



SWORDCRAFT TOWNSVILLE – QUICK RULES SHEET

ALWAYS FOLLOW MARSHALS

- Marshals wear blue and yellow tabards.
- Follow instructions immediately, including “Code Red” safety calls.
- Marshals can remove you for safety or serious conduct issues – no arguing.

RESPECT THE SPIRIT OF THE GAME

- Immerse yourself, focus on fun, not winning.
- Be fair, generous with mistakes, and bow out gracefully.
- No out-of-character arguments – help build a great community.

SAFETY & SELF-RESPONSIBILITY

- You’re responsible for your own safety.
- Expect minor injuries (bruises, scrapes, bruised egos).
- No real aggression tolerated – play safe and play fair.
- Head and Groin shots should be avoided – although we acknowledge accidents can happen (they will not incur any in-game damage).
- Grappling, Tackling or Rough Contact is also against the rules.

NEW PLAYERS START IN REEF WATCH KEEP

- All new players are conscripted for 6 games
- You will play as part of the Reef Watch Keep Guard
- No warband membership or touring during this time
- After 6 games: we recommend tour with at least 2 warbands before choosing one (or fly solo)

IMMERSION & ROLEPLAY

- In-character speaking only, unless there’s a safety issue (this is a work in progress).
- No game-mechanics talk (“I have 2 wound points” – instead: “I’ve taken a hit.”)
- Always seek consent; “**No means no**,” in or out of character.

COMBAT BASICS

- Swordcraft is a contact sport which uses foam, LARP-safe weapons.
- No bodily contact is allowed, except via weapons.
- Hits must be realistic: momentum, form, follow-through – no bounce or taps.



HIT POINTS & DOWNED PLAYERS

- Everyone starts at **3 wound points** (plus any armour or banner bonuses)
- At **0WP**, you are *mortally wounded*: drop, kneel or flee quietly.
- Mortally wounded players can't fight or speak loudly.
- Mortally wounded players can only be moved by two others, out of harm's way.

WEAPON EFFECTS

Weapon Type	Arm/Leg Hit	Torso Hit
1-handed weapons	1 WP	2 WP
2-handed weapons	2 WP	2 WP
Polearms, pikes & spears	1 WP	2 WP
Missile weapons (bows, band-guns, wands)	1 WP	2 WP
"Devastating" weapons (magic, siege, epic creatures)	Instant Kill	Instant Kill

APPROVED EQUIPMENT

- Must use LARP-approved, foam weapons (e.g. Nemesis, Calimacil).
- Length limits vary – more information can be found in the Swordcraft Rules Handbook.
- Thrusting weapons require extra padding at the tip and shaft.
- For safety reasons, glass containers are not permitted during games including potion bottles, jars, props, and other glass items.

QUICK CHECKLIST (FOR PLAYERS)

- ☐ Learn marshal signals & tabards
- ☐ All weapons, armour and shields must be inspected at the start of each event
- ☐ Start with 3 WP and track your own hits
- ☐ Keep hits real, avoid fizzles or taps
- ☐ Recognise when someone drops to 0 WP
- ☐ Stay in character – be immersed and respectful

WHEN IN DOUBT...

- Count your own hits, not your opponent's.
- If unsure, call a marshal.
- Prioritise safety, immersion, and fun over winning.