

BATTLEQUEST



FIGHTING AND MAGIC

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www.battlequest.pl

text:

Krzysztof Maj
Bartek Ziolo

editor:

Krzysztof Maj

proofreading:

Anna Rogala
Anna Wawrzyniak

translation:

Konrad Pawelec

graphic design & typesetting:

Marcin Słowikowski

cover artwork:

Marcin Słowikowski

coordination:

Dastin Wawrzyniak



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This handbook forms only part of what is needed to fully understand the rules at Battle Quest. Remember, to also acquaint yourself with the **Player Handbook** and the plot outline – both available at www.battlequest.pl.

FIGHTING – BASIC RULES

At BQ, we use the Trust Method of fighting. That means, that the person receiving the hit decides what the appropriate reaction and effect of that hit is. No character has health points, armour points, or special skills that support their ability to fight. Such rules require the participants to show a large degree of trust and fair play.

Each attack should be delivered in a realistic (but NOT forceful/over-the-top) way, and the damaged opponent should react accordingly and role-play the received hit. Each fight should end after around three hits which are considered successful enough to cause damage – this means that strikes on armour should be made in a more obvious/slightly stronger way.

If you received a hit during a fight and you are not sure whether it would have caused you to fall to the ground or surrender – that is probably the right time to fall to the ground and surrender.

Examples of roleplaying hits: Hans and Sven are fighting in a low-intensity melee in the forest. Hans landed a successful hit on Sven's arm. Sven shouts in pain, takes a step back, and then hits Hans' metal breastplate. Hans ignores the hit, and counterattacks in Sven's head (Sven is wearing a helmet). Sven knows, that where it not for the helmet, he would now be dead, but continues to fight – hitting Hans in the unarmoured leg. He, in turn, drops to one knee and lands a thrust into Sven's chest (protected only by a gambeson). Sven grabs his chest and drops wounded, unable to fight on. Hans notices that other Norsemen and getting closer from among the trees, so he stands up and escapes certain death, running towards his allies.

A hit is considered an obvious delivery of a blow, appropriate to the weapon used. Scratches, grazes, or entangling your weapon into the clothing of an opponent is NOT considered a successful hit. Very weak hits on armour can also be ignored. Below, we give some examples relating to armour types and their stopping power against particular melee weapons.

In the event of a very successful hit against you, you should be ready to roleplay a major wound or even a spectacular death. Hits of this kind would be clean strikes to the head, thrusts into an unarmoured chest, a clean cut on the lower abdomen, clean cuts on the inner thigh, and similar rare occurrences.

Our rules are based on fair play principles. What to do when someone doesn't follow these rules? Immediately inform the organisers – under no circumstance should you enter an argument or debate during the game. This ruins the game and the sensation of role-play not just for you but also for everyone around you. And remember, in extreme situations you can always and should always use the safety words.

WOUNDS AND AGONY

You go hit – you are wounded or dying. Play it! Writhe, scream, crawl, beg for mercy, beg for help! Wounded people on the battlefield aren't silent. Your friends can help you, pull you away, help you get to camp for medics to assist you. You can also, at any point, decide it is time to die. What then? Well, you can just die and start the game again!

In this situation, head back to camp and create a new character. If you need help, go to the organisers tent to speak to the Keeper of the Plot, or head to the or-

ganisers HQ in Zwergburg. Remember, that walking through the game terrain 'dead' you should make it clear and obvious that you are OFF-GAME. We do this by holding both arms crossed at the chest, palms on opposing shoulders (very much like a mummy). Abuse of this symbol will be punished by warnings from the organisers.

When playing wounds and death, be wary of your own safety. It's better to crawl to the side, than be trampled on by other fighters. Staying wounded, you are still in game and should continue to roleplay. It is completely unacceptable to speak off-game or smoke a cigarette at this point.

REMEMBER!! – ONLY you can decide about your character's death. After a lost fight, you can always decide that you were severely wounded and head to camp to receive help from medics.

HEALING

If a character is wounded (i.e. received a successful strike from an opponent), he/she should seek help from a medic or cleric, typically stationed in their camp. Medics are placed in prepared locations in camps, where (using special effects and items, as well as make-up), they are able to bring you back to life. This always means a stay in the medic's tents for a while. Within the grounds of the camps, you can also head to various chapels, where you can ask for healing through prayer. In order to receive this, you typically need to provide an in-game sacrifice, or perform a task given by a cleric.

REMEMBER!! – Healing can ONLY be done within the grounds of the camps and the neutral fort, by specific characters.

HEALTH AND SAFETY

In order to maintain a safe environment during the fight, make sure you follow the below rules:

Don't be an arsehole – this is just a game, and we make sure we follow fair play rules as well as show respect to fellow players during the game.

Be mindful of the safety of yourself and other players – we do not behave irrationally and dangerously. We do not endanger ourselves or others through callous acts of bravado.

Respect the safety words – the game has a safety word mechanic (More on this in the Player Handbook). During the game, any player can use one of them in order to directly affect the dynamic of the scene being played. The safety words are: Red – stop, end the action immediately! Yellow – let's remain at this level of intensity and play. Green – play harder.

Do not abuse strength – our hits should be tangible and noticeable, but not painful. Strikes should be marked especially during melee combat with unarmoured opponents.

Play your hits – if the opponent can see you are playing moments when you are hit, they will not escalate how they fight and are likely to reciprocate in kind when you hit them. Do NOT ignore hits to the hand – they may seem petty, but often require a lot of skill to land successfully. In reality, such strikes often led to the end of a fight.

Being armed means you should act responsibly – this is especially important if you are armed with a long weapon – mark your strikes.

We do NOT thrust or perform horizontal cuts to the head or neck – they can hit the eyes, throat, lips, or ear. It does not mean, however, that this attacks are not successful. When fighting, you should always be aware of your own safety. If you receive such a hit, but it doesn't hurt you – play on. If it does, you may want to play a wound and end the fight for your own safety. If you believe such a hit was performed on purpose, immediately inform the organisers.

We do NOT aim for the head with any thrown or ranged weapon – Despite this, such hits may happen. If you do not get hurt, play on. Any archer aiming for the head on purpose should be reported to the organisers.

We do NOT perform shield bashes or seek to drop opponents to the ground on purpose.

We do NOT grab an opponent's blade by the hand – grabbing their hand is permitted, but you are NOT allowed to perform any levers or pins.

We ONLY use safe weapons to fight with – we do NOT hit with our hands, head, or legs. We do not wrestle, nor do we perform pinning movements or levers.

We do NOT use the edge of the shield to attack with – Do NOT hit either the enemy, or their shield. You are allowed to push against an opponent's shield with your own, but NOT shield bash.

We ONLY use fully working and undamaged safe weapons – after each fight, check your weapon for marks of damage. If the foam is peeling off or cracks appear, you are not allowed to use the weapon until it is fixed.

Special attention should be given to the use of firearms – check the firearms section of this handbook.

Do not escalate the fight – If we believe our opponent is playing unfairly, instead of hitting harder – inform the organisers. During a fight, it is often difficult to gauge whether your hit was successful. Never assume your hit was successful – let them make that decision.

If during a fight an accident occurs, we do not leave the injured person alone until they receive medical attention.

WARNING

Even when following the above rules, accidents can happen. Larping is a 'contact sport', and all those participating should be aware of the risks of injury. We implore you to wear some form of armour not just for the general feel of the game, but also for actual real protection. The most injury-prone locations are the head and hands. Remember also, that the terrain where BQ takes place is full of uneven ground, holes, tree trunks, stones, and roots – make sure you have footwear that protects and stiffens your ankles.

Any person reported and found to be in knowing breach of the health and safety rules, may receive a warning. A second warning results in being expelled from the larp.

In the event of a critical and planned flouting of the rules, the organisers reserve the right to immediately expel a participant from the game and the terrain of the larp.

WEAPONS AND EQUIPMENT

As part of BQ, we use safe larping weapons as well as armour and shields.

Melee weapons

These are a wide range of hand-to-hand weapons, made of foam and latex (often with a solid core). It is important for your weapon to be aesthetically made. As part of the game, we do NOT permit rigid foam weapons or plastic weapons. Recommended producers are: Epic Armoury, Forgotten Dreams, and Freyhand. If you made a weapon yourself, or purchased one from a different manufacturer, please make sure you report to the organisers with it for acceptance and approval before the game.

Ranged weapons

We permit the use of bows and crossbows with a draw strength no greater than 15kg, with safe arrows/bolts. We recommend the approved arrows/bolts from Epic Armoury and Freyhand. Ones made yourself must be approved and accepted by the organisers before the game.

Armour

These differ in thickness and strength. From elastic and soft ones (such as gambesons), through medium metal ones (such as scale armour or chainmail), through to full metal plate armour. The thicker and tougher the armour, the more it can resist.

It is not possible to provide a clear and obvious guide to what sort of attack various types of armour can protect you from. It is your decision to make the call. Simply read up on the type of armour you are wearing, ask on the forums, do a little bit of research about how it works and what it was used for. Your armour can withstand hits that would (should you not wear any armour) break your skin, meaning you can fight on. You can act wounded only for stronger hits. How strong? That decision is yours to make (within reason!). This also means that when putting on

armour, you **must** be aware that opponents fighting you will aim to hit you harder, and such attacks MAY sometimes land on unarmoured parts of your body. This is an inevitable consequence of wearing armour. So make sure you make your decision, and be ready to face the music that comes with it.

We suggest that you have a practice exchange with someone before the larp, to see how various people play wounds and hits. This will also allow you to gauge how you would play hits that land on you.

If you are a lightly armoured soldier with low strength (sword, spear), do not be surprised if fully plated warriors wielding greatswords are very difficult to defeat (in essence, you would have to hit them where they do not have armour. Your opponent has made many sacrifices to receive this sort of protection – they carry around many kilograms of metal on their shoulders, and it is always possible to just keep them at a distance (so they basically can't force you to fight). Sometimes you will face situations where you face an armoured opponent whose protection simply means you cannot defeat them. Let someone else handle them, while you focus on things and tasks better suited to your equipment and specialty.



LEVELS OF ARMOUR THICKNESS



The world of Warhammer Fantasy is also a world of mutants, beasts, and Chaos warriors who wield natural armour. If you play someone who has physically thicker skin – your costume should make this plain and obvious. It is also important for your armour to provide ACTUAL protection from hits. No magical shields, symbols, glyphs, or ‘force fields’ can protect against an axe flying your way.

Shields

Shields made from relatively light materials such as wood or plastic will be permitted in the game. They CANNOT have sharp elements, and any edge that risks being in contact with an opponent or their weapon should be covered with a soft material (such as elastic foam). Apart from safety, it is also important for your shield to be made in an aesthetic way. Badly made shields (whether due to safety or looks) will not be permitted in the game, and the quality of the product has to be checked by the organisers before the game. If you are not sure if yours will be permitted – contact us!

Firearms

An important part of the Warhammer world are firearms. Trying to find a compromise between safety and spectacularity, we have decided to divide those into two broad categories. Short weapons, and long weapons. Below, you can find the detailed rules.



General rules:

what each player should know.

- ☐ Any person planning to use firearms during the game, has to report this fact to the organisers and undergo additional accreditation when arriving on-site, where they will be tested on their awareness of the safety rules involved.
- ☐ It is strictly forbidden to drop or leave your weapon in generally reachable locations. Should you find such a weapon, immediately inform the nearest organiser or unit commander.
- ☐ Use of a firearm can take place only when explicitly permitted by the owner and under their supervision.
- ☐ People under the influence of alcohol or any other substance are not allowed to use firearms under the threat of immediate expulsion from the game.

Short firearms (any type of pistol)

This category permits any pistol that uses percussion caps or flintlocks. It is strictly forbidden to load such weapons with ANY projectile (firewoks/black powder). They can be functional replicas or models that can make an actual noise (such as pistols produced by DENIX), percussion cap detonation devices, or in case of flintlock pistols, the ability to light the fuse.

Pistols can ONLY be loaded with percussion caps or powder on the jaws of the flintlock mechanism. We consider the shot successful if the percussion cap makes a bang or the flintlock mechanism lights up. The person being the target of the shot should at this point play out being wounded and act as though seriously injured. The shooting person should clearly shot who the target was, and if the target had their back turned to the shooter, the shooter should shout something (such as ‘Hold, or I’ll fire!’).

Using such weapons can be basically limitless (but you must be careful NOT to use such weapons in the vicinity of any animal, especially horses, and to never aim for someone's head. Our intention, is for such weapons to be for close-range combat.

The way the hit is acknowledged remains in the remit of the person injured. Good practice dictates that when you hear the shot that was aimed at you, you drop to the ground and play stunned or wounded.

Long weapons, any kind of muskets, harquebuses, blunderbusses, etc.

This category includes any long firearm that exists in the Warhammer universe. Such replicas can be loaded with a small amount of black powder or a firework of some form. Shots from such weapons can ONLY be made when hearing a clear command to do so, and can only be used on a field of battle as part of a formation. Under ANY other circumstance, such weapons should be unloaded and secured. It is strictly forbidden to shoot at any distance below 10 metres or in closed rooms. It is also strictly forbidden to aim at any person, threaten with such weapons, or perform any other dangerous action.

The way the hit is acknowledged remains in the remit of the person injured. Good practice dictates that when you hear the shot that was aimed at you, you drop to the ground and play stunned or wounded.

We aim to have such weapons used as part of spectacular battles and add to the feel of a major fight, while being absolutely safe. Any person using such weapons should be aware that the effectiveness of their shots during a battle will be very low. However, they can wallow in the pleasure that their shots filled the area with the smell of black powder and added a fantastic part of the game.

Examples of dealing with short firearms: A Witch Hunter heard a report that by the fire in the Imperial camp there is a spy of Chaos. When trying to make an arrest and then politely interrogate, he loads his percussion cap and tells the alleged spy to stand up. Constantly aiming at the target, he asks the other soldiers to help with the arrest. The alleged spy knows that a shot at this distance would mean very serious injury, and such allows himself to be arrested without making a fuss.

The Witch Hunter and his companions have been ambushed on the road by a group of Norsemen. When trying to break through the attack, he unsheathes his weapon and shoots a warrior that is in his way. The warrior drops to the ground, writhing in pain and holding his hands in the place where the shot hit him – allows the Witch Hunter to escape.

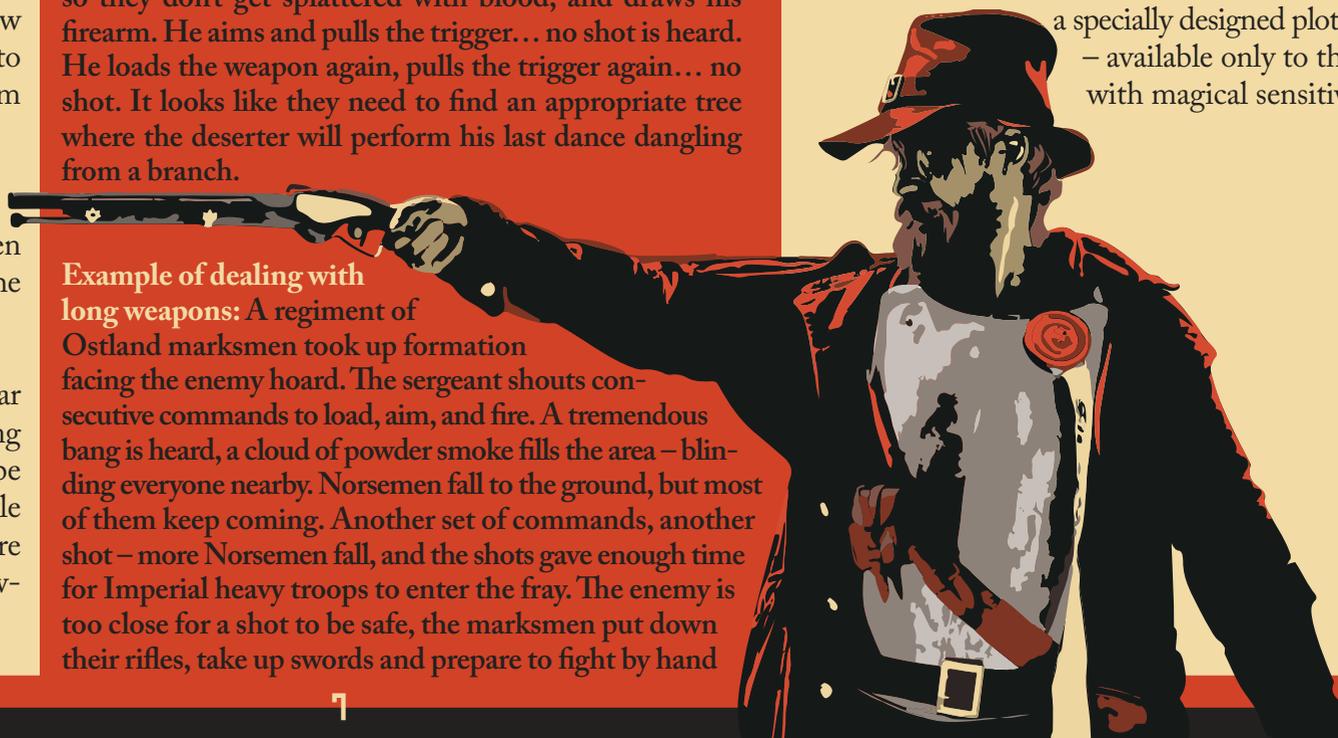
The Witch Hunter caught a deserter suspected of plotting with Norsemen. Sentence? Death with no court hearing. The deserter is asked to kneel with their back to the Witch Hunter. The Hunter stands at a safe distance, so they don't get splattered with blood, and draws his firearm. He aims and pulls the trigger... no shot is heard. He loads the weapon again, pulls the trigger again... no shot. It looks like they need to find an appropriate tree where the deserter will perform his last dance dangling from a branch.

Example of dealing with long weapons: A regiment of Ostland marksmen took up formation facing the enemy hoard. The sergeant shouts consecutive commands to load, aim, and fire. A tremendous bang is heard, a cloud of powder smoke fills the area – blinding everyone nearby. Norsemen fall to the ground, but most of them keep coming. Another set of commands, another shot – more Norsemen fall, and the shots gave enough time for Imperial heavy troops to enter the fray. The enemy is too close for a shot to be safe, the marksmen put down their rifles, take up swords and prepare to fight by hand

MAGIC

We want magic at Battle Quest to fit within the general ruleset we created for everything else – so for it to be simple, believable, and spectacular. The rules of magic are built on the idea of trust and cooperation. The person who is the objective of a spell of any kind should decide how to play out their reaction to it however they see fit. We encourage people who play mages and clerics to prepare special effects, in order to add to the sensation of a spell being cast by a powerful being. Remember that such effects must be safe both for you as well as for anyone involved.

Mages and clerics are also encouraged to have some form of well camouflaged UV light. Thanks to this, they will be able to identify items with magical properties and read magical inscriptions. Moreover, such characters will have access to a specially designed plotline – available only to those with magical sensitivity.



WARNING

Magic-wielding characters are strictly controlled and limited by the organisers, anyone wanting to play such a character has to fill in a unique registration form.

Clerics

Clerics are people who have special favour with the gods inhabiting the world of Warhammer. Various kinds of shamans contacting the spirit world, battle-clerics running into combat with prayer on their lips, or theological scholars seeking further enlightenment fit into this category.

The main objective for such characters is oversight of healing rituals in the camp chapels.

Any person who is wounded can go to such a chapel to heal. The player playing the cleric should, within the realm of their abilities, play the entire healing ritual out (including narration, special effects, and items/objects of various kinds).

The intricacies of the ritual remain entirely up to the player, and although it isn't necessary for a full ritual to take place for successful healing to occur, it improves the feel and sensation of the whole process as well as increases the quality of the game for everyone.



Example: An Imperial regiment returns to camp with wounded soldiers after a fight with a Norsemen regiment. The priest of Sigmar orders the heavily wounded to be placed in front of the chapel. He begins his incantations, calling the wounded and their companions to join in. At one point, smoke begins to pour from the altar (a special effect previously prepared). The priest raises his voice and asks everyone to do the same. Then, he walks over to each of the wounded, places his hands on their forehead, and whispers 'Sigmar has blessed you – rise to fight again in his holy name'. At the end, he drops unconscious from the mental strain put on him, and the wounded are fully restored – ready to fight.

The help of a cleric may also be needed when wanting to make a sacrifice to a god, perform a special mission, or swear an oath before the gods typical for specific faiths.

Clerics are also obliged to perform various rites and maintain key locations of cults and beliefs. During the game, various events may occur that require the presence of a cleric.

WARNING: Clerics can only perform healing rites/rituals within the grounds of a camp.

Mages

Mages are any type of character who controls the winds of magic and reach for places where no other mortal dare reach. Magisters trained in the Colleges of Magic, wild magicians with dangerous talents, cultists surrendering their souls for promises of power – these are many others fall into this category.

The main role of such characters is to perform magic rituals.

During the game, there will be various situations where a mage is required, and the success of a given ritual will have a direct effect on the conditions of the final battle or even have a direct effect on which side is deemed victorious after it. The rituals themselves will be performed using special effects and pyrotechnics, and the mage characters will always be at the centre of them.

There may well be other special plots and items available to mages during the game, as well as interesting events.

Example: Chaos Wizards are trying to open a portal, which will allow them to summon a demon. First, they create a magic circle, marking its edges with magic symbols. They stand in a circle and begin a monotone chant, one of them slowly banging on a drum. Chaos warrior and beastmen accompanying them dance around them – howling unnaturally. Suddenly, in the middle of the circle, a light flame begins to shine and rise, blinding everyone around it (a previously prepared pyrotechnic effect), everyone can hear the scream of a beast, and into the circle enters a furious monstrosity...

