



NEW PLAYER GUIDE





YOUR GUIDE TO GETTING STARTED WITH BATTLE, LORE, AND COMMUNITY

Whether you're a veteran LARPer or totally new to live-action combat games, we're thrilled to have you join us in the world of Swordcraft Townsville. This guide will walk you through everything you need to know to get started.

WHAT IS SWORDCRAFT?

Swordcraft runs regular battle games in VIC, NSW, QLD and SA where you and your warband join in grand armies and battle it out for glory. You get to fight in shield walls, be fast paced skirmishers or face terrifying monsters. You get to practice sword fighting, inspired by both history and fun, and small unit tactics. You get to really experience the thrills and adrenaline of a unique sport and LARP.

Swordcraft Townsville is part of the national Swordcraft community, but with our own local flavour, quirks, and cast of characters.



HOW TO GET INVOLVED

JOIN THE COMMUNITY

- Facebook Group:



- Discord Server:



- Ask questions, get to know people, and keep up with announcements.

REGISTER TO PLAY

- You'll need to [sign up](#) before attending your first event (join the free 30-day trial).
- Events are generally held from 4-8pm every 2nd Saturday at Mount View Park.
- Watch our socials for special events and campaign weekends.

CREATE YOUR CHARACTER

- You can be a soldier, merchant, rogue, noble, tavern keeper, cleric – or something entirely unexpected.
- Not sure where to start? New players generally begin as a “Mercenary” and are conscripted to the Reef Watch Keep guard to learn the ropes.
- You don't need a detailed backstory on day one – you will build it as you immerse yourself in the world of Swordcraft.

WHAT DO I NEED?

MINIMUM REQUIREMENTS:



- **Foam, LARP-safe weapons and/or shield:** Borrow gear or chat with us about where to buy approved weapons.
- **Costume:** You are not expected to wear a costume to your first games! We recommend plain, comfortable, movement-friendly clothing and a belt (which can be used as a makeshift sword holder).
- **Footwear:** Closed shoes **must** be worn by anyone entering the field of battle.
- **Aged 15-17?** To join the battle, your **parent or guardian must sign a consent form** beforehand.

COMBAT AND SAFETY

Swordcraft uses a **light-touch** combat system. It's about fun, not force.

- New players start with **3 wound points**.
- Armour adds extra wound points (the amount is dictated by coverage).
- Arrows, thrown weapons, shields, and magic all come into play – but we'll teach you the rules before you enter the field.
- **No** head or groin strikes (accidents happen, but no wound points are lost)
- **No** rough grappling or shield bashing.

Safety marshals (in the blue and yellow tabards) and NPCs are on hand to help guide you at all times.

NO GLASS ALLOWED ON FIELD

For safety reasons, **glass containers are not permitted** during games — including:

- Potion bottles
- Jars
- Mugs or tankards
- Lanterns or props

Even “sturdy” or thick glass is a hazard if dropped on uneven ground, especially during combat or at night. Use plastic, metal, resin, or sealed rubber instead — you can even wrap plastic bottles in leather or fabric to make them look period-appropriate!

ROLEPLAY & IMMERSION

Swordcraft is also about living your character's life in a rich fantasy world.

- Speak in character, trade goods, solve mysteries, join a guild or warband, run a tavern, start a fight (in character!), or just explore.



- Our town thrives on roleplay, so lean in – even if you start small.
- You’re not just watching the story unfold – you are part of it.

NEW PLAYER CONSCRIPTION — LEARN THE ROPES WITH REEF WATCH KEEP

When you first join Swordcraft Townsville, you’ll be conscripted into the Reef Watch Keep Guard for your first six games.

This is our way of helping new players:

- Learn the game systems and setting
- Experience town-based roleplay and combat safely
- Get familiar with the field and local warbands

DURING THIS TIME:

- You can’t tour with or join a warband permanently
- You’ll fight and roleplay under the guidance of the Keep
- You’ll have access to support, advice, and mentorship

Think of it as your training montage – messy, fun, and character-building.

AFTER YOUR CONSCRIPTION:

You’re free to tour with warbands! In fact, we *strongly recommend* you:

- Tour with at least two different warbands
- Get a feel for different playstyles, group cultures, and storylines
- Ask questions and see where you feel at home

Once you’ve toured, you can officially join a warband and carve out your place in the world. We do this to keep new players from being overwhelmed, protect warbands from recruiting pressure, and give everyone time to find the right fit.



NEED HELP?

We were all new once – and we're here to help you have a great time.

- Ask questions on Discord or at our events.
- Look for marshals (in the blue and yellow tabards) or veteran players with “**New Player Support**” tags.
- We also run rule briefings before each game.

UPCOMING EVENTS

Check our socials or discord for our next event.

TIPS FOR A GREAT FIRST GAME

- Bring water and snacks
- Don't stress about having the perfect kit – you'll build it over time.
- Say “I'm new!” – we'll take care of you.
- Be on time for the safety and rules briefing.
- Have fun. Be kind. Play fair.

From gritty mercenary camps to suspicious tavern corners, we can't wait to see the legend you create.

Welcome to Swordcraft Townsville!