



Basic Rulebook

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1.0 Game Description

1.1 Combat LARP is a skill based, competitive, medieval themed LARP game for those ages 16 and up.

1.2 Players will use LARP weapons and armor to fight for their Kingdom.

1.3 The game itself follows a very simple honor based rule system. Each game will feature various capture the flag like objectives. Like in a sports program, teams will compete to win games, but do so while dressed as medieval warriors.

2.0 Code of Conduct

2.1 All players are expected to treat each other with respect with both their actions and words.

2.2 A good player is not one who wins but who plays to the heart of the game and follows the rules and decision of the Referees.

2.3 While comprehensive, loopholes in this system are inevitable. Exploitation of them will not be tolerated and we remind players they should seek to play to the spirit of the game.

3.0 Teams

3.1 Players are divided into 2 teams that will remain fixed until the end of the season. Teams are encouraged to build comradery which is integral to the team's success on the field.

3.2 Each team will have an elected Captain to lead them in battle.

3.3 Players are reminded that they are roleplaying as soldiers in a medieval army and that disobeying your superiors would have been a serious offence.

3.4 Team attendance is an important part of the game, and while attempts will be made to balance numbers, teams that recruit more players or attend more consistently will inevitably have an advantage.

4.0 Costuming

4.1 Required Costuming

All players are required to wear the provided team colored tabards. This will make them easily identifiable with their team as well as a part of the Frontier LARP Combat game.

4.2 Minimum Costuming

Beneath their tabard players are required to meet the following minimum costume requirements. Failure to do so will result in a penalty of 5 gold.

| Footwear | Pants | Shirt | Banned |
|--|--|---|--|
|  |  |  |  |
| Runners or hiking boots in plain black or brown | Sweats, Jeans, or Suit pants in earthy tones (black/brown/green) | Shirts in earthy tones (black/brown/green) with no text/logos | Blue Jeans, brightly colored clothing, logos, or text |

4.3 Costuming Bonus

Beyond the minimum requirements players are encouraged to dress in full medieval themed garb. Doing so will earn bonus gold for your team, the costume bonus rating scale is as follows:

| Footwear (2 gold) | Pants (2 gold) | Shirt (2 gold) | Additional (2 gold) |
|---|---|--|---|
|  |  |  |  |
| Themed boots or boot covers/gaiters | Medieval trousers or leggings | Tunic | Cloak, Hood, Gloves, etc |

5.0 Player Equipment and Safety

5.1 All weapons, armor, and shields used in Combat LARP should loosely fit into a medieval setting. No light sabers or neon colored shields/armor will be permitted as they do not fit the theme of the game.

5.2 Players who make their own equipment must ensure that they are made safely to avoid harm to themselves and other players. All equipment used at Combat LARP must meet the safety requirements outlined on our website: www.frontierlarp.com/safety

6.0 Combat Rules

6.1 Stop the Game

6.1.1 This is our safety phrase that is used to communicate a real world issue. This should be used in cases of actual injury or if you ever feel you are in real danger.

6.1.2 Whenever anyone calls “stop the game” all players within range should cease gameplay and remain where they are until gameplay resumes.

6.1.3 Bleed out counts (see section 6.10) pause during this time and players may not walk back to their base to spawn (see section 8.4).

6.2 Penalties

6.2.1 Failure to follow any of the following rules, including the roleplay aspects of each of them may result in gold penalties (see section 8.2) for your team dictated by a ref.

6.2.2 Players may also receive gold penalties (see section 8.2) for un-sportsman like conduct such as shouting at other players and arguing over whether a blow hit or not.

6.2.3 Players who show excellent roleplay and follow rules well may be granted gold bonuses (see section 8.2) for their team.

6.2.4 During games, a player may be asked to return to their base as a penalty before they may re-enter combat. This may be instead of or in addition to receiving a gold penalty.

6.3 Valid Locations

6.3.1 The torso (chest and back), legs (includes feet), and arms (includes hands) are all valid targets.

6.4 Non-valid targets

6.4.1 The groin, head and neck are not valid targets.

6.4.2 If directly struck in these locations the struck player may call a foul.

6.5 Valid strike

6.5.1 A valid strike is one that makes solid contact with a valid location.

6.5.2 Making solid contact will, at minimum, require swinging the arm at the elbow. A blow delivered by simply flicking the wrist is not considered valid.

6.5.3 Players may only deal 1 hit per second with a single weapon. A player wielding 2 weapons may deal 1 hit per second with each weapon.

6.5.4 The use of rapid wrist flicks to deliver several blows in under a second, typically called “machine gunning” is not allowed and will not be regarded as valid strikes.

6.5.5 A strike should never be delivered with a player’s full strength but should still contain enough force to be noticed. Hitting too hard can result in a foul (section 6.7) or penalty (section 6.2)

6.5.6 When you are hit by a valid strike you must react, your character has been injured, grunts, grimaces, and screams of pain should be heard frequently.

6.5.7 Some areas, such as the shoulders and buttocks, lie between two valid locations, in order to avoid confusion, the buttocks shall be considered torso and the shoulders as arms.

6.5.8 A strike from a dead or unconscious player is still considered valid if it was already in mid swing. This means that if you strike an opponent in the torso (rendering them dead or unconscious as per section 6.8 & 6.9) and they land a strike that was in mid swing before they were struck, this blow still counts. This rule allows for the possibility that two players might take each other out simultaneously.

6.6 Graze

6.6.1 A graze is a strike that does not make solid contact with a valid location but rather simply glances, brushes against, or slides past instead of striking cleanly.

6.6.2 If you are struck with a grazing blow please call it out loud, this is important as it lets your opponent know that the strike was not a valid hit.

6.6.3 Combat LARP is based on the honor system and it is up to you to decide if you have been struck. If you are unsure if a strike was valid or merely grazed, be a gentleman/woman and take the hit.

6.6.4 Any debate about whether a hit struck should be taken to a Referee.

6.7 Fouls

6.7.1 You may call foul when another player strikes you in an unsafe manner. This includes striking the head, neck, or groin, or hitting with excessive force.

6.7.2 Occasionally a strike or arrow may hit and then glance upwards and hit a non-valid location, this is not considered a foul.

6.7.3 If a player commits a foul they must leave combat and return to their home base before re-entering the game. They are not required to take a new spawn flag.

6.7.4 You do not decide when you have committed a foul, the person you struck does.

6.7.5 Exploitation of the foul mechanic to remove other players from play will result in penalties (see section 6.2).

6.8 Disabled Locations

6.8.1 A disabled location is one that has been struck by a valid strike and can no longer be used.

6.8.2 In the case of an arm it should hang limply at your side. Anything held in the hand can be dragged but not held upright. A shield strapped to the arm may remain in place but cannot be lifted to protect oneself.

6.8.3 When a leg has been disabled a player cannot put any pressure on it, meaning moving will require then to exhibit a pronounced debilitating limp. Players with a disabled leg may not run and should move at half speed.

6.8.4 If two legs are disabled the player can no longer stand and use their legs to move. They may kneel in place or crawl forward on their arms.

6.8.5 In the case of the torso the player must drop to the ground unconscious and begin “bleeding” as per section 6.10

6.7.6 A hit to the hand is considered a hit to the arm.

6.7.8 A hit to the foot is considered a hit to the leg.

6.9 Destroyed Locations

6.9.1 A location becomes destroyed if it has been struck more than once.

6.9.2 In the case of the arms or legs it is as if they have been disabled beyond repair or even chopped off.

6.9.3 A player with a destroyed leg must drop to one knee and can only move by dragging themselves along the ground. No weight may be put on a destroyed leg and hopping on one leg is NOT allowed due to lack of realism and breaking of immersion.

6.9.4 A player with a destroyed arm must drop anything held in that hand including shields with straps.

6.9.5 Any additional strikes to destroyed limbs are considered to go through it, in the case of an arm hanging limply at a player’s side this means the strike will hit the torso.

6.9.6 If the torso is destroyed a player is dead as per section 6.11

6.9.7 If two or more of a player's limbs are destroyed they are dead as per section 6.11

6.10 Bleeding

6.10.1 When a player falls unconscious due to their torso being disabled they will bleed out in a 60 second count. When the bleed out count is finished they are dead.

6.10.1 Unconscious players can be revived using bandages provided they have not finished their bleed out count.

6.11 Death

6.11.1 A player dies when their torso is destroyed, they bleed out, or when 2 limbs are destroyed.

6.11.2 When a player dies they must drop to the ground and act out their death. Some may choose to die instantly while others may wish to drag it out in a dramatic and gruesome scene.

6.11.3 Regardless of how the player chooses to act out their death they may never continue to fight or strike other players after having died.

6.11.4 Once dead a player must remain on the ground for a minimum of 60 seconds unless they have already completed a 60 second bleed out count.

6.11.5 Once the death count is completed a player may return to their home base or nearest spawning area to respawn as per section 8.2. They should place a hand or weapon on their head while doing so to show they are OOC.

6.11.6 Dead players should never speak to living players in character, this includes shouting encouragement or warnings to living players on their team. The dead only speak to the dead.

6.11.7 Under no circumstances should a player ever strike a dead player with any force. Any strikes on a dead player for the purpose of epic finishing blows should be delivered incredibly lightly.

6.12 Item Collection

6.12.1 You may not go out of character to collect items, including arrows, dropped shields or weapons, and any other player equipment.

6.12.2 If you are dead you may pick up any items dropped by you or your teammates but you must bring them back to your spawn point before they are brought back in game. The dead cannot deliver items to the living INCLUDING arrows.

6.12.3 You may choose to deliver items collected while dead, such as arrows, to a referee. A referee may then return the items to the owner at their discretion.

7.0 Armor

7.1 Players may bring armor into games which provides them additional protection against strikes.

7.2 Armor protects the areas that it physically covers preventing them from being disabled or destroyed until the armor itself breaks.

7.3 Any strikes between the gaps in your armor affect the location as normal.

7.4 Armor is divided into 2 classes; authentic and prop.




7.1 Prop Armor

7.1.1 Armor is deemed prop if it is built out of materials that provide no actual protection but has been made to look like real armor.

7.1.2 Materials such as cardboard, foam, tin, and plastic are examples of this.

7.1.3 Earning full armor points with prop armor typically involves a significant amount of time and skill.

7.1.4 The rating for prop armor is based primarily on appearance, the following table shows examples of each rating level.

| 1 Point | 2 Points | 3 Points |
|---|---|--|
|  |  |  |
| Duct tape coated | Painted | Fully Crafted |

7.1.5 The use of duct tape and cardboard as building materials is highly discouraged. If you are interested in learning how to build your own armor out of higher grade materials please see section 10.0 Resources.

7.1.6 Materials such as plain cardboard, modern leather jackets, tactical gear, and football, hockey, or rollerblade gear will not be accepted as armor in this game.

7.2 Authentic Armor

7.2.1 Armor is deemed authentic if it is made from historical materials such as metal, leather, or hide. Armor does not need to be of an exact historical build or thickness to be qualified as authentic but it must be close.

7.2.2 Earning full armor points with authentic armor is typically quite costly and encumbering.

7.2.3 The rating guide for authentic armor is as follows:

| 1 Point | 2 Points | 3 Points |
|--|---|--|
|  |  |  |
| Hide/Fur, Cloth, Soft Leather | Hard/Studded Leather | Steel Plate, Chainmail |

7.3 Armor Points

7.3.1 Each point of armor represents how many times a piece of armor can be struck before breaking, if a piece of armor is broken a strike to it is considered to hit the location beneath it.

7.3.2 Every time the armor piece is struck the player must mentally subtract one point from that piece of armor.

7.3.3 Every piece of armor worn is given its own armor points which are tracked separately. The exception to this rule is exceptionally small pieces of armor in the same location which may be grouped together at a referee's discretion.

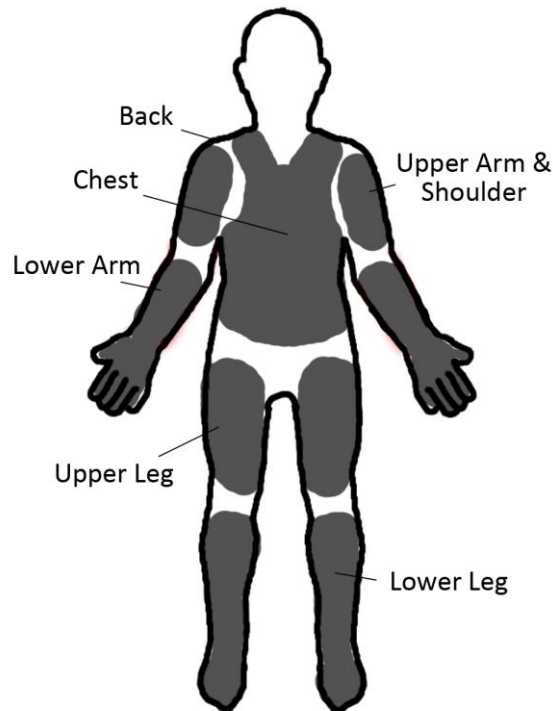
7.3.4 When a player dies their armor resets to full.

7.3.5 Equipment, such as belts, quivers, and worn weapons are not counted as armor. Any strike that hits one of these items is treated as ignoring it and striking the armor or body location beneath it.

7.3.6 Leather and prop helmets, when worn, will grant 1 additional armor point to the players chest. Metal helmets will grant an additional point to the players chest and back.

7.4 Armor Zones

7.4.1 Some pieces of armor such as chainmail or Gambesons cover a large area. It should be divided into zones according to the chart below, each taking damage separately as if they were individual pieces of armor.



7.4.2 Any hit to the foot shall be counted as damaging armor on the lower leg.

7.4.3 Any hit to the hand shall be counted as damaging armor on the forearm.

7.5 Stacking Armor

7.5.1 Players may stack up to 2 layers of armor of any type for a potential total of 6 armor points.

7.5.2 To be considered stacked the armor must be separate pieces.

7.6 Armor Piercing

7.6.1 Arrows and crossbow bolts are considered armor piercing. When an armored location is struck by an arrow or bolt the armor is ignored and the hit counts as directly to the location.

7.6.2 It should be noted that this does not destroy the armor, simply ignore it. A melee hit to a location following an arrow hit would affect the armor as normal.

7.6.3 Thrown weapons such as daggers, hand axes, and javelins DO NOT pierce armor but they do damage it normally like a strike from a melee weapon.

7.6.4 Nerf darts even when fired from a crossbow shaped Nerf Blaster do not strike with enough force to be felt through armor and will not deal damage.

7.6.5 Any Nerf of knockoff brand which fires a projectile other than a typical foam dart will be judged on a case by case basis.

7.7 Armor Repair

7.7.1 Armor can be repaired during game with the use of an armor repair kit. These kits will contain several different props for working armor.

7.7.2 Repairing armor requires 20 seconds of roleplay per point to be repaired.

7.8 Armor Restrictions

7.8.1 Armor may not have any rigid spikes or large protrusions over ½” which could damage weapons and harm other players

7.8.2 Obviously modern items such as hockey, rollerblade, or football equipment or modern leather jackets will not be counted as armor.

7.9 Shields

7.9.1 All shields used in game must be of loosely medieval design. Logos, symbols, and makes (such as a riot shield design) that are clearly modern are not allowed nor are neon colors.

7.9.2 To be considered a shield the item must be at least 1” thick and should be visible different from armor.

7.9.3 Shields cannot be destroyed and completely block all weapons including arrows.

8.0 Game Mechanics

8.1 OOC

8.1.1 Standing for Out of Character, being OOC is communicated by placing a closed fist or weapon atop one's head. This signifies that the player is no longer in-game.

8.1.2 Players should always go OOC if they are dead, leaving, or having a conversation that is not in character.

8.2 Gold

8.2.1 Every game players will earn gold for their team which will be used to determine the winner of the season.

8.2.2 Gold is primarily earned through completing objectives which will vary from game to game.

8.2.3 The maximum gold awarded in a single game is 400 (not including bonus gold earned by looting, recruiting, or cleaning).

8.2.4 Gold may also be given out by Game Masters as a reward for good roleplay and lost through bad sportsmanship. This will be typically in increments from 5-25.

8.2.5 In order to encourage players to bring newcomers any player who brings a first time player will earn a bonus for their team of 25 gold.

8.2.6 After games teams are expected to help cleanup their Team base, if nothing (including game props, garbage, and personal items) is left behind at a team base after the game that team will receive a bonus 25 gold.

8.3 Team Bases

8.3.1 At the start of each game teams will begin at their respective Base. This is the Teams main spawn area and center of command where they may store both in and out of game items.

8.3.2 You may not enter another teams base or remove anything from it by any means.

8.3.2 Players cannot be damaged while inside their base but they may attack from within it and damage nearby enemies.

8.3.3 Unlike other structures such as Outposts (see section 8.5) you may always spawn from your Team base regardless of nearby enemies.

8.4 Respawning

8.4.1 Respawning is a method by which dead players re-enter the game, this is typically done from the Team Base or a captured outpost (see section 8.5)

8.4.2 To respawn a player must start the spawn counter, typically anywhere from 1 to 5 minutes. When the counter runs out the player may re-enter the game.

8.4.3 Any player who arrives at the base while their team mates are mid-spawn may re-enter when the time finishes, they do not have to start over from the beginning. This encourages teams spawning in groups rather than one at a time.

8.4.4 If a player is the first to begin spawning at any given spawn point they must restart the timer, even if it has been left running.

8.4.5 Every time you respawn you must grab a spawn flag of neutral or your teams color. If there are none available then you may not respawn.

8.4.6 A player may choose to respawn at any time to reset their armor and damaged locations, however as always they must grab another spawn flag.

8.5 Spawn Flags

8.5.1 Upon initial, and each re-entry to the game after spawning a player **MUST** have a spawn flag which represents their life. Without a spawn flag you may not spawn.

8.5.2 A spawn flag must either be neutral (black) or your teams color for you to use it.

8.5.3 Upon death spawn flags may be looted from opponents. These flags should be clipped to your belt loop and handed in at the end of the game to track kills.

8.5.4 If you have not been looted by the time your kill count is complete please do your best to hand your spawn flag to the player that killed you. This is considered good sportsmanship.

8.5.5 Any enemy flags you have looted are not turned over when you are looted. Only your team colored flag which you took upon spawn is handed over.

8.5.5 If your opponents fail to loot you and you are unable to get the flag back to them you must still grab a new spawn flag when respawning. The next time you are looted you must hand over both flags.

8.5.6 You may not loot flags from your own fallen, only from opponents.

8.6 Looting

8.6.1 When you kill another character in game you may loot any items off them that were found in-game, such as gold (8.2), bandages (8.10), or special weapons. Any personal belongings or weapons may not be looted.

8.6.2 Looting should be done with respect for the other player's personal space, if an item is inside a pocket or pouch you must ask permission before searching it, just like you would in a regular setting. Players being looted must surrender the items but may choose to simply hand them over themselves if they are uncomfortable with being searched.

8.7 Kill Count

8.7.1 During Combat LARP we will track kills for players to earn bragging rights and measure their achievement.

8.7.2 At the end of each game players will hand in all their looted Spawn flags (see sections 8.3 & 8.4) which will be tallied and posted online so that players can keep record of their kill count.

8.8 Outposts

8.8.1 In some game types there may be outposts or other structures which can be captured or used as spawn points. These structures will hold a limited number of black neutral respawn flags which can be used by either team until there are none left

8.8.2 Outposts will be marked by a ring of wooden stakes with rope and a wooden signpost and typically have a flag pole with both teams flags.

8.8.3 Players may not step over or under the rope of an outpost, meaning the only way to enter or exit is through the entrances. Players may still attack by reaching over the rope.

8.8.4 The center of each outpost will hold a flag for each team, to capture it you must raise your team's flag.

8.8.5 Only the team whose flag is currently raised may respawn within that outpost.

8.8.6 Any items left in an outpost can be looted by either team.

8.8.7 Once an outpost runs out of spawn flags players can no longer respawn from it.

8.8.9 Players may not respawn from an outpost which is being contested. A contested outpost is one in which enemies are actively attacking. Simply being near an enemy outpost at a distance and uttering threats is not considered actively attacking.

8.9 Other Structures

8.9.1 In some gametypes players may encounter other structures similar to outposts but with different rules. Examples of this are "Towns" which are generally held permanently by one team and considered invulnerable zones like a team's main base.

8.9.2 Like outposts, if a structure has peg and rope around it, it may not be crossed but can be attacked over.

8.9.3 Players are to consult the sign post present in each structure upon arrival to determine its specific rules.

8.10 Bandages

8.10.1 Bandages are unique items that can be used to heal player's in-game.

8.10.2 A bandage can restore a disabled location to full health.

8.10.3 Bandages cannot fix destroyed locations

8.10.4 To take effect the bandage must be securely attached to the injured area and left there until death.

8.10.5 Players may bandage themselves provided they are conscious.

8.10.5 Players may loot bandages from dead players and re-use them.

8.11 Resigning

8.11.1 Sometimes it may be strategic for a team to surrender to cut their losses and fight again another day. However, retreating does not come without its costs, if a team chooses to retreat the other teams automatically obtains the gold reward from all remaining objectives in play.

8.12 Hero Tokens

8.12.1 Each game 1 player per team is awarded the Hero token. The hero token is a mark of esteem for excellent roleplay or prowess.

8.12.2 Hero tokens can be spent at later games by trading it in to a Game Master for the Hero cape. The hero cape grants you Heroic status, which lasts for one single life.

8.12.3 Those with heroic status gain +2 hitpoints to all locations, unlike regular hitpoints these cannot be healed through any means however unlike armor points they are not ignored by arrows.

8.12.4 Heroic status ends after the player is killed or when the game ends, whichever comes first.

8.12.5 Each team may only have 1 hero at a time.

9.0 Siege Weapons

9.0.1 Players interested in building siege weapons and bringing one to a game must gain referee approval.

9.1 Catapult/Trebuchet

9.1.1 Anyone within arm's reach of where a catapult projectile lands is instantly killed.

9.1.2 Anyone hit by a rolling or bouncing piece of catapult ammunition is instantly killed.

9.1.3 A catapult can be destroyed by striking it with a melee weapon, its hit points will be tracked by a referee who will determine when it is destroyed.

9.2 Ballista

9.2.1 A hit from a ballista bolt is an instant kill, even if blocked by a shield.

9.2.2 A ballista can be destroyed by striking it with a melee weapon, its hit points will be tracked by a referee who will determine when it is destroyed.

9.3 Battering Ram

9.3.1 A battering ram cannot be used to strike other players

9.3.2 Battering rams may be used in some scenarios to damage walls/gates. This will be tracked by a referee.

9.3.3 A battering ram can be destroyed by striking it with a melee weapon, its hit points will be tracked by a referee who will determine when it is destroyed.

10.0 Beginner Resources

If you are looking to get started in Combat LARP you may find some of the following links helpful to put together your gear and costuming.

10.1 Purchasing LARP Gear

If you're looking to purchase top quality LARP gear we recommend checking out our favorite Canadian based LARP suppliers:

<http://www.en.calimacil.ca/>

<https://www.epicarmouryunlimited.com/en/>

10.2 Building Weaponry

Looking to make your own weaponry? Check out a few of the youtube tutorials by James Fullmer

<https://www.youtube.com/user/jjfullmer/videos>

10.3 Making costumes

Want to put together your own costume on the cheap? Take a look at some of these basic guides

https://www.youtube.com/watch?v=8EcoCPU_vhw

10.4 Building Armor

Want to make your own armor? Here's some tutorials we think are helpful. We also recommend talking to the fine folks at Tandy Leather in Winnipeg if you're interested in getting into leatherworking.

<https://www.youtube.com/watch?v=d67ETuMiIiI>

<https://www.tandy-leather.com/en/>