

General Rules

1. The words of an organizer are sacred, his eyes can see even around the corner.
2. Morons, kindly stay home.
3. Those who have not read the rules are considered morons.

❖ General information

The Battle of the Five Armies is a LARP event, taking place on 3 - 5 June 2016 near the town Doksy.

In order to participate, players must register in advance, pay a registration fee and wear at least some sort of costume for the whole duration of the event.

Non-combatant characters are also allowed to participate and take active roles such as standard-bearers, drummers or even water-carriers. Additionally, non-combatants are allowed:

- to spy
- spread game-related information
- carry in-game items.

However, they are not allowed to carry or use weapons of any kind and they die with the first touch of an enemy's weapon without any resistance.

❖ During the battle

Equipment

Players may carry unlimited number of weapons. Except for the head, neck or crotch, the whole body is a valid target area, including all items carried on your body. Other player's weapons or ammunition cannot be stolen, used or purposely damaged by someone else. In case you come across ammunition, you can move it to the nearest gathering point so it can be later collected by its owner.

Dying, reincarnation and healing

You die when your hit-points drop to 0. At that point, you have to stop fighting, act dead or retreat to the rally point for next reincarnation.

Rules for reincarnation and healing are specified for each phase of the game according to the orders from your commanders.

Ranks

Each army is ruled by a king, who is assisted by five tribe leaders/generals.

Combat

1. Melee weapons deal 1 damage (i.e. you lose 1 hit-point), ranged weapons (bows, crossbows or slingshot) deal 2 damage.
2. Aiming for or striking the head, neck or crotch is strictly forbidden.
3. Never attack with full force and always consider the opponents armour or its absence.
4. Hits are acknowledged by the targeted player, based on his subjective belief and whether he saw it or felt it.

5. The person holding a weapon is responsible for all injuries caused by it.
6. When asked, you have to announce your current hit-points.
7. Stabbing attacks are only allowed using spears and pikes. Pikes and spears cannot cut or perform any attack other than a stab.
8. Using anything other than approved weapons (e.g. fists, branches, etc.) is not allowed.
9. Never ever push the shaft of a spear or a pike against a tree. You might create a very dangerous spring.

❖ Other

Siege Engines

Flying and bouncing projectiles instantly kill whoever they happen to hit.

Non Player Characters

They cannot be killed since they play crucial roles in some quests. Therefore, there is no point in attacking them.

In-game items and markers

In-game items are only useful for the army, not for the personal use. It is strictly forbidden to fight while in possession of an in-game item. If you want to take such an item from somebody, you have to eliminate them first.

It is forbidden to purposely damage or destroy the in-game items, markers and signs.

River may only be crossed using the bridge!

Duration of the game

The whole game takes place on Saturday and a part of Sunday.

During the whole game, player follows the orders of his commanders who in turn follow instructions from the organizers.

❖ Costumes

Your costume must correspond to the characteristics of your tribe as described further below and the document [Nations and Clans](#). Each nation is designated by a certain symbol and colour. Player will receive this symbol on a small piece of cloth (of a designated colour) that he is to wear for the whole duration of the game.

Unsuitable costume

You will not be permitted to participate in an unsuitable costume. A costume is automatically considered unsuitable when it contains one of the following:

- apparently modern materials or clothing,
- costume clearly belongs to a different fantasy universe than Tolkien's world, or it does not correspond with the universe's setting (e.g. full samurai armour),
- contains fake fur, artificial materials or bright neon-like colours.

Basic costume

Basic costume grants 1 hit-point and it has to clearly distinguish the player as being a member of a specific nation:

Elves - pointy ears, clean look

Dwarves - large beard, real or fake

Orcs and goblins - all visible skin is covered by a skin colour as described in their tribe info (preferably also a mask)

Highlanders - war paint of their tribe and other requirements of their tribe

Humans of Esgaroth - no painting on their skin, just regular human costume

Mercenaries - [a correctly coloured coat](#)

Improvements

- +1 hit-point is awarded for a metal helmet
- +1 hit-point is awarded for a proper armour
- Up to +2 hit-points is awarded for an especially good costume (i.e. a proper armour, accessories that go in line with the player's tribes and overall aesthetics of the costume)

Every player that carries a shield has to be equipped with some protection for the head. If the shield is more than 60 cm in diameter, the protection has to be made of metal.

The number of hit-points that a player receives will be determined on Friday evening and Saturday morning and will be based entirely on the opinion of an organizer. Please note that if you later take off some part of your costume, you may no longer enjoy the full bonus since it only applies when you wear the exact same costume.

The organizers reserve the right not to grant any hit-points without giving the reason!

Mercenaries

Mercenaries will be assigned to one of the armies on Saturday morning to balance the sides. All mercenaries must have a black and white sided "[shoulder cloak](#)". The colour on the outer side determines the side they are on. They are not allowed to change their side during the game.

Photographers

Photographers have to register on Friday in advance!

Photographers have to wear a neutral costume and cannot interact with players in any way.

❖ Weapons

Weapons have to be checked before the game begins (during Friday). Only weapons approved by organizers and marked by special markers are allowed for in-game use. The organizers reserve the right to ban, destroy or confiscate any weapon without giving the reason. The confiscated weapon will be returned after the event upon showing the ID card of the owner.

All approved weapons have to be clearly marked for the whole game. Unapproved weapon will be confiscated and

(together with its owner) immediately banned from the game and the camp.

All weapons have to be completely safe (i.e. no sharp edges, no sticking-out nails, etc.) and generally also have to have a decent appearance.

Melee weapons

One handed swords, maces or axes up to 100 cm

Flails 35 cm head + chain, 45 cm shaft

Pikes and spears 160 - 310 cm

Two handed weapons up to 150 cm

Shields 80 x 60 cm or up to 80 cm diameter. While using a shield you have to use head protection - at least a padded cap but preferably a stronger protection.

The only allowed combination of weapons is a one-handed weapon and a shield. Spears and pikes can only be used in two hands.

Weapons have to have a rigid core, at most they may be slightly flexible. Laminate is recommended as a core for blades. Blades must be covered by at least 12 mm foam that is kept in place by duct tape. Preferably, duct tape is further painted for a nice aesthetic look. Finally, an upper third of the shafts of axes and maces have to be also covered in a soft material.

A head of a flail has to be made of a soft material such as a sleeping mat (tennis balls are not permitted!). A chain is also to be made of soft material and it has to be clearly visible. Leather is recommended for the chain, simple cord is not permitted. Upper third of a shaft has to be covered in a soft material.

Spears and pikes have to be made of solid wood (we recommend beech wood or ash wood). Flexible, plastic or easily broken material (e.g. a simple broom handle) is not permitted. Tips should not look like a microphone or a pillow. In a case of the pikes, lower ends have to be covered in a soft material.

Be aware, that latex weapons might not be suitable for the game, since they can be easily damaged and destroyed by the wooden shields and metal armour.

The edges of shields cannot be sharp or splintery.

Ranged weapons

Throwing weapons of any kind are not allowed. Moreover, all explosion-based weapons (such as deodorant based rifles) are strictly forbidden. The same applies to one-handed pistol-styled crossbows.

Bows and crossbows have to have low puncturing force in order to be safe. Maximum draw force is 15 kg and only non-reflexive bows are allowed.

The hard flat surface inside of an arrowhead has to be at least 3 cm in diameter. Ideal material in this case is a cork plug from champagne but a simple cap from plastic bottle is sufficient. Please note that cork plugs from wine are not

permitted as they are too small in diameter! The tip has to be covered with a soft material on all sides and have in total approximately 5 cm in diameter. The whole arrowhead has to be firmly kept in place so it may not fall off the shaft even after frequent use. No metal components are allowed. Organizers reserve the right to damage or destroy any piece of ammunition in order to properly examine its construction.

Shafts may not be sharpened at any end! The wooden arrows shafts have to have at least 8 mm in diameter, laminated arrow shafts at least 6 mm. The wooden bolts must be at least 10 mm in diameter, laminated bolts at least 8 mm. The shafts must be perfectly straight. Laminated shafts cannot be hollow, laminated shafts should be painted over to achieve more natural look. We recommend to varnish the wood as it protects the shafts from rain and humidity.

All arrows must have soft fletching, more specifically 3 or 2 for arrows (at 120° and 180°, respectively) and 2 for bolts (at 180°). Fletching must be made of feathers (natural or plastic), leather or other waterproof material without sharp edges. In case of arrows, fletching must be placed 25 mm from the end. Ammunition without fletching will not be approved. Fletching made of other materials than the ones listed here may also be rejected.

A proper nock is a necessity. It has to be wide enough so as not to damage a bow string. The area 1 cm ahead of the nock has to be tightened (e.g. by a piece of duct tape) to prevent the splitting of the nock. Please note that all cracked arrows will be confiscated!

A centrifugal slingshot (like the one that was used to kill the Goliath) is also allowed. It has to be made of stylish non-flexible natural materials. The slingshot ammunition has to be at least 5 cm in diameter and soft and its looks have to resemble a stone. Rubber ammunition is not allowed! The player must be able to demonstrate at least some skills when using slingshot by hitting a target at a distance of 10 m.

Rules for ranged warriors

Each player has to bring at least 15 pieces of ammunition for each ranged weapon he will be using. Without these, the weapon will not be approved. As the organizers might damage your ammunition during the check, we strongly advise to bring extra ammunition.

Each player is responsible for his/her projectiles so check each one before releasing. It is strictly forbidden to aim for the head or the neck or to release more than one projectile at once.

You can only use your own ammunition unless the other player specifically agrees to share ammunition with you. After running out of your own ammunition, you have to use a different weapon or not fight at all.

Ammunition may not be stolen or purposely damaged. However, it may be moved by anybody to the nearest gathering point for an easier collection.

Dead players may gather ammunition without disrupting the ongoing battle. In such a case they must keep one hand on top of their head to prevent any misunderstanding.

❖ Conclusion

Smoking and alcohol

Cigarettes (be they e-cigarettes or classic cigarettes) and alcohol are strictly prohibited during the game (just the game itself, the same does not apply to camps). Any kind of alcohol, cigarettes or other smoking equipment will be confiscated immediately. No open fire is allowed except for fireplaces allowed by organizers in the camp. Players that are obviously under the influence of alcohol or other drugs during the game will be banned from the game without any second thought.

Water

You should carry your own supplies during the game. Water is later provided by organizers at certain locations. It is recommended to take at least 2 litres of water when leaving the camp in the morning because transporting the water into game area might take some time.

Please remember that in case of hot weather, fighting in full armour can be very exhausting and you will need more water than you are used to.

Conflict resolution

Unfortunately, people that like to cause conflicts and stir troubles exist on all sides. If such a person does not react to calm and rational arguments (be it a member of your tribe or any other), do not argue with them and report this incident to a tribe leader, the king, or the organizers.

Veterans

Veterans are chosen by organizers and make sure the rules are being followed, resolve conflicts and confiscate suspicious weapons, for example if they no longer seem safe after being damaged. If a veteran and an organizer should differ on anything, the organizer is always right.

Final remarks

Even though the victory is important, priority number one is for all of us to enjoy the battle. After all, that is why we do it. So please do not try to win at all costs, respect others and be careful. Who is supposed to carry you to hospitals all the time?

In case of serious injuries or other important issues, please call the main organizer at +420 721 526 000.

A telephone number to reach paramedics: +420 774 546 021, +420 774 546 149