

Houses Guide



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An introduction to houses

Crucial to the stability of both the Hadovean Empire and the Kingdom of Geldheim is the fealty of a number of Houses within their lands. The term "House" is a generalised term granted by a faction to represent warband, clans, war parties, families of importance and the like.

Houses exist in a variety of forms inside both factions. From large, powerful Houses, with great influence over a number of generations to smaller Houses perhaps just starting out or fallen out of favour in some way. The houses available to our players represent some of smaller Houses aligned to their faction. Their greater faction influence and might is yet to flourish, only time will tell if they will someday rise as equals to the great Houses of Ashnoor.

Main thing to remember about houses

Houses are an added element of our game who's primary benefit is to allow a group of friends to fight together on field. There is no mandatory requirement to join a house and being part of a house does not grant any special in-game benefit to it's members. All players must remain mindful that we are one community first and foremost. Real life conflict and toxicity between any houses may result in both houses being disbanded by the fields of Ashnoor committee if they believe it is damaging the culture of the community.

About the rules

This is a dynamic rule set and will change when regular player numbers change significantly. It can also change with player feedback. Think of these rules as a starting point. As we grow and evolve so will these rules. House members need to be mindful of the spirit of the rules in place. Gaming the rules through loopholes to gain unfair advantage is not encouraged and game officials have the right to adjust rules accordingly. Committee members can also apply the spirit of the rules to waive some requirements for creation of a house on a case by case basis

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House Rules

- Must put the needs of Battlecry and it's chapters, above the needs of the house at all times. We are a cohesive group and our culture as one group is always more important than the individual factions that make it up.
This includes working with the admin and story teams to ensure the culture and lore of the House align with the group as a whole.
- The division of houses ends out-of-game. Competition is great and fun during combat but as soon as gameplay has ended, we are one community. At Battlecry Fields of Ashnoor we value our 1 inclusive community above all else. If your house is in conflict with that it will not be allowed a presence in Battlecry Fields of Ashnoor.
- House leadership must apply via House submission form for approval before starting their House. House leadership will be approved based on (but not restricted to) their adherence to all Battlecry rules, their wiliness and ability to work collaboratively with the Ashnoor Committee, respect for the culture of the group, their ability to communicate well and their attendance rate; amongst other aspects. The House must first be approved by the admin committee and then be passed on to the story team to make sure it fits the lore of the game.
- House Leaders and House 2ICs must have attended a minimum of 10 Battlecry Fields of Ashnoor Battle games to be eligible for consideration as House Leaders and 2ICs.
- Should you decide your house requires additional levels of leadership all Leadership criteria apply.
- 3 members minimum are necessary to start a House. These 3 must include a House leader and 2IC to ensure a stable leadership structure.
- Members of a House cannot be recruited until their 5th Battlecry – Fields of Ashnoor played game.
- As a matter of respect, don't poach members from other Houses.
- Minimum members 3, maximum members 5
- Membership is character based. A player can have multiple characters in a house and count as 1 member.
- Partners, children, parents of our players (That have not physically played our game) may join your house and do not count towards the members caps
- Houses cannot be neutral. They must declare for a faction as part of their submission. The available house slots will be determined by the committee. If an empty spot is available in an opposing faction a house may choose to change allegiances with the approval of the committee.
- House's may **only** field during Campaign Game battle nights. On those nights they will still field under the banner of their chosen faction and must follow the command of the faction leader for that night. Houses that engage in their own objectives to the detriment of the faction they are fighting for will not be tolerated.
- Must field 3 players including the House leader (or 2IC) at least 1 of the campaign games run each month where the focus is on your faction unless arranged in advance with the admin committee (as such for holidays etc). In fielding as a House all house members must display their house insignia and the symbol of their aligned faction.
- Members can be a in maximum of 1 House per faction, as long as it's with 2 separate in-game characters. A third House membership will not be allowed. Furthermore, you can only field for 1 House at a time. This is limited to 1 House per night of gameplay.
- A member can only take a leadership role in a single House at any given time.
- Must provide a House roster (via the google sheet/form) to the admin team in the first week of each month if there have been any changes to your faction.

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- Houses must ensure that their recruitment does not have a negative impact on the balance of the game. For example, anyone seeking to form a house with the 5 best fighters in our game would likely have their application rejected by the Ashnoor committee as it would impact on game balance.
- A Battlecry – Fields of Ashnoor admin must be included in all social media groups and group chats to ensure transparency. The admin can also be part of the House in question, but not as a member of that House’s Leadership team.
- Any members of a House participating in an event in an official, volunteer or admin capacity still count as faction participants for that game. We won’t disadvantage volunteers and officials for helping ensure the game runs smoothly for everyone else.
- **Note:** Minimum and maximum numbers, as well as game attendance numbers, will change over time based on the average amount of regular players participating in Battlecry per week.
- Due to the current Lore surrounding Ashnoor, All Houses must be native to our island and will not have any links to House/Factions/Warbands outside of Ashnoor.
- The number of available house slots in each faction will be determined by the Ashnoor Committee
- As a general rule Battlecry Fields of Ashnoor do not support House only events such as training days. Our preference for events such as this is for them to be run as Ashnoor (or Battlecry) for the whole community. Should you be planning an event that is in conflict with Battlecry Fields of Ashnoor planned events or game days. You are required to, as a matter of courtesy, **firstly** discuss it with the Battlecry Fields of Ashnoor Committee. Remember our community has put a lot of effort into building and growing Ashnoor together, leveraging off that hard work without committee consultation for your own purposes is unethical and not befitting a House Leader within our community.
- **Running a house inside of Battlecry Fields of Ashnoor is a privilege, not a right.** If at any time, Battlecry Fields of Ashnoor feels that your house is not behaving in a manner that is not in line with our culture and values, we will provide your house with the opportunity to make necessary changes. Failing that, the committee reserves the right to disband your house.

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How to start a House

To start a house, the following is required:

- 3 players who have agreed to be part of your house. **Note:** To be eligible to be part of a house all members must of played a minimum of 5 battle night with Battlecry – Fields of Ashnoor (House Leader must of played at least 10). For the purposes of being eligible for creation all members must have played at least once in the last 2 months
- An available house slot in either the Kingdom or Empire forces
- A house name. Note: for purposes of our game House is considered a generic term. Your house name does not need to start with the word “House” is you don’t want to. For example there could be one house called “House Bob” and another called “Clan Badger” (Please don’t use those names, they are silly names 😊)
- A small description (no more than 250 words) of the house. What is in the description is up to you but at minimum you must include house values
- Some element of your members kit that serves as a means to identify you as a house. This means is up to you. I could be colours, an insignia, a cloak etc. Final approval for whatever you chose must be cleared by the Fields of Ashnoor committee. You must also ensure that it is not the same or close enough to the same as pre-existing houses.
- A house flag or banner with stand. Can be of any type or design but should be of a reasonable size. At least 1.5 metres tall. These flags will never be brought onto the battlefield or fought under (as the Kingdom and Empire demands total allegiance to their flags), however all house flags of houses in attendance will be lined up in the admin area to signify that house is present in a battle
- An understanding from all house members that the greater community of both Battlecry and Battlecry – Fields of Ashnoor always comes first.
- A photo of the house leader
- A signed agreement by the House Leader regarding house behaviour
- Submission of the application to start a house form to the committee
- Committee approval