



STARTING A WARBAND AT SWORDCRAFT

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Purpose: this document is to guide prospective warband leaders and help them understand the process of warband application, as well as provide guidelines to better help them craft their lore and background.

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Becoming a Warband Leader

Becoming a warband leader is a big job. It is more than just leading your group on the field, it takes a great deal of care and work to ensure your players are safe, happy, and ready for each game and event. It also puts you in a place where you are responsible for your players in their actions, and are in a position of leadership in the community and are expected to be a person that others can model their behaviour after and look up to.

All warband leaders will have to abide by our warband leader code of conduct, [which can be found here](#).

A new warband leader must meeting the following requirements:

- Has attended Swordcraft as a player for at least 1 year
- Is in good standing with the community - 12 months since any disciplinary action has been taken
- Can provide two short written references from peers of the following categories:
 - Current WBL
 - marshal/ volunteer (who has been in that position for at least 2 months)
 - A Swordcraft executive
 - A Swordcraft board member

Process of Warband Application

1. Expression of Interest

Fill out the [New Warband Expression of Interest Form](#).

The proposed WBL (and 2ic, if they have one already) should fill out a Microsoft form, which asks for the following information ([specific questions can be found here](#)):

- Contact details
- General warband information/ lore
- A proposed sigil (a description is fine, a graphic or drawing is not required at this point)
- The answers to a few IC and OOC questions about what their warband will bring to Swordcraft/ why they want to start a new warband/ how they fit into the world.
- References

A 2ic is not required at this stage, but if you already have one in mind please ensure they also complete section 1 and 3 of the application form with their contact details and references.



2. Approved/ Not Approved

At the monthly executive meeting, Swordcraft will review all expressions of interest and either accept them or advise further workshopping of the idea before it progresses.

If your application is not approved, you will be provided with feedback and invited to reapply once you have made the necessary changes.

If your application is approved, you may post/ recruit on Swordcraft pages and post about your concept with the general community.

3. Intent to Launch

When an approved warband is ready to launch, please email the following:

To: community@swordcraft.com.au, cc. info@swordcraft.com.au

Subject: Warband Launch: Your warband name, intended launch date

Body please include the following:

- The proposed launch date
- Confirmation that you have a warband flag ready for your launch night
- A graphic of your sigil or picture of your flag to use on social media
- A mood board or inspiration board of at least 10 images that communicates your warband aesthetic (this can be Pinterest, a word doc with images, etc.)
- A list of your founding members (minimum 5, which includes the WBL + 2ic)
- If a 2ic was not already selected in the initial application, you will then also have their 2ic apply with the reference as the leader did in the expression of interest

Please note that although a warband colour scheme is no longer required at Swordcraft, your warband should still appear cohesive and be identifiable by either a common visual aesthetic or colours.

Upon launching your warband, if your aesthetic does not correspond to your initial proposal and mood board/ inspiration, you may be contacted by a member of the Executive to make changes.



Questions Asked in the Application

In order to help you prepare your application, we've listed the questions below so that you can think about them before filling out the form.

Section 1:

- Your full legal name
- Your name on Facebook if different from the above
- Your preferred name
- Email address
- Are you currently a part of a warband? Which warband?
- Roughly when did you start attending Swordcraft?

Section 2:

- Warband Name
- Proposed 2ic/ other leader (not required at initial application)
- Warband Theme synopsis
- Proposed Sigil/ Colours (note: colours are a guideline and not a requirement)
- Where in the world of Warhammer does your warband originate/which lore do you draw inspiration from?
- Why would your warband be in Sudenburg?
- What will your warband do to ensure members fight safely and know the rules?

Section 3:

- Written reference 1
- Written reference 2





Key selection criteria

Below is a list of requirements that your application will be judged against. For more information on each aspect, please see the “warband creation guidelines” below.

	Warband Leader meets requirements
	Ideas and imagery used do not violate mandatory requirements
	Does not monopolise a region, religion or group or exclude others from that concept
	Fits into the scale of our game
	Can conceivably exist in the Warhammer universe
	Has a cohesive concept

Warband Creation Guidelines

[Mandatory Requirements](#)

[Monopoly of Concept & Name](#)

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Mandatory Requirements

It is mandatory that **no** warband concept:

- Is based on or takes imagery in any way from modern day hate groups

Specific examples: The swastika, the Confederate flag

- Bases main warband imagery on a symbol that would break immersion or take players out of the game

Specific examples: the Ripcurl logo, obvious parodies of flags of modern countries, a vehicle not existing in the Warhammer universe, an iPhone

- Is based on caricatures of or is insensitive to real life cultural groups or communities

We appreciate that warbands may want to source concepts and themes from real world cultures and societies, and that Warhammer does take inspiration from real life as well. We require all warbands and players to present appropriate and respectful portrayals of all people, and any complaints regarding this will be taken seriously.

Also, please note: If playing a fictional race that requires full face or body paint, please note that we do not allow black or brown face paint.

Monopoly of Concept & Name

No one group owns a single concept, place, religion or idea at Swordcraft. The Warhammer world is open for everyone to explore and pick and choose from as long as your concept fits within the scale of our game. We take no issue with warbands having similar themes, colours and aesthetics. Just like the real world, it's expected that some groups will share common themes.

The name of your warband should not imply that you are representative of a force greater than what you physically represent.



This table provides some examples of unacceptable names, the reasons they're unacceptable, and alternative names that we would suggest.

Not Acceptable	Reason	Acceptable	Reason
Knights of the Blazing Sun	This implies that the group consists of all of the members of a knightly order, and prevents other players from being able to be a part of it without joining the warband.	Captain Otto's Expedition (from the Marienberg Commandery of the Knights of the Blazing Sun)	This name makes it clear that the group is not ALL of the Knights of the Blazing Sun, but just a specific contingent of it under the leadership of a captain.
The Middenheim Army	This looks like a large, official army acting on behalf of all of Middenheim, which is not realistic to the scale of the game and also puts them in a position of power over smaller Middenheim groups.	Middenheim's 18th State Troopers	This makes it clear that they are not representative of Middenheim's whole army, but are a smaller unit that only represents themselves.
Cult of Verena	You would assume that this group is the official organisation "Cult of Verena". This would make it unfair for players in other warbands who are a part of the religion as well, because players would end up having religious authority over other players.	The Left Hand of Verena	This is not the name of any pre-existing organisation in Warhammer, but still makes it clear that they are a religious group who worships Verena.
The Bretonnian Council	This name makes it sound like this group of people somehow represents all of Bretonnia and therefore has power over other Bretonnians.	The Court of the Hedgehog	It still implies that there's some kind of person/ people of importance in the group, but doesn't make them representative of Bretonnia or give them more power than a player would have.

Scale & Power

We are not telling a story about a single character saving the whole world from an apocalypse or anything of grand scale. Swordcraft is a game about the players, the characters that they play, and the small town community of Sudenburg that they are a part of. We want warbands and character to match the importance of the world around them – which for most chapters will consist of small regional towns.

Your character should reflect what you can convincingly represent. Similarly, a warband should reflect the number of players that it physically represents. The town of Sudenburg has a player population of 500-1000, though you can assume there are more NPC residents and townsfolk "offscreen".



The following tables offer some broad examples of what your warband might look like depending on the amount of people you have. We advise making your warband structure scalable (both in and out of character) to ensure you can keep a similar theme as you grow.

5- 10 Players
A small military unit of survivors, a band of outlaws, a family, a group of travelling fishermen, a small group of mercenaries, a small religious pilgrimage, treasure hunters, a questing knight with a small following, a collective of hedge knights, a small group of specialised merchants

10 - 30 Players
A knight with a retinue, small noble household, a band of mercenaries, a specialised military unit, a large band of outlaws, a sizeable group of refugees, an exiled noble with retainers, a group of travelling merchants or travelling market, a group of skilled sailors with a captain.

30+ Players
A coordinated mercenary company with a variety of specialties, a sizeable military unit with multiple squads and a clear leadership structure, a knight (or multiple knights) and their retinue and followers, a large travelling market or group of vendors.

Power

The character that you play should be able to plausibly exist in Sudenburg and have a solid reason for being there. They should not be in a position where they inherently have power over another player, and should not expect their fictional title to grant them privileges beyond their own roleplay or combat ability. Below are some examples (though, as with most lists in this document, it is not exhaustive).

Concept	Why Not
Grail Knight	Literally a saint among men, infused with the power of their patron god.
Elector Count	Has the power to nominate and elect the Emperor and controls a whole province of The Empire.
Ancient Vampire	They have the power to snap their fingers and raise an undead army at will. A player cannot do that.
Empire General	This is basically the highest military power in The Empire.



Examples of scale and how player numbers change a concept:

Concept:	Size:	Description:
A military unit	5 - 10	A group of skilled but disgraced pikemen who lost their captain in a battle.
	10 - 30	A small unit of specialised pikemen accompanied by guns with a captain to lead them.
	30 +	A military group consisting of formal ranks of specialised pikemen, a gunnery unit, and a light siege team.
A knightly retinue	5 - 10	A single disgrace knight/exiled knight errant travelling with a small group of followers or friends.
	10 - 30	A knight with a solid retinue and followers.
	30 +	Multiple members of a knightly order plus retinue and followers.
A mercenary company	5 - 10	A group of hired muscle that are happy to do odd jobs around town.
	10 - 30	A more coordinated mercenary group with ranks, multiple specialities and a leader.
	30 +	An organised mercenary company with multiple specialities within and a leadership structure.

The Warhammer Universe

Swordcraft is set within the Warhammer Fantasy universe. The year is the same as our real-world year, and it is Age of Three Emperors in the Empire and at the start of the Vampire Wars (though this is not commonly known to the majority of the people). It is expected that all warbands will exist in this world and fit well into the setting.

We recommend basing your warband on an existing region, religion, or people in Warhammer Fantasy, as this will allow you to better immerse yourself in the story and connect with the community. Though we understand that sometimes members of our community have excellent non-Warhammer related creative concepts, we know that by tailoring your idea to better fit into the Warhammer world the game will be more enjoyable for everyone.

For resources regarding Warhammer lore, please visit the ["Additional Resources"](#) section.

Cohesive Concept

A warband should have a cohesive concept that adds to the game and is more than just a group of individuals. Most of the concepts used as examples in the "scale" section are not specific enough to warrant an acceptable warband application. You should be able to give a synopsis that robustly describes the outward theme of your warband in one sentence (though of course your internal backstory is welcome to be more complicated than that!).

Vague/ unacceptable	Cohesive/ acceptable
A group of merchants	A businessman from Marienburg and his retainers who has taken residence in Sudenburg to expand his fishing empire.
Mercenaries	A group of refugees from Tilea who are passing through Sudenburg on the search for their new home, making money by doing odd jobs, from combat to cooking.
A knight and his followers	The household of Sir Henri Duquette and his retinue of longbowmen, who have established themselves in Subdenburg while investigating sightings of a grail relic.
A military unit	Nordland survivors of a shipwreck who are seeking refuge in Sudenburg after the loss of their captain in The Black Gulf.





Frequently Asked Questions (FAQ)

Why is there a new process for new warbands?

A robust, clear process will improve the game for everyone. It makes it easier for emerging warbands to understand what the requirements are and gives us a chance to check that prospective leaders are of good character, understand our game and take the responsibilities associated with running a warband seriously. It also ensures that new warbands have the resources and support from us that they need to launch, and that the community is aware that any new additions to the field have undergone vetting process and have received approval from Swordcraft.

Why are there now requirements for a warband leader?

All of these requirements are for the wellbeing of the community. The one year requirement has been put in place to give new members time to get involved with the game before they consider a leadership position. To be a good warband leader it is imperative that you understand the community, our lore, and what goes on at weekend events such as Quest. Over the years we have had a number of incidents that were the result of brand new players being in positions of leadership, and have decided to put this requirement in place for the safety of both our players and the warband leader.

Will this affect existing warbands?

All current warbands will be asked to reapply, though existing warbands will have the reference requirement waived.

Are warband colours required?

A warband colour scheme is no longer required at Swordcraft, but your warband should still appear cohesive and be identifiable by a common visual aesthetic (if not colour).

Does that mean that no two warbands can look similar?

Given that we are all using the same material as inspiration, it's expected that people will draw their costumes from similar sources. For this reason, we use yellow sashes on Friday nights to signify which side a player is on. No one warband at Swordcraft owns a "look".



What if I don't meet the WBL requirements but want to start a warband?

We require all new warband leaders to meet these requirements before they will be approved to start a warband. If you do not meet these requirements, we advise joining another warband and getting involved with the community to better prepare yourself to be a warband leader in the future.

What if I need to change our WBL/2IC?

Any future changes of leadership will be subject to the above requirements, please apply for these leadership changes on the application form.

Can a WBL provide a reference for their 2IC?

A WBL cannot provide a reference for their 2IC (and vice versa).

Why did you change the number requirements for warbands?

It has been made quite clear to us by the community that the size of a warband does not determine the quality, and 5 people can create a wonderful addition to our game. The new vetting process for warband leaders will also help in assuring that people who are approved to create warbands have already been a part of our community for some time and will know how to make a valued contribution.

Glossary

Note: some of these terms may not be used in this document, but are still useful to know.

WB

Short form for "warband".

SC

Short form for "Swordcraft".

WBL

Short form for "warband leader".

IC

Short form for "in character", which refers to events and actions that happen when you are at an in-character event or roleplaying as a character.



OOC

Short form for “out of character” which refers to events and actions that happen when you are engaged in a situation that should be addressed without roleplay or in real life.

2 IC

Short form for “second in command”, or the rank below leader.

Additional Resources

Warband Application:

[Warband Leader Code of Conduct/ Responsibilities](#)

[Warband Expression of Interest Application Form](#)

[Warband Creation Checklist](#)

[Pinterest](#)

Warhammer Lore

[The Swordcraft Website](#)

[Warhammer Wiki](#)

Leadership and Inclusivity:

[Terminology Guide](#), Narragunnawali

[Identity First Language](#), Autistic Self Advocacy Network

[LGBTIQ Inclusive Language Guide](#), Victorian Government

[Terminology Glossary](#), Trans Gender Victoria

[Language Guide](#), People with Disability Australia

[Guides and Resources](#), Australian Institute of Aboriginal and Torres Strait Islander Studies

[Making Sense of Language](#), Autism Awareness Australia



Other:

[Nordic LARP](#)

["More Than a Seat at the Feasting Table"](#), by Jonaya Kemper

["Larp and Prejudice: Expressing, Erasing, Exploring, and the Fun Tax"](#), by Mo Holkar

Change Log

10.08.2020 Added additional resources by Madeleine Colvin

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