

VALE CORE RULES AND INFORMATION

Conduct at Events

- Your health, safety, wellbeing and enjoyment at the game are important to us and we would like to highlight some joint obligations to help to achieve this. The Vale is restricted to participants who are 18 or over and as such may involve bad language and drinking as well as adult themes. The world background has been designed to avoid any IC bias based on any form of real life characteristics. It is ok to say to a knight that they fight like a goblin, it is ok to say you hate elves or beastkin, but it is not acceptable to use real life attributes such as sex, race, religion, physical ability etc. as insults or the basis for discrimination.
- While you may behave in an extreme manner in character, out of character anti-social behaviour, particularly any form of bullying, will not be tolerated
- The volunteers who make the game possible also need to feel safe and secure. We will not tolerate threatening or abusive behaviour to our volunteers and people who do this may be excluded from further participation in our events.
- If you are uncomfortable with any interaction at the game we encourage you to give active and direct feedback if you feel able to do so. We suggest telling the person “please stop [that], it is upsetting me”. We hope that both parties would react positively to this approach but we also understand that this may not always be the case. If you do not feel comfortable giving such feedback please bring the matter to any member of the game team; they may escalate the matter to a more appropriate person once they understand the problem. We have a complaints procedure and will treat all complaints seriously, investigate, and take appropriate action which may include excluding someone from the game, but if you do not tell us what has happened we will not be able to help. See our complaints procedure for more information.

Some Key Principles

- When you die you may remain as a corpse for as long as you wish after which your body disappears leaving behind only IC cash and items. As money and special items are all supplied by the game there is no need for any player to take another player's items. Please respect other people's property and hand any lost property into Ops
- You will be supplied with a high visibility arm band. Anyone wearing one of these is OOC. You may be asked by a referee or marshal to use this or you may choose to put it on at any time. If you choose to put it on your character is deemed lost and you must regenerate a character at Ops before re-entering play
- If you wish not to be struck in a particular situation for any reason, you may raise one arm saying “You got me” (or similar) and move to a place where you are clear of the combat and can fall over – you have taken a bleeding wound and start to die; using this rule to avoid a character's death is cheating
- There are many effects in the game which may make a character appear to break the rules: you do not know what special equipment or powers another player may have – please respect this
- If you believe another player is breaking the rules please bring it to the attention of a referee or marshal and we will investigate. In order to do this we will need the player or the character's name or their id number

Camps

- Each player chooses a camp when they book a particular event and may not normally change camp mid-event
- Both camps have barriers marked around them; the Duke's Camp barrier is marked with white stones while the Khan's Camp barrier is marked with 2 foot twisted willow wands
- Both barriers prevent entry; your soul card will say which barriers may be crossed with impunity

Hits

- Hits are global but only help you if you have armour (see “Combat”)
- Your hits depend on your Race (2 for elves, 4 for orcs and beastkin, 3 for all others) plus combat skill rank (0-3) plus any extra hits bought at character creation or gained with renown
- Special characters (undead, chosen, dire beastkin, abominations etc.) have different hits (see separate data sheets)
- Each blow which lands causes a single hit of damage
- A person can suffer a maximum of one hit per second from any one attacker

Bleed Time

- Each character has a bleed time listed on their character card; this is based on their race and other factors
- Once you have a bleeding wound you begin to bleed to death
- You should count out (in your head) the seconds of your bleed time: one bleeding two bleeding three bleeding etc.; when you reach your bleed time in seconds your character has died of their wounds
- Most races have a bleed time of 5 min / 300 sec; beastkin and orcs have 8 min / 480 sec; undead do not bleed

VALE CORE RULES AND INFORMATION

Armour

- Armour is global
- To count it must cover the torso and either half the arms and half the legs; or entire arms (inc gloves); or entire legs (inc boots) or half one set of limbs and a helm
- If what you are wearing looks like armour then it is considered to be armour (soft leather jackets, trousers etc look like clothes not armour); if your armour appears to be made of metal then it counts as heavy armour; you may mix metal and non-metal – if it covers enough it counts as light unless there is enough coverage of metal seeming armour to count as heavy

Weapons

- Anything that you want to use to make contact with an opponent must be approved by the weapon checkers
- Anyone may use: a single weapon in one hand up to 36” long; a weapon used only when held in both hands up to 54”; a weapon used only when held with both hands two feet apart up to 84”
- Objects smaller than 8” long should not be used in combat
- To use a firearm, bow, crossbow, shield or a weapon in each hand you need a particular skill

Game Layout

The Duke's Camp contains certain key features:

- a barrier that surrounds the camp blocking entry by enemies – difficult but can be bypassed
- the Duchess' pavilion, a large tent containing the Duchess' audience chamber from which she conducts the business of the Northern Alliance, her private quarters and the war room used by the Lion Guard, the Royal Guard
- the Guilds tent, contains the various crafting stations which crafters use to make the various special items that are required for techniques; the Guildmaster is usually found here as is the Archmage
- the Fane, the holy place where the people of the Alliance come to worship their gods; the voices of the gods can be heard here – it is EXTREMELY dangerous to enter without a priest as the gods may simply slay you for your impertinence
- the Trade Hall, a place to gather to relax and negotiate private agreements – it is also a bar

The Khan's Camp contains certain key features:

- a barrier that surrounds the camp blocking entry by enemies – difficult but can be bypassed
- the Great Khan's hall, a wooden hut with a smoky, dark interior where the Great Khan has his throne
- the Chamber of the Mirror, a room containing the Black Mirror, the centre of demonic activity in the camp – it is almost always FATAL to enter this room if not accompanying your Shaman as the demons do not like to be disturbed
- the machine maintained and managed by the goblin tinker clan to make the various special items that are required for techniques; the Head Tinker is usually found here
- the Shrine of the Voice, this is the place where the wandering disembodied souls of the undead come to reform their bodies
- the Khan's bar – where orcs go to drink, need I say more?

The Vale itself also contains features outside of the camps

- two portals, one leading back to Ironmark (used by the Northern Alliance), another used by the Khanate to travel back to their realm – these are found near the camps but outside their barriers
- Ritual Circle, a place where wondrous magic can be performed, only limited by the ritualist's imagination and control, it is only functional at certain times and these can be hard to predict – very dangerous as both camps compete to use it
- Nodes, there are both plant nodes that produce essences and resins and mineral nodes that produce metals and crystals; both produce valuable materials such as gold which are swapped for currency and mana crystals;
- the raw resources that you recover from the nodes are represented by foam filled sandbags with tags cable tied to them – these are very light but represent heavy resources, please role-play carrying them appropriately
- anyone may carry two bags, orcs and beastkin may carry an extra bag and people with foraging or prospecting skill may carry an extra bag; this is to represent the weight without actually risking the associated injuries

The Out of Character area contains

- the OPS tent, a large tent containing the OPS desk, this is manned from 10 am until 1 am but people are available for serious emergencies outside these times (such as issues of injury and first aid)
- the Monster tent, next to OPS this is a place where the volunteers who are helping us playing various temporary roles meet to get kitted up and briefed
- vendors tents and trailers are set up in this area, from whom you can purchase food, drink and LRP kit

VALE CORE RULES AND INFORMATION

Basics

- Participants are required to obey all reasonable requests made by Referees, Marshals and members of the Ops Team. Regarding the rules and play of the game you must obey the decisions of the Referees
- All participants should behave in a sportsman-like manner and should attempt to follow the spirit of the rules rather than seeking to find technical “loopholes”
- This is a participating event and everyone is here to enjoy themselves; treat your fellow participants with decency and respect

Techniques

- Unless specified otherwise you ALWAYS need some specially crafted item of equipment to be clearly and openly worn or carried in your hands in order to use a technique
- Cool down - Once you have used a technique you cannot use another one until thirty seconds after you have finished using the first technique (even if they are from different styles)
- Defensive techniques – you may use a defensive technique during the cool down period BUT this restarts the cool down; these include: STRONG GRIP, COUNTERMAGIC, SHIELD BLOCK

Items

- Unless specified otherwise an item allows you to use a technique but ALSO requires the skill. This is true of all items unless the scroll specifies that it is a MAGIC ITEM requiring no skill.

Combat

- Stabbing with weapons is not permitted, nor is any form of attack except with a weapon that has passed a safety inspection
- Grappling is not permitted (including trapping weapons / shields or shield bashing / pressing); you may not close with an opponent closer than arm's reach
- Blows must be controlled and carefully “pulled” so they strike with minimal force
- Each strike causes a single point of damage regardless of the weapon used
- Regardless of the number of blows struck you only take one damage per second from each opponent [repeated from above]
- Armour and hits are global as are wounds in terms of their game effect although you may roleplay taking a wound where you are actually hit
- If you are not wearing armour, any hit causes an immediate bleeding wound and reduces your hits to zero
- If you are wearing armour you lose a hit each time you are struck until you run out of hits and then you take a bleeding wound (if you are wearing heavy (metal) armour you still take a wound when you run out of hits but it does not bleed)
- Bows and crossbows which hit are treated as a magical blow (this does not mean that they can be resisted with a “spell guard” spell), any hit causes an immediate bleeding wound and reduces your hits to zero
- Once you are wounded you drop immediately to zero hits, you may not use any techniques (including all offensive spells) nor may you move faster than a walk or fight until the wound is healed (by a surgeon or very high level spell or very powerful potion); you may be bleeding to death (counting down your life clock)
- If you take a wound and you do not have RESILIENT or if you take a wound from an arrow, bolt spell or FATAL call, you immediately collapse unable to do anything but role play your wounds
- If you take a wound and you are RESILIENT you suffer all the consequences of being wounded but *exceptionally* you may continue to defend yourself and fight (without techniques or spells) until the fight ends when you collapse unable to continue
- If you are hit a second time you must collapse even if you are RESILIENT (you have no hits so any blow wounds again)
- Heavy armour prevents DART effects from harming the character in any way
- To immediately kill an opponent: say “Killing Blow” in a normal voice or louder; mime finishing off your target for ten seconds then say “Killing Blow” again; any contact or distraction (either you or target) forces a restart; do not hammer on people on the ground or grapple

Combat Calls

- There are two types of combat calls: techniques and properties; techniques are skills the attacker has (for example CUT or DISARM), properties are functions of the weapon (for example FLAMING or NECROTIC)
- You may make both a technique and a property call but not two of the same type
- Offensive techniques may only be used once every 30 seconds, properties count on each strike
- To use an offensive technique the strike must be a properly swung blow, not a small tap
- The offensive techniques of CUT, REPEL, STRIKEDOWN and STUN ignore light armour causing an immediate bleeding wound and reduce hits to zero

VALE CORE RULES AND INFORMATION

- The offensive techniques of SHATTER, THROUGH and FATAL ignore even heavy armour causing an immediate bleeding wound and reduce hits to zero
- REPEL drives you back three paces if you are hit (including on shield or weapon)
- STRIKEDOWN knocks you to the floor so your torso touches the ground if you are hit (including on shield or weapon)
- STUN you may not attack (or use spells, powers or active items but you may parry) or move faster than a walk [duration?]
- SHATTER causes a weapon or shield struck to be broken (it must be dropped)
- FATAL is a magical blow which ignores all armour and breaks even shatterproof weapons and shields
- DROP causes the magical effect drop if it strikes a weapon or the arm holding it (the combat technique can only be used on a weapon held in one hand)
- NECROTIC is a property (like FIRE) not a combat call – if you are wounded by that hit your wounds are necrotic which must be removed before you can be healed; it does not pierce light or heavy armour doing but a single hit

Healing a Wound

- First, stop bleeding (bandage / surgeon sews up / SEAL WOUND spell); this leaves the person still with a wound; a wounded person is in shock until stabilized – they may not do anything meaningful including move about; a person fighting on due to RESILIENT loses the ability to do this when the current fight ends
- Second, stabilise the wound (apothecary + poultice / STABILISE spell / mystic potion); the victim can then walk about and talk; the victim CANNOT fight, use any techniques including any offensive magic – nor recover hits; any blow will wound again regardless of any armour etc.
- To actually fully fix the wound the patient must be treated by a surgeon in a suitable prepared area for surgery back at camp; the patient and surgeon need to draw a wound card from a referee – this wound card will indicate to the surgeon what is wrong with the patient, how to treat them and how long it will take

Magic

- Spells have a range of 30 feet / 10 meters
- Spells last for 30 seconds (15 if the target has Magic Resistance)
- Area effect spells – caster must declare the spell loudly and clearly followed by “All within sound of my voice”. Normally everyone within range is affected but the caster may indicate an arc with their arms and everyone within the arc and within range is affected
- Guns fire spells and are treated exactly the same
- Offensive spells are those which affect others or items or have the term “other”; never spells with the term “self”. Offensive spells (whether they are techniques or not) are treated as techniques for the purposes of cool down
- You cannot cast any spells when wearing heavy armour and only non-offensive spells when wearing light armour

Magic Calls

- Some spells use the same calls as the combat calls listed above, but can all be resisted with “spell guard”????
- BOLT hits the target as if struck by a magical blow going through light and heavy armour
- CHARM must not attack the caster and must protect them, ends if the caster attacks you
- DART hits the target as if struck by a magical blow going through light but not heavy armour
- DETECT everyone within ten feet of the caster who hears the call must say "PING" in a clear audible voice if they are specified as the thing being detected
- DISMISS specific targets only (such as undead) which incapacitates and makes them vulnerable to killing blows
- DOMINATE must obey the caster's orders while protecting them (including kill yourself)
- FREEZE must not move, may remain standing or fall to the ground
- FEAR must run away from the caster fighting if necessary to get away (NB Do not body check or grapple either to get away or to stop the victim)
- MUTE must not make any voluntary vocal sounds (may still make game calls but not cast spells or activate items)
- PACT must not attack the caster, ends if the caster attacks you
- PETRIFY must collapse and cower in fear, die when the spell ends (as if struck with a killing blow – WARD protects)
- ROOT you may immediately place your feet safely but must then keep them still
- STORM - a BOLT strikes all the characters within 3m of the target including the target; the main target can stop the effect with COUNTERMAGIC and anyone may resist individual bolts (e.g. with spell guard)
- TERROR must collapse and cower in fear