

WAR BANNER COMBAT RULES

INTRODUCTION: If you wish to participate in the War Banner, you must read and adhere to the following rules.

Sometimes a battle scenario might have special rules that supersede the base rules in this document.

SPORTSMANSHIP: It is everyone's responsibility to create a welcoming, fun game.

- Keep track of your hit points, not other players'
- Prioritize the safety of yourself and others
- Don't lie about which team you're on
- Don't lie about being dead

WEAR YOUR TEAM COLOR: Although not required, players are strongly encouraged to incorporate their faction's color (red or blue) into their costume and **it is the only way to guarantee you will fight on the side** of your choice. **You may not wear both red and blue.**

WEAPON CHECK: All weapons – including projectiles – must be checked and marked by staff prior to use to ensure they meet our minimum standards. See Weapon Standards Document.

COMBAT MARSHALS: Combat marshals wear Red and Blue belt flags or hoods. They help ensure participants follow rules and help to facilitate battle scenarios. Any instruction from a combat marshal related to following War Banner rules must be obeyed without argument.

SAFETY CALLS: Safety calls are out-of-game words that anyone can use to convey safety information.

- **Time Out:** When combat needs to be paused such as dropped glasses or injury, anyone may shout or say “time out” and all fighting in the vicinity should stop. A combat marshal or the person who called time out can say “play on” to resume the fight.
- **Medic:** calls for a real-life medic to come to the player and render first aid. **DO NOT yell “medic” if you are calling for an in-game healer.**
- **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, aggressive, “tilting”, or has signs of heat exhaustion.

UNSAFE CONDUCT: behaviors that pose a risk to self or others will result in the player being removed from the battlefield, suspended from combat, or banned from the game. See [Code of Conduct](#) for more information.

Unless verbal consent is expressed by both parties, physical contact is only allowed when healing with bandages or hourglass, or “dragging” a player, see [Healing and Respawn](#).

CHARGING & MINIMUM DISTANCE: Opponents should attempt to remain arms length away from each other. Forcing a player to move to prevent collision is considered “charging” and not allowed.

STRIKE SAFETY

ILLEGAL STRIKES

- You may not strike your opponent's groin, face, side of the head (even if they are wearing a helmet), and throat
- **Minimum Force/Excessive Force:** Players should use the minimum possible force for their opponent to feel the strike. Striking hard enough to hurt or injure the opponent is excessive force.
- **Strike Surface:** Only padded parts of the weapon intended for strikes count. Strikes with the handle, pommel, crossguard, or other unpadded areas don't count. Players should attempt not to use the "flat" of blades as the amount of foam is thinner there.
- **Team damage:** unless stated otherwise, you can't deal damage to people on your own team.

STABBING/THRUST WEAPONS

- Thrusts/Stabs are **not allowed to target the head.**
- Weapons **must** have an open-cell tip to be used for stab/thrusts. No latex or cast foam weapon may be used to stab/thrust.

PROJECTILE WEAPONS

- May not target the head
- Only count on first hit, not ricochet off another player or ground
- Can be blocked by weapons and shields
- Arrows/Bolts only count when the tip hits (shafts do not)

WEAPON TRAPPING

- Weapon Trapping is when a player uses their body, shield, or weapon so that their opponent's weapon can not be moved without using excessive force.
- If accidental trapping occurs both players should pause to untangle them before continuing to fight.

3 SWING RULE: Every 3 swings/stabs with a weapon or weapons the fighter must pause for a full second before attacking again.

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 (i.e. scabbards, capes, quivers, bows) count as the body part it's attached to. Does not include shields, they always protect even when worn on a sling.
- Partially blocked strikes count (unless excessive force is used to overpower another player).
- Simultaneous hits are counted for both players.
- Hands and feet count.

HIT POINTS AND ARMOR RULES

DAMAGE AND HIT ZONES

- **Damage:** All weapons do 1 point of damage.
- **Hit Zones:** 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:**
 - When reduced to 0 HP are Maimed and can't be used to block, attack, or heal.
- **Legs:**
 - When reduced to 0 HP are Maimed. If you have a maimed leg, you must sit or kneel. You may pivot in place but you may not hop, crawl, or lunge.
- **Head or Torso:**
 - When either is reduced to 0 HP means the soldier is dead, see [death and respawning](#)

ARMOR COVERAGE

- You can add HP to hit zones with Armor.
- Armor only counts if it's actually covering the hit location, gaps in armor count as unarmored.
- Armor **does not stack**, the highest level of armor covering the location is counted.

ARMOR TYPES

- **Light Armor +1 HP**
 - Gambesons and **ridged** leather armor.
- **Medium Armor +2 HP**
 - Flexible metal armor such as chainmail, scalemail
- **Heavy Armor +3 HP**
 - Rigid metal armor, plate armor, brigandine, coat of plates, lamellar.

WEAPONS TYPES

See Weapon and Armor Standards document for weapon check information.

1 HANDED WEAPONS:

- Min 1ft - Max 4ft

2 HANDED WEAPONS

- Greater than 4ft
- 2 Hands must be on the weapon to attack or block
- Weapons over 7ft must include a raised red marker 20in from the bottom of the weapon. One or both hands must remain above this marker when used.

SHIELDS

- All players may carry/wear only 1 shield
- Shields block all damage and count when worn on slings
- If the arm holding a shield is maimed, you can move the shield out of the way (not defend with it), drop it, or wear it with a sling
- **Shields may not be used to strike**

BOWS/CROSSBOWS

- You must enter the battlefield with at least 6 arrows
- **Cannot be used to block**; strikes to the bow count as the hand holding it
- Shots under 10ft must be made with half draw
- Shots must be generally horizontal, not arced
- **May not target the head**

THROWN WEAPONS

- A player may carry up to 1 throwing weapon
- **May not target the head**

DEATH, HEALING, AND RESPAWNING

DEATH: When the head or torso are reduced to 0 HP the soldier dies.

- To show other players you're dead, **kneel (do not lay down) to wait for a healer** and hold your weapon upside down by the blade or a closed fist over your head.
- You can skip kneeling and go directly to your team's spawn point, but you can't go back to kneeling once you start walking.
- You may not pretend to be dead and must answer truthfully if you are asked.
- You are always allowed to move to a safer place to kneel if combat is happening around you. You may not use this to gain an advantage in battle.

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 must walk, not run, back to respawn with your weapon held upside down.
- Touch the respawn point with your hand or weapon.
- You may not talk when you're dead/walking to respawn, other than to say what team you're on and that you are dead.
- You may also respawn if you have a maimed limb or low armor HP. You may run to respawn if you're not dead and your legs are not maimed.

BANDAGE HEALING: Heals a **maimed** limb only. Does not heal armor points or dead soldiers.

- Requires a 24in strip of canvas cloth. Player provided prop (please bring your own!)
- May self heal. Requires at least one unmaimed arm.
- **Procedure:** wrap the bandage around the maimed limb and tie three knots, then untie three knots. After the knots the limb is healed.

HOURLASS HEALING: The only "magic" in the game. Hourglasses are magical artifacts created by mages that can be used by anyone who attunes to them.

- Requires 1 minute hourglass. War Banner provided prop
- **Limited number given per battle**
- Revives dead soldiers, heals all HP including armor.
- May self heal (if still alive).
- **Procedure:** Healer must maintain appropriate physical contact with the injured/dead player for 1 minute (using the hourglass as a timer).
- Healers and the injured player may defend themselves if able, but may not attack.

DRAGGING A BODY: Players may simulate "dragging" dead or injured soldiers

- **Procedure:** Place a hand on the upper arm or shoulder of the dead/injured soldier and say "I drag you" and both may walk or crawl together.
- If physical contact stops, the dragging must stop

PERSONAL SAFETY BEST PRACTICES

We do our best to help reduce risk for players participating in combat, but there are some steps that you can take to further reduce your risk of injury

- **DO** wear a well-fitted helmet that will not deform when hit with larp weapons.
- **DO** wear eye protection
- **DO** wear closed toed shoes suitable for running, and walking through over rough terrain, woods, mud
- **DO** carry water on your person, at least a 1 quart
- **DO** wear anatomy appropriate groin protection
- **DO** wear a mouthguard
- **DO** wear a glasses strap if you wear glasses
- **DO** wear long pants to protect your legs from thorns, ticks, and rough ground.
- **DON'T** wear piercings or jewelry that may be dangerous to yourself if they were struck with a weapon or caught on clothing.

CODE OF CONDUCT

Participants are expected to treat each other with respect and follow game rules.

- Harassment and bullying are not tolerated.
- Displays of hate symbols, racism, sexism, and prejudice are not tolerated.
- The use of alcohol, cannabis, or other impairing substances during combat is prohibited.
- Real weapons, pyrotechnics, pets, and unapproved equipment are prohibited.
- All participants must be at least 18 years of age.

WARNING SYSTEM

In addition to the code of conduct, players are expected to follow the rules of the game and ensure the safety of themselves and others. A system of warnings and consequences is detailed below:

Yellow Card - verbal warning given to a player when they break a rule that doesn't endanger themselves or others. Breaking the rule may be intentional or not, a warning may still be given.

Red Card - when multiple yellow card warnings are given for the same offense or if the player endangers themselves or others. Intentionally cheating can also result in a Red Card.

Red Cards are recorded in a database for 2 years

1st Red Card - added to database and asked to "take 5"

2nd Red Card - removed from event (violations of the code of conduct can result in 2 Red Cards)

3rd Red Card - banned from game