

(PRELIMINARY)

RIFT WARS

COMBAT RULES

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Adapted from the Bicolline & Avarice Rules of Combat

(Avarice written by Bart Brizee and Zac Scott)

(Bicolline Published by Duche du Bicolline)

INTRODUCTION

Rift Wars combat is designed to be easy to learn and encourage collaborative yet competitive play in a fast paced environment that is safe for everyone.

The combat game is Player Versus Player with objective based scenarios and respawning.

Rift Wars players must familiarize themselves with and understand the following rules in order to play.

GENERAL SAFETY RULES

Safety Calls

Safety calls are out-of-game words that convey safety information or clarification.

Anyone can and should use them if needed or find a combat marshal.

- **HOLD:** If there is an emergency, anyone may shout “HOLD”; this temporarily pauses the game until the situation is resolved and a Combat Marshal says “play on”.
- **CAUTION:** A player warns another player that they are about to be in danger (i.e. about to step backwards and trip over a hazard or other player) then a call of “CAUTION” is given to the player in danger.
- **TAKE 5:** Tells a player to take a 5 minute break from combat. This call might be used if a player is starting to become overly frustrated, shows signs of heat exhaustion, or is getting toxic and salty. (Marshals Only Call)

Physical Contact

Physical contact is allowed in 3 ways:

- Healing
- Moving a Body
- Fighting with a Larp Weapon

Beyond these forms of physical contact, players need verbal consent from all involved.

Non-weapon strikes, shield bashing, shoving, tackling, picking up other players, excessive force, or other practices that pose a risk to the player or others will result in the player being removed from the battlefield, suspended from combat, or banned altogether.

Combat Marshals

Combat Marshals are an out of game role that coexist with players on the field. Their role is to maintain the safety and fair play of everyone involved. They keep track of objective progress, time keeping and overall flow of play.

Rift Wars combat marshals can be identified by their uniform colors of Yellow and Green.

By participating in the Rift Wars combat game you are agreeing to follow the directions of Combat Marshals. If a Combat Marshal informs you of hits or that your character has died, that you are hitting too hard, or otherwise playing in an unsafe manner, you must adhere to and comply with their decisions. Failure to adhere to a combat marshal's suggestions, or arguing with them may lead to a suspension or ban from the game.

STRIKE SAFETY & RULES OF FAIRPLAY

Illegal Strikes

- Strikes to the groin, face, side of the head and throat are prohibited.
- Excessive force (when it hurts someone) or using strength to overpower someone's block is prohibited.

Stabbing/Thrusting Weapons

- Thrusting weapons must have an open-cell tip and be approved for stab/thrusts. No latex or cast foam weapon may be used to stab/thrust.
- Thrust-only weapons and Arrows only count if the tip makes contact, the sides of the weapon don't count.
- Thrusts/Stabs and projectiles are never allowed to target the head.

Legal Strikes

With the exception of previously stated illegal strikes, the following all count:

- Any strike that makes contact with the opponent.
- Strikes to garb and equipment (Hats, Capes, Bows) count as the body part it's attached to.
- Shields always protect even when worn
- Partially blocked strikes count (not including forcing through a block).

Weapon Trapping

- Trapping/pinning an opponent's weapon or arm with your body, shield, or weapon is prohibited. If accidental trapping occurs both players should pause to untangle them before continuing to fight.

Rules of Fairplay

- Acknowledge when you have been hit, Take your hits, Count your hits not other players
- There is no team changing mid-Skirmish
- Do not charge at or force someone to move by running at them
- You cannot "Play Dead" or pretend to be dead
- Play to the spirit of the game and do not abuse or exploit the rules
- Stay within in-game boundaries of a Skirmish or combat scenario
- If a player seems like they are cheating or playing dangerously let a Combat Marshal know

HIT POINTS AND ARMOR

Damage and Hit Zones

- All weapons do 1 point of damage.
- Players have 6 hit zones with 1 hit-point (HP) each; top of the head (above the ears), torso, each arm, and each leg.

Arms & Legs

- When reduced to 0 HP are Maimed. If you have a maimed Arm you cannot attack or defend with it. If you have a maimed leg, you must sit or kneel; you may not hop or crawl when in battle.

Head or Torso

- When reduced to 0 HP the character is dead.

Armor Coverage

- You can add HP to hit zones with Armor.
- Armor must actually cover the hit location, gaps in armor count.
- Armor *does not stack*, the highest level of armor covering the hit location is what counts.

Things that don't count as armor:

- Clothing
- Footwear
- Unmodified/ modern armor or sports equipment (football pads)
- Hats, non-armor headwear

Armor must:

- Instantly be recognizable as armor.
- Be appropriate to the setting.
- Not have sharp or abrasive edges and/or protrusions.

Armor Types

Light Armor +1 HP

- Non Metal Armor (Padded Cloth, Leather, Bone)

Heavy Armor +2 HP

- Metal armor (Chainmail, Plate, Ironwood)

Floating Armor +1HP

- Gained From Rituals, Speeches, Spells, Gear or Special Abilities (May require prop or symbol)
- Restored upon Respawning but does not restore from hourglass healing

WEAPONS

Anyone can use any weapon that passes weapon check, there are no skill sheets or classes. The only restrictions are that some weapons require two hands to use. See "[Weapon Standards](#)" for details on what standards we use for our pregame weapon inspections.

Types of Weapons

1 Handed Weapons

- Min 1ft - Max 4ft

2 Handed Weapons

- Min 4ft - Max 7ft.
- 2 Hands must be on the weapon to attack or block.
- Weapons 6ft and under may not be made with duct tape.

Spears

- 7ft - 9ft
- Weapons over 7ft are thrust only and must include an open cell foam tip.
- 2 Hands must be on the weapon to attack or block.
- Must have a raised red marker 20in from the bottom of the weapon. One or both hands must remain above this marker when in use.
- May not target the head

Shields

- All players may carry or wear only 1 shield with a maximum size of 12 sq ft.
- If the arm holding a shield is maimed, you cannot defend with that arm, you may move the shield out of the way, drop it, or wear it with a sling.
- Shield strikes are not permitted

Bows

- Must not target head
- Specifications in [Weapon Standards](#)
- You must enter the battlefield with at least 6 arrows.
- Require two hands to use.
- Cannot be used to block; strikes to the bow count as the hand holding it.

Javelins

- Must not target head
- Specifications in [Weapon Standards](#)
- Can be used as a thrust only melee weapon, dealing regular melee damage
- Weapon can be used as a projectile
- Only tip of javelin count as valid hits

Thrown Weapons

- Unless stated otherwise, there are no throwing weapons (other than Javelins) in the Rift Wars combat game.
- Tavern Night Scenarios & Modules may have exception to this rule

Muskets/Pistols

- Must not target the head.
- Specifications in [Weapon Standards](#)
- May only be capable of shooting once per trigger pull before needing to be reloaded.
- Limit 10 Rounds of Ammunition Per spawn

Monsters, War Machines & Offensive Magic

- Monsters have 10 HP's distributed over their body and are immune to projectiles
- War machines can be destroyed by removing their red flag.
- A monster's weapon, moving projectiles from war machines and offensive magic kill instantaneously (one-shot kill). This includes hits delivered to all six hit areas, the shield or any piece of clothing or equipment.
- Offensive Magic takes at least a minute of roleplay before casting and is limited to specific loadouts and scenarios

DEATH, HEALING, AND RESPAWNING

Death

- When your head or torso are reduced to 0 HP (or when you're hit by a war machine/monster) your character dies.
- To signify you're dead, kneel and hold your weapon upside down by the blade. If you have a large weapon or no weapon, simply hold a fist above your head.
- Most scenarios have healing and respawn.
- Deaths in battles are not necessarily your character dying each time. You may be one of many warriors, or perhaps your guild uses magic to restore life. There is no reason to worry about your character permanently dying in a skirmish scenario unless you want them to.

Respawning

After you die, you may wait to be healed or choose to go to your team's respawn point. Respawning restores all HP. You do not have to be dead to respawn.

When respawning:

- The dead must walk, not run, back to respawn
- Touch the respawn point with your hand or weapon.
- Other than to convey you are dead, the dead do not speak
- Some scenarios may have modified respawn rules.
- You may respawn at any of your team's respawn zones to heal damaged limbs and hit points. You do not need to be dead to respawn.

Healing

Healing can be done in two ways:

Bandage Healing

- Player provided prop, Any plain cloth will do.
- Heals a maimed limb.
- May self heal if they have a usable hand.
- Does not heal armor points or dead characters.
- **How to Bandage:** Wrap the damaged limb and then tie and untie three knots.

Hourglass Healing

- Rift Wars provided prop (character loadout specific)
- Heals all hit zone HP & armor.
- Does not heal Floating Armor HP.
- Requires 30 second hourglass.
- May self heal. Does not work if the user is dead.
- Healer must maintain physical contact with the injured/dead player for 30 seconds. The upper arm or foot to foot are the default ways to make physical contact.
- Healers and the injured player may defend themselves if able, but may not attack.
- The Hourglass is used to time the healing mechanic

“Dragging” or Moving a Dead/Injured Player

- The only way for a dead character or one with a maimed leg to be moved is with the help of another player.
- To drag a character, touch them on the upper arm and state “I drag you”. The injured player may stand, and the two players may move at a slow walking pace.
- If the players lose contact, the injured player must go back to kneeling as though they were dropped.

WEAPON STANDARDS

All weapons at every combat event must be checked and tagged before entering the battlefield. They are checked, tagged and returned to the player at time of check-in

Melee Weapons:

- **RECOGNIZABLE:** All weapons must be immediately recognizable as a weapon.
- **NO DUCT TAPE UNDER 6FT:** All weapons under 6ft must be of non-duct tape construction (i.e. latex, molded foam). Weapons over 6ft may use duct tape.
- **LIGHTWEIGHT:** The weight of the weapon itself must not cause a strike with excessive force.
- **GOOD CONDITION:** Weapons must not have exposed foam, crumbling/dried latex or tape, exposed core, or be in a state of general disrepair.
- **5LB TEST:** Weapons must have foam thick and dense enough so thick the core cannot be felt with 5lbs of pressure or when it strikes a person with normal combat force.
- **SMOOTH SURFACE:** Free of abrasive edges or hard protrusions.
- **FOAM QUALITY:** Constructed from foam that compresses under 5lb of pressure and returns to its original shape.
- **POMMEL:** All weapons must have a foam/rubber pommel or butt end without exposed core material.
- **CORE MATERIAL:** Cores for weapons under 6ft must be carbon fiber or fiberglass. Cores for weapons over 6ft must be: Fiberglass, bamboo, composite aluminum-PVC/fiberglass
- **FOAM COVERAGE:** Weapons over 6ft must have at least 1/3 of their length covered in foam. Weapons under 6ft must have at least 1/2 of their length covered in foam.
- **2 HANDED RED MARKER:** Weapons over 7ft must have a raised red marker 20 inches from the bottom of the weapon. One or both hands must remain above this marker when in use.

Musket/Pistol Standards

- **RECOGNIZABLE:** All weapons must be immediately recognizable as a weapon, and muskets/ pistols must appear to be in the style of 18th century or earlier make. Painted and modified rival style blasters must look fantasy and non-modern in presentation.
- **GOOD CONDITION:** All functional parts of the weapon must be in good condition.
- **SMOOTH SURFACES/EDGES:** Free of sharp or abrasive edges or protrusions.
- **SINGLE SHOT:** Must be capable of shooting once per trigger pull before reloading. Multishot firearms (blunderbuss, double barrel) are not permitted
- **SPRING POWERED:** Must use direct spring power (no compressed air or combustion).
- **MUZZLE LOADED:** Loading must be performed from the muzzle of the weapon.
- **RIVAL AMMO:** Must use NERF Rival balls or 3rd party equivalent.

Bow Standards

- **DRAW WEIGHT:** Bows Must have a 28lb or less draw at 28in.
- **ARROW CONDITION:** Shafts must be in good condition with no breaks or cracks. All fletching/veins must be intact and attached. Nocks must be intact.
- **ARROW HEADS:** Flat headed IDV and B3 Imagination Studio arrows are allowed. Other arrow types will need to be of exceptional quality to be approved at weapons check in.

Javelin Standards

- **LIGHTWEIGHT:** Javelin must be under 2lbs
- **OPEN CELL TIP:** Tip must be covered open cell foam with a minimum of 6 inches to a maximum of 12 inches
- **SIZE REQUIREMENTS:** Minimum length 36 inches. Maximum length 72 inches
- **ENTIRELY COVERED:** Javelin head and shaft must be completely covered
- **RIGID CORE:** The Javelin must have a rigid core
- **NON-DUCT TAPE:** Javelin coverings cannot be duct tape. Any other material they may become coarse and hazardous as it is used is also not permitted. Cloth or Hockey Tape are preferred coverings.

Shield Standards

- **RECOGNIZABLE:** Instantly recognizable as a shield appropriate to the setting.
- **LIGHTWEIGHT:** Shield weight would not cause injury if dropped on a person.
- **SMOOTH EDGES/SURFACES:** Free of sharp or abrasive edges or protrusions.
- **FOAM EDGES:** Have edges made of, or covered in foam.

War Machine Ammo/ Offensive Magic Standards

- **CORELESS:** Must be completely made of foam or other soft material (non ballista projectiles)
- **BALLISTA STYLE PROJECTILES:** Ballista ammunition must follow the same standards as javelins.
- **STYLIZED (magic only):** It is up to Players to provide a stylized projectile for magical attacks. Bird seed packets or plain foam projectiles will not be approved at weapons check. Foam fireballs, stones, swirls of energy, glowing orbs etc.

BASIC COMBAT LOADOUTS

Loadouts exist as both a balancing tool and roleplaying game element. They are basic gear setups that cater to a specific type of play in the combat game. These loadouts are the baseline for gear that a player can use, there is the ability for upgrading and increasing the gear that a player has access to by either spending Coin or Rift Shard

The following loadouts are the base level builds that players can use in the Skirmishes & Combat Game at Rift Wars.

These builds are available to anyone and do not require an in game resource to use them.

<p style="text-align: center;"><u>FIGHTER</u></p> <ul style="list-style-type: none">• Any Armor• Any Melee Weapons• Shield	<p style="text-align: center;"><u>SKIRMISHER</u></p> <ul style="list-style-type: none">• Light Armor• 1H Melee Weapons• Bow/ Javelin• Shield
<p style="text-align: center;"><u>HEALER</u></p> <ul style="list-style-type: none">• Light Armor• 1H Melee Weapons• Healing Hourglass• Shield	<p style="text-align: center;"><u>GUNNER</u></p> <ul style="list-style-type: none">• Light Armor• 1H Melee Weapons• Firearm• Shield
<p style="text-align: center;"><u>WIZARD</u></p> <ul style="list-style-type: none">• Any Melee Weapons• Shield• 1 Use of Each Spell per spawn <p><i>Death</i> <i>Ritual Armor (1 minute of roleplay)</i> <i>Gust of Wind</i></p>	

Optional Gear Players Can Add On To Their Basic Load Out Each Skirmish

Item	Cost
Bow	2 Coin
Javelin	2 Coin
2H Weapon	2 Coin
Heavy Armor +2HP	2 Coin
Purity Seal +1HP	2 Coin
Firearm	3 Coin
Healing Hourglass	3 Coin

****Players receive 3 Coin at check in +1 Coin for wearing their Rift's Color as a baselayer****