment. It also kills a summoned creature instantly.

If you touch a war machine you are also killed instantly - this is as much for your own safety and the safety of the people around you and the machine itself - by all means attack the crew.

The crew of a war machine (other than a steam tank) is also required to take a death if their machine is surrounded and it is no longer safe for them or people around them.

War machine single shot Cannon Balls/Stone Balls do 1 damage to epic creatures and 1 Damage Point to other war machines. Multi-shot Grapeshot does not damage epic creatures or other war machines.

Petards/bomb (30cm tall conical or 30cm long rectangular box weighing 2-3kg, ideally with a cap bang effect) do 1 DP to a war machine. Players may place the petard/bomb under the siege weapon and yell "fire in the hole" or initiate the cap mechanism. The petard/bomb is expended and cannot be used until a game reset.

A war machine must be able to safely fire an approved Cannonball/Stone Ball at least 20 m or Grapeshot at least 15 m.

Cannon "balls" must be 100 mm long and a minimum of 65mm wide pool noodle or foam. A tennis ball can be embedded in the end of the foam or pool noodle and the whole projectile should be covered in material or smooth tape.

Grapeshot has no minimum size, and consists of foam blocks/pool noodles chunks covered in a thin wrap of cloth/duct tape/latex.

A war machine will have a variable number of DP depending on size, necessary crew numbers and armament e.g. a simple mortar may have 1 DP while a steam tank may have 5 or even more DP. A war machine may only be damaged by a war machine missile or petard.

Other war machines may be useable at events such as Quest (battering rams, foam "stone blocks" etc).

Only war machines approved by Swordcraft Ltd may be used.

MAGIC

Note: this section is a placeholder for while we review the magic rules..

What you need to know

Magic for wizards, divine casters and other magic users (all called wizards here) is covered in the separate Magic Handbook. As a non-wizard, all you need to know is the following.

You can recognise a wizard from their 2 handed staff or large 2 handed Warhammer and costume appropriate to the colour of their Wind of Magic or other source.

Wizards simulate magic by summoning monsters, casting spells/blessings, and working enchantments.

The effect of armour on wizards is the same as for healers. So, for each Wounds claimed by the wizard from armour or helmet, they lose 1 success stone from their runestone pouch due to encumbrance and/interference with their magic.

Summoned monsters

Are a monster, spirit or daemon costumed and themed to the wizard's wind (or deity for priest/esses). Summoned monsters must have a **_back banner_** to show they are summoned monsters (only summoned monsters are permitted to use back banners) and are required to have a very high costume standard - they need to look like imposing and powerful monsters.

It is **_strongly recommended_** that, if you play a summoned monster, you wear substantial protective gear under your costume as you will get hit - a lot. You cannot tell people that they are not allowed to hit you.

Summoned monsters can only be harmed by their designated target's melee weapons, another summoned monster, an epic creature, a war machine, or a great weapon. They may be affected by magic.

If you are playing a summoned monster you should use the opportunity to roleplay your role as a creature summoned and bound by magic. You are likely to be pretty pissed at the whole affair...and angry at everyone around you. You should also expect regular players to strike you - you just shrug off any hits other than from those referred to above.

Summoned monsters have **_6 Wounds_** (or 9 Wounds if they only have claws as weapons) and may use any normal melee weapon under 185cm. They may also dual wield two weapons of up to 1m long each. They do not get any other Wounds bonuses.

There is always the risk that a summoned monster will turn on the summoner and the summoner's allies. If the monster runs amok, it can only be harmed by another summoned monster, an epic creature, a war machine, a great weapon or magic.

Spells/blessings

A wizard casts a spell/blessing on you by:

1.   preparing their spell/blessing with a ritual;

2.   recording the spell on a scroll;

3.   tearing up scroll when ready to cast it (their staff is now "live" and the next combat hit they make with it to a person will discharge the spell); and then;

4.   striking you in combat with their staff (ignoring armour and not causing damage) and saying "Veritas".

You must then freeze and do what the wizard instructs you to do (it will be a command from the list of official spells) for the multiple of 30 seconds the wizard tells you.

Note: You always have the option to take a death rather than following the command.

For the duration of the spell (from when you heard "Veritas"), you cannot attack the wizard and they cannot attack you. Both you and the wizard can be struck in combat by anyone else.

* duration of spell/blessing is equal to ritual length (30 sec for battle games).

* if the wizard does not use a spell scroll by dawn the next day, it expires.
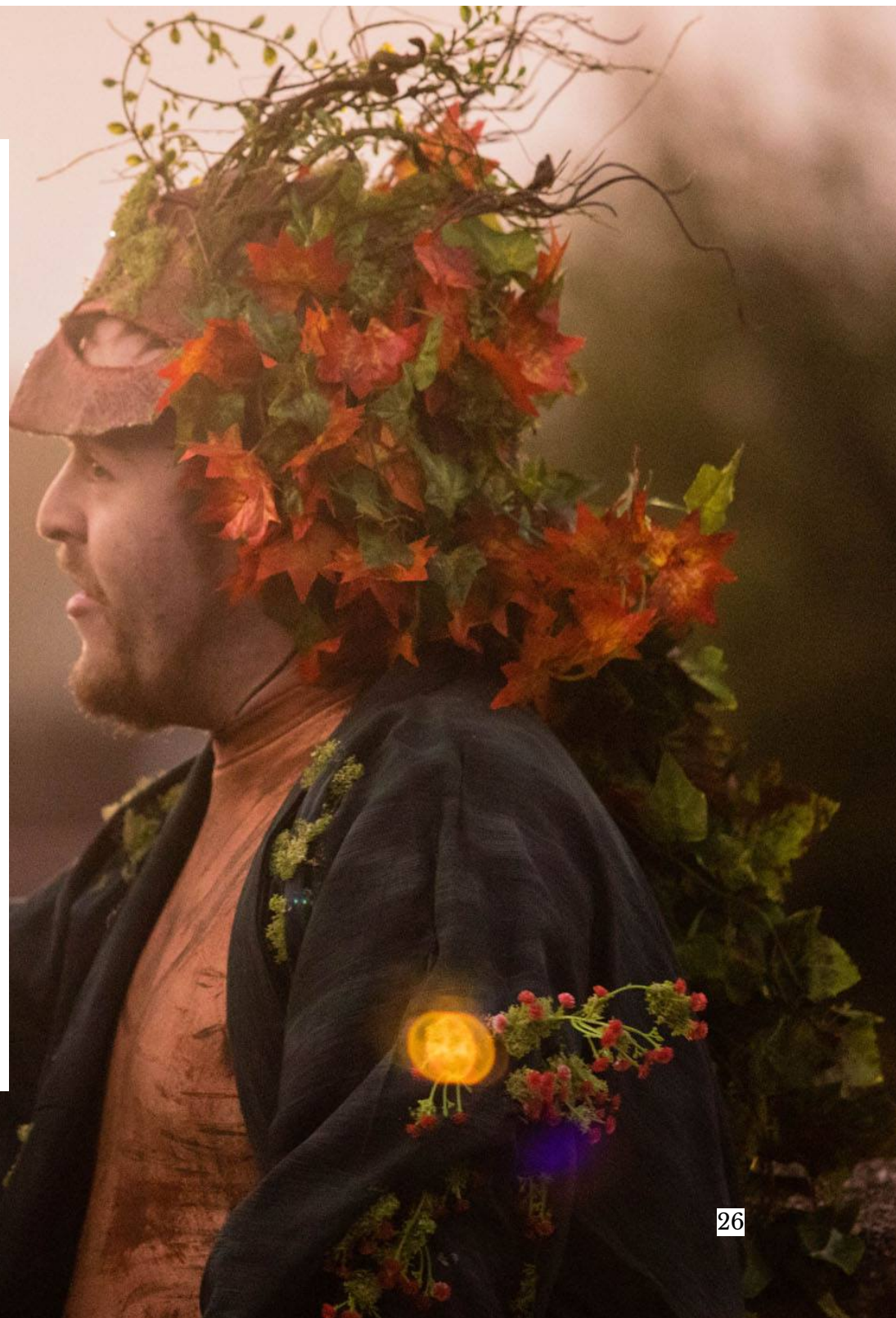
Sample spells

Ritual to create: ritual appropriate to wizard's wind (or priest/ess' deity) (30sec for battle games, can be longer for other situations).

Effect: Immobilize person.

Command: "Veritas, you cannot move your feet as they become [wording appropriate to caster's wind or deity e.g. entangled in vines, wrapped in iron, frozen in ice, insubstantial, wreathed in agonising fire, etc] for [specify duration].

Effect: Immobilize weapon

Command: "Veritas, your primary weapon becomes immobilised as it [wording appropriate to caster's wind or deity e.g. becomes red hot/icy cold, becomes alive and writhes out of your hands, turns to lead, becomes insubstantial etc] for [specify duration].

Effect: Magic missile

Command: "Veritas, you are pushed back step by step as you are struck repeatedly by [wording appropriate to caster's wind or deity e.g. tongues of flame, ice storm, bone chilling mist, a ghostly warrior, swarm of insects/bats etc] for [specify duration].

Effect: Veil

Command: "Veritas, you will not see, hear or otherwise sense me as I draw a veil around me of [wording appropriate to caster's wind or deity e.g. mist, smoke, light, heat shimmer, darkness, etc] for [specify duration].

Enchantment

Enchantments work like spells/blessings but instead of harming you, they provide you with some benefit.

1. An enchantment ritual must take place in a ritual circle. You need to take part in the entire enchantment ritual to be able to have an enchantment cast on you.

2. The duration of an enchantment is equal to the duration of the ritual to create it.

3. If you have an enchantment cast on you, the wizard invokes the enchantment by writing "veritas" followed by the effect of the enchantment on a scroll and giving it to you.

4. You can only be the subject of one enchantment at a time. Immediately lose any previous enchantment scroll when a new one is cast on you.

5. To activate the enchantment you tear up the scroll. Its duration then starts to run.

6. If the enchantment is not activated by dawn the next day, it expires.

Sample Enchantments

Ritual to create: ritual appropriate to wizard's wind (or priest/ess' deity (30sec for battle games, can be longer for other situations).

Duration of effect: same as ritual length.

Effect: Protected from next spell

Command: "Veritas, I protect you from the next spell cast on you with this shield of [wording appropriate to caster's wind or deity e.g. light, fire, ice, darkness, etc] for [specify duration].

Effect: Protected from next melee hit

Command: "Veritas, I protect you from the next melee hit on you with this shield of [wording appropriate to caster's wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

Effect: Protected from next arrow or bullet hit

Command: "Veritas, I protect you from the next arrow or bullet hit on you with this shield of [wording appropriate to caster's wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].

Effect: Protected from next epic creature hit

Command: "Veritas, I protect you from the next hit by an epic creature with this shield of [wording appropriate to caster's wind or deity e.g. light, fire, ice, iron, thorns, darkness, etc] for [specify duration].