



# Battlecry Rules Guide

Version 4.1 (31/3/2026)

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# Safety

## Safety Calls

The 4 calls we use to run battlecry are:

### **Code Red!!**

Code red is for stopping gameplay when an injury has occurred.

Everyone on the game field must place their weapons on their heads and kneel on one knee to await official direction. When you hear a code red called, repeat the call. If at a remote location, someone must find the nearest official whilst at least 2 participants stay with the injured person.

A code red can be called in any of the following scenarios:

- A participant is on the ground and cannot get up without assistance.
- real blood is spotted
- a participant is not conscious
- A participant is unable to remove themselves from action due to injury.

### **Time Out!**

This generic call is made when game play needs to be paused temporarily in a 5m radius. Players may use it to call a pause in game time to prevent some danger (someone running backwards is about to trip over a log for instance) or to check on a player if they are concerned for their health in some way, but not certain that a code red is necessary.

### **Time Freeze!**

Only officials can make this call and it pauses gameplay across the entire field. Please follow any additional instructions by officials.

### **Lay On!**

This call is used to resume game play after a stoppage. Either a player (in the case of time out) or an Official (for a code red or time freeze) will count down from 5. Unless otherwise instructed, players should return to the approximate position and state they were in before the pause occurred.

The officials may do drills of the safety calls at any time as a test. You are expected to treat each and every call as if it's the real thing, even if you are uncertain why the call is being made.

## Section 1: Safety

- 1.1. In the event of a first aid emergency, please let the admin staff and pre-designated first aider take care of the situation. Even if you are trained and believe you can help, please step back and let the pre-designated first aider respond uninterrupted.
- 1.2. Do not force a player into a darker area, difficult terrain or onto unlevel ground, or into any other area that you may feel is unsafe.
- 1.3. If you are unable to avoid unsafe conditions then quickly stop your combat using the 'Time out' call and adjust to move yourself or your group to a safer area.
- 1.4. Wet weather fighting will be at official's discretion, combat cannot take place in the event of hail, heavy rain or local lightning after this call has been made.
- 1.5. Ranged weapons (siege weapons, arrows, band weapons etc) may be temporarily prohibited for an event, at the discretion of the head official, if conditions compromise their safe use.
- 1.6. If an official makes the call for bows to be disallowed due to weather, rangers are eligible to 're-class' to the equivalent tiered rogue for that game or another class that they already qualify for.

## Combat

### Section 2: General Combat

- 2.1. Whenever stepping onto the field, please be aware that accidents happen. Expect the occasional hard hit, strike to an illegal zone or collision. Good Sportsmanship is expected by both parties, with the offending player apologising and checking in on the impacted player, and the impacted player showing common courtesy so that safe play continues.
- 2.2. A participant cannot grab another participant's weapon or shield with their hands or body.
- 2.3. You may not pin or entangle another player's weapon or shield in such a way that they cannot move it.
- 2.4. If a player asks if you are alive, dead or downed you must answer appropriately and immediately either "I am alive", "I am dead" or "I am downed".

#### Hitpoints

- 2.5. When a participant is struck, they subtract the damage from their hit points.
- 2.6. You are only responsible for tracking your own hitpoints.

#### Hit Zones

- 2.7. Only hits to valid hit zones deal damage and trigger effects.

## 2.8. Melee strikes

valid hit zones are:

- Torso
- Limbs

invalid zones are:

- Head and neck above the collarbone
- Groin
- Hands from the wrist down
- Feet from the ankle bone down

## 2.9. Missile strikes (Arrows, Band Rounds, Band Wand Rounds, Thrown Weapons and Spell Packets)

Valid hit zones are:

- Torso
- Limbs
- Hands
- Feet

Invalid zones include:

- Head and neck above the collarbone
- Groin

### Path of Impact

2.10. When a melee or ranged weapon strike is obstructed by the participants clothing, props, pouches, cloak, weapons or anything attached to a participant other than a wielded shield or a weapon:

- if the strike was going to hit the participant had that obstruction not been there, the participant takes the strike against them.
- All weapons except ability packets are blocked by and do not penetrate shields, unless specifically stated otherwise.
- If the strike was going to miss the target, the strike is deemed invalid

2.11. When a spell or ability packet strikes a participant, including clothing, props, pouches, cloaks, shields, weapons or anything attached to the participant, the spell or ability takes full effect.

### Damage

2.12. Each successful strike will remove hit points from the target if it lands solidly. If in doubt, take a hit.

2.13. If two participants strike each other at the same time approximately, both participants must take the hit.

2.14. All melee weapons do 1 hit point of damage, unless specifically stated otherwise.

2.15. All thrown weapons do 1 hit point of damage, unless specifically stated otherwise.

2.16. All arrows and band rounds do 2 hit points of damage, unless specifically stated otherwise.

### Downed

2.17. When reduced to 0 Hit Points you are downed for 10 seconds. During this time, you may choose to roleplay your injury and death, but whether you do or not, you must then kneel, sit, squat or stand with your weapon or a hand on your head.

- 2.18. If you are not in a position that is safe, such as the middle of a pitched battle, you can move yourself out of the combat area to a safe position while downed.
- 2.19. If anyone goes down in combat, even if it's role playing, do your best to assure their safety by moving active combat away from them, or by giving them room to leave the combat area.
- 2.20. If another participant is performing an ability on you or dragging you while you are downed, the downed timer stops for the duration of the ability or the drag and restarts afterwards.
- 2.21. Participants' bodies can be dragged while they are downed. They can be 'dragged' out of harm's way or dragged to a healer to be resurrected. To do this ask the participant if you can drag them, place a hand on their shoulder and guide them toward your desired location at slow walking speed.
- 2.22. As the participant being 'dragged', if the participant dragging you lets go of your shoulder you must fall again, and restart your 10 second timer.
- 2.23. You may not be healed except by specific abilities that can return you to life.
- 2.24. When the timer has completed, you are now dead.
- 2.25. While downed you may not fight, travel across the battlefield except for safety reasons as above, obstruct other players or complete game objectives.
- 2.26. If a player asks you if you are alive, dead or if you are downed, you must answer that you are downed.

### Dead

- 2.27. After your downed timer expires you are dead. You may also enter this state through abilities that directly state so.
- 2.28. When you are dead, put your hand or your weapon on your head.
- 2.29. If a player asks if you are alive, dead or downed, you must answer that you are dead.
- 2.30. You may not complete game objectives while dead.
- 2.31. You may still talk to officials.
- 2.32. You may not interact with other players who are alive or downed, except for safety reasons or to answer when asked if you are dead or downed.
- 2.33. Do not obstruct other players.

### Respawn Point

- 2.34. The Respawn Point is where the participant waits to re-enter the battle.
- 2.35. Whilst in the Respawn Point, participants cannot interact with living participants in any way including communicating with them except to communicate safety calls or other safety issues and to announce that you are dead.
- 2.36. Objectives cannot be taken or held in a respawn point unless instructed by officials. Try to avoid moving objectives within 5m of a respawn point unless instructed otherwise.
- 2.37. You cannot fight in a respawn point. Avoid bringing a fight within 5m of a respawn area. If you realise you are fighting in or near a respawn point, use a time out call to move away and then resume the battle.

### Movement

- 2.38. Participants cannot leave play or go out of bounds and then re-enter the field for tactical advantage. If you need to leave play, declare yourself dead and return to your respawn when you finish.
- 2.39. When moving through the field, participants need to ensure they are in control of their movement.

### Body Rushing

Try to avoid behaviour that will cause you to collide with another player. Some examples include:

- Running directly at another player in a manner that you would be unable to avoid a collision if you were to trip.
- Running closely behind a player that is unaware you are there.
- Pursuing a player immediately behind them - try to be off to one side so that if they stop, you will not collide.
- Stopping suddenly when another player is pursuing you at speed.
- Leaping or sliding during combat

2.40. Body rushing is banned.

2.41. Body Rushing is defined as follows: When two or more players collide with each other in a manner that causes one or more players to give ground or lose their balance.

### Yield

- 2.42. The attacking participant moves within melee range, comes to a complete stop and holds their weapon up to the target, and calls 'YIELD'. The target may respond immediately by accepting the yield and immediately becoming dead. If they are unable to immediately become dead (for example, they are carrying an objective), they may immediately respond "I Yield" and die at their earliest convenience.
- 2.43. A participant may make the call of "I Yield" at any time during combat. They are immediately downed.
- 2.44. A participant may declare themselves downed at any time during combat.
- 2.45. If a participant does not respond to a yield, you may resume combat if it is safe to do so.
- 2.46. A thrusting Spear cannot be used to Yield a Player.

### Non-Contact Combatants

Officials may allow a player to play as a non-contact combatant. A non contact combatant is encouraged to avoid melee combat, and to pre-emptively yield.

- 2.47. Non Contact Combatants will wear a neon pink tabard to distinguish them.
- 2.48. Non-contact combatants may not be attacked, struck or touched.
- 2.49. Non contact combatants must accept any valid yield attempt.
- 2.50. Non contact combatants may not run

## Section 3: Melee Combat & Striking

Remember that your opponent is who decides whether a blow was good or not, so sell it! Good rules of thumb include:

- Pull back the weapon at least 45 degrees between swings.
- Physically act out putting power into a blow (but don't actually put power into it)
- Strike at different positions or at different angles on your target

If your opponent tells you that you are hitting them too hard, YOU ARE. Likewise, if you feel that someone is hitting you too hard, THEY ARE. Speak up, and respect people who speak up.

- 3.1. All swings are to be pulled so they are felt but no more than a momentary sting is felt.
- 3.2. Striking a foe with your body or grappling are not allowed.
- 3.3. Weapons are to be used in a realistic manner, blows, hefted and swung realistically.
- 3.4. Strikes must be made on the striking surfaces for the weapon. Often pommels, hilts, handles and grips of weapons are not safe for striking, so don't use them unless you're certain they are safe and confirm so at weapons check.
- 3.5. Melee strikes that hit friendly targets are considered valid hits.
- 3.6. Thrusting with any weapon other than a spear designed for thrusting is not allowed.
- 3.7. You may not block, parry or strike with anything that is not designated as a melee weapon or shield.
- 3.8. You may not strike with a shield.

### Weapon Entanglement

- 3.9. In instances where participants' weapons get entangled, neither party should pull against the entanglement or pin the participants' weapon. Instead, stop, untangle weapons, step back, then when the involved participants are ready, resume fighting.
- 3.10. Participants untangling weapons should not be attacked until they have resumed fighting as a matter of fair play.

## Section 4: Shield Combat

- 4.1. All legal attacks that hit shields that are not being properly wielded will deal damage.
- 4.2. Shields cannot be used to strike. Avoid contacting another player with your shield.
- 4.3. All ability packets function through shields.
- 4.4. Participants can place their shield against another participants' shield but not so as to injure or unbalance the other person.
- 4.5. Shields negate all damage from weapons unless specified otherwise.
- 4.6. When a strike hits a shield and wraps around the shield to hit the bearer, the strike is considered valid.

## Section 5: Ranged Combat (including ability packets)

- 5.1. Participants cannot block, parry or strike with a ranged weapon or projectile, if any melee swing hits your ranged weapon or projectile, you take the damage. Do your best to keep your ranged weapons and projectiles out of positions where they will be struck in melee.

- 5.2. Participants are entirely responsible for the power they put behind their attacks and the decision they make in attempting an attack.
- 5.3. Participants can only fire or throw one projectile at a time.
- 5.4. During combat, a projectile must not be picked up after being fired/thrown other than by its owner, with their permission, or to move it to safety.
- 5.5. Projectiles that hit friendly targets are considered valid hits.
- 5.6. Except for thrown weapons, ranged attacks cannot be parried with a weapon. If they strike your weapon, they deal damage or otherwise take full effect.

### Bows

- 5.7. Bow users are responsible for the safety of their target and must adjust draw strength so as to not cause injury. Arrows should be felt with a reasonable thud, but should not cause bruising or significant pain". Our guidelines for a 25-30 pound bow are:
  - 5.8. Half draw within 8 metres.
  - 5.9. Quarter Draw or less within 4 metres
- 5.10. Arrows should only be picked up from the head or vanes, never by the shaft. This is to minimise injury in case of breakages.
- 5.11. Participants must never aim above horizontal to the ground.
- 5.12. Participants must never aim above shoulder height of the shortest person in their target zone.

### Band weapons (Band Pistols, Band Crossbows& Band Rifles)

- 5.13. You can only have one loaded band weapon in your hands at any time.
- 5.14. Band guns and crossbows are not permitted to fire at any target within 2 metres from the tip of the muzzle.
- 5.15. Band weapons must always be unloaded when off field or outside of play.
- 5.16. Participants cannot discharge band guns with the muzzle being above horizontal in angle, as a guide. When aiming at a target, the gunner should aim no higher than the armpits of your target.
- 5.17. Band gunners must never load a band gun pointing towards another person.
- 5.18. Band rounds must never be loaded on a band's joint on the retention mechanism or the muzzle.
- 5.19. Band gunners must never throw, drop or attempt to discard a loaded band gun.
- 5.20. All band guns must have a trigger guard.
- 5.21. Only band guns that fit the Band Gun Construction Guide will be approved to be used.

### Band wands

- 5.22. Band wands follow the same rules as band guns in their operation (With the exception of the trigger guard).
- 5.23. Band wands have a minimum safe range of 1 meter from tip of the wand to the target.

### Thrown Combat

- 5.24. Thrown weapons may be parried in mid-air with a melee weapon in a downward direction.
- 5.25. All thrown weapons must be constructed wholly of foam/latex and must be coreless, unless approved by officials.

- 5.26. During combat, a thrown weapon must not be picked up other than by its owner, with their permission, or to move it to safety.
- 5.27. Thrown weapons deal no damage against zones covered by Heavy Armour.

## Section 6: Magic Combat

- 6.1. Casting participants must chant at a speed no faster than **2 words per second** and be clearly audible to anyone within **5 meters**.
- 6.2. Casters can cast one spell at a time. Spells must be thrown and abilities called within three seconds of completing the spell.
- 6.3. Casters who are struck or damaged while chanting a spell must stop casting and count 1 second before beginning another casting. This includes a strike to a weapon or shield.
- 6.4. Casters who break contact with the target of a touch-based spell must stop casting and count 1 second before beginning any other casting.
- 6.5. Casters cannot attack while casting a spell.
- 6.6. Healers are allowed to heal anyone on the field except themselves. This includes players on other teams.
- 6.7. Any player may refuse a heal if they wish.
- 6.8. Spell packets are ability packets, and follow the ability packet rules for ranged combat.

### Foci/Attuned Weapons

- 6.9. Foci - refers to an object of which energy is channelled. This could be a spell book, an orb, a lantern, attuned weapon (with magic symbols or distinctly magical aesthetic) , holy item (for faith magic), a shield or another item which helps focus energy.
- 6.10. Attuned weapons - refers to weapons that have been marked with magical runes that allow magic energy to be channelled through it. Any weapon a class is allowed to use may be used as an attuned weapon for them.

## Section 7: Armour, Costume & Safety Gear

### Armour Restrictions

- 7.1. Participants with more than 2 zones covered with medium or heavy armor are affected in the following ways:
- Unable to use the Recon Class ability
  - Unable to use the Swimming Class ability (with any zones of medium or heavy armour)
  - Maximum Bands, Arrows ammunition allowance reduced by ½ (Rounded up)
  - Maximum allowable Mage spell packets reduced by ½ (Rounded up per slot)
- 7.2. Instead of claiming the armour bonus, participants can claim the costume bonus of +1 hit points if their costume is in character and fits the world's theme.

### Safety Bonus

- 7.3. Players can gain additional hit points from the safety bonus by using basic protective gear.
- Head protection required for safety bonus
  - A pair of gloves to protect against blisters and scratches, highly recommended but not required.
  - A box protector (all genders) and chest protector are highly recommended but not required.
- 7.4. The number of HP a participant can claim from the safety bonus is determined by the head protection worn

#### Headgear

Level 1	Headgear that provides protection against scrapes and abrasions for the indicated area, plastic, foam, polymer, leather or cloth. Most headgear will qualify for this level of coverage.	+1 HP
Level 2	Headgear that provides impact protection Metal helmet - kettle helmet, great helmet, sallet helmet or Secret helmet with a covering over the top	+2 HP



## Armour Calculations

Light		Medium	Heavy
Fur/Pelts	Leather (>2mm)	Chain Maille	Full Plate (>1.0mm)
	Padded/Gambeson	Ring Maille	Coat of Plates or Scale Maille (>1.0mm)
<b>1 Armour Points</b>	<b>2 Armour Points</b>	<b>3 Armour Points</b>	<b>4 Armour Points</b>

### Coverage and Faux Armour

- 7.5. Armour needs to replicate real armour. Example: Aluminium Foil will not qualify for "Aluminium Plate under 1mm".
- 7.6. Steel and Titanium get full armour points; Aluminium and Polymer gets -1 Armour Point.
- 7.7. Any armour that doesn't match the thickness required will be -1 Armour Point.
- 7.8. Armor point reductions stack.
- 7.9. You can only claim armour for each zone once (armour stacking is not allowed).
- 7.10. Coverage rules relate how much a specific zone is covered with armour.
  - If a zone is >50% covered, you can claim your armour for that zone at its full effect.
  - If a zone is 25-49% covered, it gets -1 Armour point.
  - If a zone is <25% covered, you cannot claim your armour for that zone.

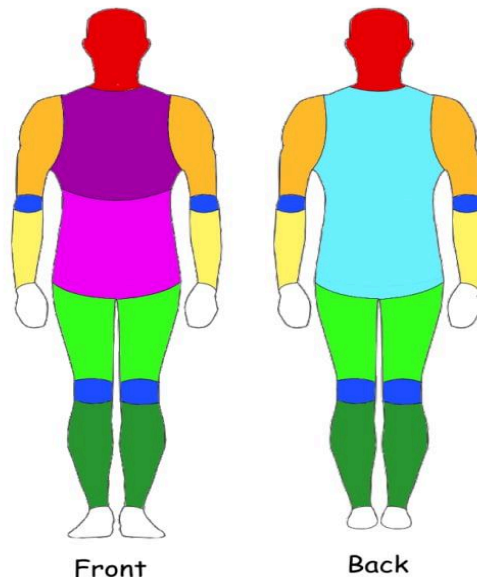
### Full Coverage Bonus

- 7.11. If all 8 armour zones are covered with heavy armour then the player gains the ability Stone Skin. A player may only have one instance of Stone Skin, all zones >50%.
- 7.12. Armour points to hit points

Armour Points (AP) to Hit Points (HP)				
0-4 AP	5-10 AP	11-18 AP	19-28 AP	29+
<b>+0 HP</b>	<b>+1 HP</b>	<b>+2 HP</b>	<b>+3 HP</b>	<b>+4 HP</b>

### The armour zones

- 1 - chest (worth double)
- 2 - abdomen
- 3 - back
- 4 - upper arms
- 5 - forearms
- 6 - upper legs
- 7 - lower legs
- 8 - joints



Weapons & Shields Table

7.13. All weapons, armour and props must be presented to the weapons check desk upon sign-in registration for approval prior to game start. All melee weapons must have a solid core.

Dagger	15cm - 50cm (end to end)
Single Handed Weapon	50cm- 120cm (end to end)
Two-Handed Weapon	120cm - 220cm (end to end)
Spear (Thrusting)	121cm - 300cm (end to end)

Unique weapons may be allowed on a case by case basis.

7.14. Ranged and Thrown Weapons

Thrown Weapons	8cm - 35cm (end to end)	Coreless
Arrows		Commercial IDV Roundhead Arrows Only
Bows	Under 30(+/-2) lb draw at 28'	
Band Rounds	1/3 Muzzle to retention mechanism distance +1' (2.5cm)(can be longer if wanted)	
Band Pistol	20cm - 65cm (end to end)	Must be fired Single Handed
Band Rifle	65cm - 130cm (end to end)	Must be fired Two Handed
Band Wand Rounds	1/2 muzzle to retention mechanism distance	Red in colour
Band Wand	20 - 50cm (end to end)	
Spell Packet	~5-10cm diameter	

7.15. Shields

**Note:** Measurements for round shields apply to circular shields only. All other shapes (ovals, half circles etc) class as standard sizing.

Small Shield	70cm Total (X+Y axis)	
Small Shield (Round)	40cm Diameter	
Medium Shield	120cm Total (X+Y axis) – Max Height 80cm	
Medium Shield (Round)	65cm Diameter	
Large Shield	170cm Total (X+Y axis)	Max 120cm Height
Large Shield (Round)	90cm Diameter	

## Section 8: Class System

### 8.1. Class Progression

Classes and abilities are detailed in your chapter's guide.

Classes grant character skills that will help you play in different styles. Most classes have 2 tiers. The tiers are as follows:

- Recruit - You play this for 2 events to make sure you can adhere to game rules as well as giving you some options to make sure you can stay alive. After these 2 games, you qualify to choose a class tree.
- Tier 1 - You play this tier for 4 events. It requires you to be dressed in the world's theme.
- Tier 2 - In order to play Tier 2, you must have played 4 games as Tier 1 of that class. These games do not need to be consecutive and can be played at different Battlecry chapters. By this tier you must have played 6 events (2 as a recruit, 4 at tier 1) and be dressed in theme.

Once tier 2 of a class is unlocked, you can choose to play it at subsequent events. You do not need to requalify unless otherwise instructed by an official.

### 8.2. Battlecry encourages immersive and detailed costumes. We love seeing our players dress to impress. The items under each class are recommendations that you can use to help make your costume the best

# Ability summaries or “What just happened to me?”

If someone was to use an ability on or around you, what would it do? Below is a list of calls and special attacks you might hear, and how you need to respond to them.

## Calls

- CODE RED - Stop what you are doing, kneel (if possible) with your weapon on your head, and repeat the call.
- TIME FREEZE - Stop what you are doing, stay where you are and await GM instructions.
- TIME OUT - if you are within ~5 metres of the caller, stop what you are doing and wait for a resume call
- BACKSTAB - if the caller is standing behind you and has a hand on your shoulder, take 6 damage
- BLAST - if you get hit by the red spell packet, take 3 damage
- DEATH - if you get hit by the caller's big bouncy ball before it hits the ground, die.
- DISPEL - if you were running in FEAR or subject to FREEZE, you're no longer affected.
- DOUBLE - if you got hit by the caller's attack, take 2 damage
- EXECUTE - if you were downed and the caller was acting out an execution on you, immediately die.
- FEAR - if you get hit by the black spell packet, run away from the caller. Do not attack the caller or come closer to the caller until the next respawn whistle.
- FREEZE - if you are hit by the caller's attack OR blue spell ball OR arrow, you take 1 point of damage and your feet are rooted to the spot for 15s unless the effect is dispelled.
- HEAL FULL - if the caller is touching you, you are alive again if you were downed, and on full hit points.
- HEAL X - if the caller is touching you, or calls out your name, heal X hit points unless you're dead.
- POWER SHOT - take 3 damage, or 1 damage through a shield if you are hit by the callers band
- PUSH BACK - if the caller hits you with their white spell packet, take 1 damage, look where you are going and take 3 big steps away from them.
- RISE AGAIN - if the caller is touching you, you are alive and on 3 hitpoints.
- RISE AND SERVE ME - If you were dead, now you are alive and a zombie. You have 3 hit points and no special abilities. Make zombie noises and do as the caller instructs. When you are downed, immediately die.
- SHORTSIGHT - you can't affect anyone outside of melee range with any ability until next respawn call
- SILENCE - you cannot speak until the next respawn call. Ignore this if someone's safety is at stake (ie - still repeat a code red, still warn players of danger). This means that if you have abilities that require a call, you cannot use them.
- TRIPLE - if you got hit by the caller's attack, take 3 damage

### What if I get hit by a projectile?

RED ability packet - take 3 damage

WHITE ability packet - Take 1 damage, look where you are going and take 3 big steps away from where the ability packet came from

BLACK ability packet - run away from where the packet came from and don't come back until the respawn whistle blows

BLUE ability packet - you take 1 point of damage and your feet are rooted to the spot for 15s unless the effect is dispelled.

GREY ability packet - you cannot speak until the next respawn call. Ignore this if someone's safety is at stake (ie - still repeat a code red, still warn players of danger). This means that if you have abilities that require a call, you cannot use them.

Big ball - immediately die.

Arrow in the back of your torso - take 4 damage

Arrow anywhere else - take 2 damage

Band - take 2 damage

Other thrown object - take 1 damage unless it hit you on your metal armor