

Combat

NB Weapons of less than 22" cannot generally be used for techniques. Normally weapons are limited to a maximum of 36" in one hand (42" with the one handed style), 54" in both hands close together and 84" with two grips so that the hands are two feet apart. Referees have a 2" discretion to account for slight variation in weapon construction to allow for over large pommels which are not held and the like. The combat style "Weapon and shield" is required to use a shield: round shields may be up to 40" (1m) diameter; square shields may be up to 40" by 24" (1m by 60cm); and triangular (kite / heater) shields may be up to 48" by 24" (1.2m by 60cm).

Weapon Styles

NB It is an important principle that you may not fight in two styles at the same time. This means that you may not combine styles. For example: you may not combine Weapon and Shield Style and One Handed Style to let you use a 42" weapon in one hand and a shield; you may not combine Two Weapon Style and Bow Style or Firearms Style to fire a crossbow or a pistol with another weapon in your other hand; nor may you combine Weapon and Shield Style and Bow Style or Firearms Style to fire a crossbow or a pistol with a shield held in the other hand or on your arm.

One Handed Style

The techniques of this style concentrate on powerful attacks with sharp or crushing weapons as well as general combat. In order to fight in this style, you must be armed with a single weapon which may be used in either hand or both (a two handed grip on a hand and a half sword).

This gives the ability to use a longer weapon of up to 42" in one hand and you may use the Strong Grip technique immediately and without a special weapon.

With an appropriate special weapon, the following techniques can be developed by a character with sufficient combat expertise¹ once they have entered play: Cut, Disarm, Fatal, Repel, Stun and Through.

Two Handed Style

The techniques of this style concentrate on powerful attacks with sharp or crushing weapons as well as general combat. It is generally easier to learn power attacks with a heavier weapon. In order to fight in this style, you must be armed with a single weapon in both hands between 38" and 54" in length. You must keep both hands on the weapon at all times when in combat whether attacking or parrying.

You may use the technique Repel immediately and without a special weapon.

With an appropriate special weapon, the following techniques can be developed by a character with sufficient combat expertise once they have entered play: Fatal, Heavy Hand, Shatter, Strike Down, Stun and Through.

Polearm Style

The techniques of this style concentrate on powerful attacks with sharp or crushing weapons as well as general combat. It is generally easier to learn power attacks with a heavier weapon. In order to fight in this style, you must be armed with a single weapon in both hands between 50" and 84" in length. The weapon must have a grip which permits hands to be held two feet apart and you must keep both hands on the weapon and at least two feet apart at all times when in combat whether attacking or parrying.

You may use the technique Repel immediately and without a special weapon.

Armed with an appropriate special weapon, the following techniques can be developed by a character with sufficient combat expertise once they have entered play: Fatal, Heavy Hand, Shatter, Shield Breaker, Strike Down, Stun and Through.

¹ You will have selected Combat Skill of 0-3 when you generated the character. You are then limited to techniques of that order or lower in all of your weapon styles.

Weapon and Shield Style

The techniques of this style concentrate on shield defence but with some attacks with the weapon. NB even with both this style and the one handed weapon style you may not use a weapon longer than 36" in one hand.

Techniques may not initially be used with a weapon smaller than 22". In order to fight in this style, you must be armed with a single weapon of length up to 36" in one hand and a shield² in the other hand.

The initial advantage of the style is that you can attack effectively while using a shield.

Provided that they have a suitable special weapon or shield, the following techniques can be developed by a character with sufficient combat expertise once they have entered play: Advanced Block, Cut, Disarm, Repel, Shield Block, Spell Intercept and Strong Grip.

Two Weapon Style

The techniques of this style concentrate on fast fighting and dodging. NB even with both this style and the one handed weapon style you may not use a weapon longer than 36" in one hand. In order to fight in this style you must be armed with a weapon of length up to 36".

The initial advantage of this style is that you may fight with a weapon in each hand. Techniques may not initially be used with a weapon smaller than 22". Your second weapon may be of any size up to 36".

Equipped with an appropriate special weapon, the following techniques can be developed by a character with sufficient combat expertise once they have entered play: Cut, Disarm, Roll with Blow, Short Weapon, Strong Grip and Through.

Bow Style

This style teaches only a single skill: the ability to use a bow or a crossbow. There are no advanced techniques in this style.

Before using a bow or crossbow you must attend Weapon Checking to obtain a marker on your character card to permit you to use missile weapons. This is arranged by the weapons checking team but may be withdrawn at any time if the missile weapon safety guidelines are broken. In brief these may be summarised as follows:

- It is your responsibility to check your arrows before you fire them (particularly important after you recover them)
- You may not fire a missile weapon at a target which is too close and anyone firing at point blank range (deemed to be about 3 meters) may be required to leave the game
- You must not use a missile weapon in melee to block parry or threaten a target

Firearms Style

In order to select this style you must have at least petty magic (to be able to use a magic device) as well as the usual combat skill to acquire a style.

The basic skill lets you load and fire firearms. At first you can only use pistols (which must be between 8" and 18" long). NB since styles may not be combined you may not fire a gun with a second gun or another weapon in the other hand (even if you have two weapon style) or with a shield in the other hand (even if you have weapon and shield style).

When you discharge a Firearm you make a call as if casting a spell. Pistols have the effect of an elemental dart of the type depending upon the ammunition fired (for example "FIRE DART" if fire ammunition is loaded).

Equipped with an appropriate special weapon, the following techniques can be developed by a character with sufficient combat expertise once they have entered play: Blunderbuss, Derringer and Rifle.

² Round shields may be up to 40" (1m) diameter; square shields may be up to 40" by 24" (1m by 60cm); and triangular (kite / heater) shields may be up to 48" by 24" (1.2m by 60cm).

Firearm Safety

Before using a Firearm you must attend Weapon Checking to obtain a marker on your character card to permit you to use firearms. This is arranged by the weapons checking team but may be withdrawn at any time if the firearm weapon safety guidelines are broken. In brief these may be summarised as follows:

- Firearms are generally made of heavy materials such as solid wood and metal and as such must not be used in melee.
- All players must be very alert to the danger that these heavy objects pose for example putting them down carefully rather than throwing them to the ground (or worse, over your shoulder).
- Caps are noisy and can produce a small flame. The caps used should be regular toy caps and not “high hats” or blanks and players should be careful not to set them off next to anyone’s head.

Firing and Reloading Firearms

Firearms may be fired as rapidly as you can fire them (and make the calls) subject to the usual rules if you are using a technique.

When you fire a gun you must actually discharge a cap. If the cap does not go off for any reason, the gun misfires and no damage is done.

All firearm physreps must be capable of firing a single plastic cap. Plastic caps used as ammunition are coloured red (flame), yellow (cold) or blue / green (lightning). The caps used in the game come from people using the Alchemy skill and are issued in small plastic bottles. Ammunition should be kept in this form as it is too easy to hide or lose the tiny individual caps. You should not bring or use your own caps to events but should use the caps that we provide.

When you fire the weapon you must aim it at the target and fire it. If the cap fires you call the damage and indicate the target if necessary; if the cap does not fire you may cock and fire again but if you have to reload it is assumed that the shot was wasted and the ammunition is used.

Reloading guns takes as long as it takes to actually reload the caps and go through the motions of loading the gun. When you reload you require a physical cap as well as the ammunition you are using. This is made by alchemists and comes in three types: fire, ice and lightning coloured as set out above.

Techniques

Most techniques are self-explanatory: you make a decent swing and call the effect; if the blow lands, the target takes the effect including any armour penetration. The following techniques require further explanation:

Advanced Shield Block (defensive) – this allows you to use Shield Block to block dart and bolt effects (but not storms).

Blunderbuss – you lean to use blunderbusses (which must be at least 24” long and may not look like pistols). The call used is “___ STORM” in the element of the ammunition used.

Derringer – you lean to use a pistol of any size down to a minimum of 4” (normal pistols must be at least 8” long). The call used is “___ DART” in the element of the ammunition used.

Disarm – this technique allows you to call “DROP” when you strike an opponent’s weapon or weapon arm **but only if the weapon is only held in one hand** or when you strike an opponent’s shield or shield arm **but only if the shield is only held and not strapped to the arm**.

Rifle – you lean to use rifles (which must be at least 40” long). The call used is “___ BOLT” in the element of the ammunition used.

Roll with Blow – this technique allows you to ignore all the effects of a blow (both special effects and armour penetration) provided that you immediately dive to the ground away from the attacker (you may immediately roll to your feet). You still take the effect of a blow. May only be done once every 30 seconds even though defensive.

Shield Block (defensive) – This technique allows you to ignore the following effects if you block them with your shield: Drop, Shatter, Strike Down, Repel and Fatal. You should call “NO EFFECT” so that the attacker is aware that you heard the call but are immune to the effect.

Shield Breaker – You may use this technique to destroy an enemy’s shield with a thrown javelin or axe. Requires the use of a throw safe (coreless) javelin at least 36” long or a throw safe (coreless) axe at least 24” long. The call used is “SHATTER”.

Short Weapon – this dual weapon technique allows you to use any legal sized short weapon to call other techniques (in other words weapons less than 22” long). It does not count as a technique for the purposes of using other techniques.

Spell Intercept (defensive) – This technique allows you to call the effect “CONTERMAGIC” as a technique provided that you have a shield out to block the spell.

Strong Grip (defensive) – You may ignore any calls of drop whether by reason of magic or because of a weapon attack. The technique is constant but once used no other technique may be used for 30 seconds thereafter. You should call “NO EFFECT” so that the attacker is aware that you heard the call but are immune to the effect.