



COMBAT & SAFETY FAQ

Swordcraft is a full-contact, light-touch combat game with strict safety rules. This FAQ will help you feel more confident stepping onto the field – whether you're swinging a sword or watching your back in town.

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COMBAT BASICS

HOW DOES COMBAT WORK?

- You start with 3 WP (Wound Points)
- Once you hit 0HP, you're mortally wounded – drop, kneel, or leave the field quietly
- You can't speak loudly, fight, or heal yourself unless a marshal approves it (e.g. for a roleplay moment) - no noisy ghosts!

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

HOW HARD CAN I HIT?

- We use a light-touch system.
- Your hit must be safe, clear, and realistic – no wild swings or tapping.
- No head or groin strikes – we understand accidents happen but hits to these areas will not incur damage.

CAN I GRAB SOMEONE OR PUSH THEM?

- No physical grappling, pushing, or grabbing is allowed.
- Shields and bodies should never be used to barge or tackle.

SAFETY & MARSHALS

WHO'S IN CHARGE OF SAFETY?

- Marshals oversee safety. They wear blue and yellow tabards.
- They can pause play, settle disputes, and remove players from the field if needed.

WHAT SHOULD I DO IF SOMETHING GOES WRONG?

- Call "Hold!" immediately if there's an injury, broken weapon, or danger.
- All combat stops immediately until a marshal gives the all-clear to resume play.



CAN I ASK QUESTIONS IN COMBAT?

- Avoid out of character talk unless it's for safety.
- If unsure, step back and call for a marshal.

WHAT IF I GET HIT AND DON'T KNOW IF IT COUNTED?

- If you think it landed, take the hit.
- Don't argue hits or count someone else's WP – trust and sportsmanship matter more than winning.

WHAT HAPPENS IF SOMEONE'S HITTING TOO HARD OR NOT CALLING HITS?

- Tell a marshal discreetly. Do not escalate in character.
- We take feedback seriously and want everyone to feel safe and respected.

SAFETY REMINDERS

CAN I BRING GLASS BOTTLES FOR POTIONS OR DRINKS?

Nope! Townsville has a strict no-glass policy. Even decorative potion bottles must be made of safe alternatives.

INJURIES & HEALTH

WILL I GET HURT?

- Swordcraft is physical, and minor bruises, bumps, and scrapes happen.
- Serious injuries are rare, but they're taken seriously.
- Stretch, hydrate, and wear good boots to minimise risk.

WHAT IF I GET INJURED OR OVERHEATED?

- Call "Hold" and notify a marshal immediately.
- We have first aid officers and can help get you off the field safely.

RESPECT IN COMBAT

CAN I TALK WHEN I'M "DOWNED"?

- No loud speaking, commands, or magic. You're mortally wounded!
- You may moan, whimper, or roleplay pain – but don't interfere with ongoing combat.

WHAT IF I WANT TO MAKE DEATH DRAMATIC OR FUNNY?

- Go for it – within reason!



- Just don't use it to influence battle or break immersion.

GOOD HABITS FOR COMBAT

- ✓ Take your hits – even when it's inconvenient.
- ✓ Step back if you're unsure.
- ✓ If something makes you feel unsafe (either in or out of character), speak up.
- ✓ Treat others with respect in and out of character.

FINAL REMINDERS

- Safety comes before drama, **always**.
- We're all here to have fun – help make the game better for others.