

EXODUS

General Game Rules

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1. General Rules

- 1.1 Play safely, play fairly and do whatever you can to maximise the fun for all players. These are the main tenets of Exodus and its community.
- 1.2 Follow the directions and rulings of referees
- 1.3 Only players 16 years and over may participate in Exodus events. If a player is 16 or 17 they are required to present a signed parent/legal guardian consent form to organisers in order to participate.
- 1.4 No player may participate with a blood alcohol content of .05 or above
- 1.5 No player will be permitted to play if under the influence of illicit substances (no drugs allowed)
- 1.6 Referees are empowered to inspect a weapon for safety reasons
- 1.7 Referees are empowered to remove unsafe players from events
- 1.8 Accidents do happen, and as per community standards Exodus expects players to look after one another on the field be they friend or foe.
- 1.9 Blows must strike with limited force; hitting too hard is unnecessary.
- 1.10 Bodily collisions are not permitted.
- 1.11 Bodily contact may only be made with approved LARP safe weapons.
- 1.12 A minimum safe distance of an "arms length" is required in combat at Exodus. While "arms length" means different things to different people players are recommended to maintain approximately 50cm, however this is not a proscriptive distance.
- 1.13 Referees are empowered to discipline players if they were reckless or negligent.
- 1.14 Costuming, armour, weapons and equipment **MUST** resemble pre-1600 medieval or medieval fantasy of a similar technological epoch.

2. Combat:

2.1 Blows are expected to appear realistic but remain safe as a key point.

2.2 When struck on the arms or legs a Player loses 1 hit point.

When struck on the torso a Player loses 3 hit points.

When struck on the torso with a throwing weapon (some examples: throwing axe, throwing knife, and shuriken) a Player loses 1 hit point.

2.3 When a player is reduced to 0 hit points they must kneel or sit down, when it is safe to do so, to indicate they are “dead”.

2.4 If a player raises an open hand above their head they are indicating that they wish to leave the combat.

2.5 DO NOT LAY ON THE GROUND IN OR NEAR COMBAT! This is an unnecessary risk to yourself and others.

2.6 Valid hits are any landed on arms, legs and torso.

2.7 Hands including wrists and feet including ankles are not valid hits.

2.8 Players must avoid striking the head and groin.

2.9 Players are encouraged to avoid breasts as is safe, practicable and reasonable for the consideration of opponents in combat.

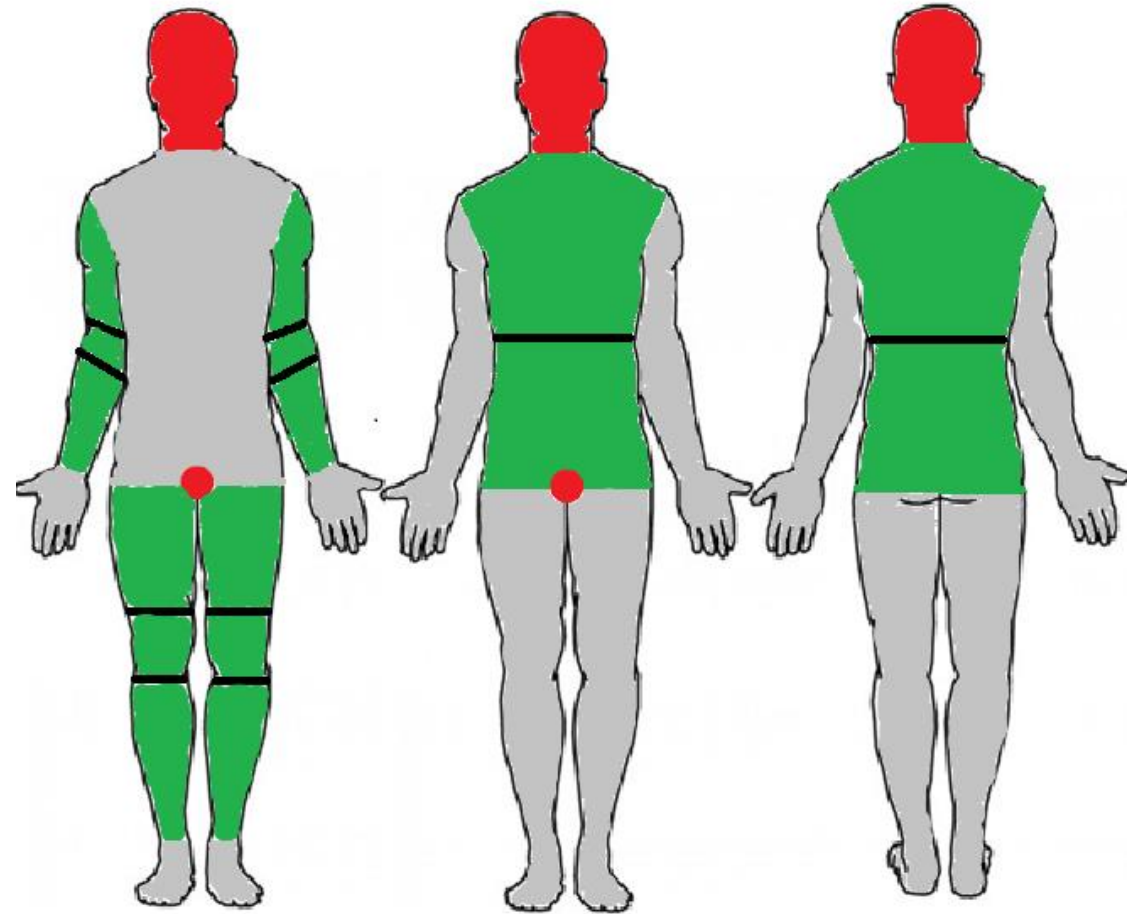
3. Armour Types:

- 3.1 Armour is divided into 3 categories; light, medium and heavy.
- 3.2 Examples of light: leather, cuir bouilli leather, leather jerkin and gambeson/aketon.
- 3.3 Light armour = 1 hit point per zone covered.
- 3.4 Examples of Medium: Chain maille, Brigandine (separated plates), Splint, Jack Chains on gambeson/aketon.
- 3.5 Medium armour = 2 hit points per zone covered.
- 3.6 Examples of Heavy: Rigid plate, articulated plate, Brigandine (overlapping plates).
- 3.7 Heavy armour = 3 hit points per zone covered.
- 3.8 A leather helm providing full head cover = 1 hit point.
- 3.9 A coif of chain maille = 2 hit points.
- 3.10 A steel helm to the brow line = 2 hit points.
- 3.11 A steel helm to the jaw line = 3 hit points.
- 3.12 At this time armour that is not made from the above listed materials, but accurately represents them (polyurethane or similar), counts for its equivalent. This should be approved by a Weapons, Armour and Equipment Desk volunteer prior to fielding.
- 3.13 It is stressed that this is to be revised for the sake of the game, the players and fairness. The schedule for revision will be annually from April 5th, unless otherwise specified.

Please note these lists of armour types are not exhaustive, and will be revised as required.

4. Armour and Hit Point Zones

- 4.1 The 6 limb zones can be seen in the figure on the left.
- 4.2 Both upper arms together equal one armour zone
- 4.3 Both elbows together equal one armour zone
- 4.4 Both forearms together equal one armour zone
- 4.5 Both thighs together equal one armour zone
- 4.6 Both knees together equal one armour zone
- 4.7 Both lower legs together equal one armour zone
- 4.8 The 4 torso zones can be seen in the middle and right figure.
- 4.9 The torso is divided into upper and lower front zones and upper and lower back zones
- 4.10 **Heads are non-contact** but remain an armour zone.
- 4.11 Though it is included in part in some armour zones **the groin is non-contact**.
- 4.12 All non-contact areas are indicated in red.
- 4.13 Hands and feet are not valid hit zones and being struck here does not result in losing a hit point.
- 4.14 Players are encouraged to **avoid hitting the breasts of other players where possible**, as this may be uncomfortable or painful for them.



5. Hit Points:

- 4.1 Each player begins with 3 base hit points.
- 4.2 A player's hit points are calculated by counting up the points from their armour and dividing this by their Class Armour Divider.
- 4.3 The maximum number of hit points an individual may receive is 12 hit points including morale.
- 4.4 Players may only claim up to 2 morale hit points.
- 4.5 A musician or bearer of a banner, icon or relic may claim up to 3 morale hit points.
- 4.6 A warband may have up to 2 musicians or bearers for morale hit points.
- 4.7 A musical instrument being played, a banner, a large and easily visible icon on a pole or an approved relic carried high on a pole or handles provides 1 hit point.
- 4.8 If a player's hit point total is not a whole number always round down.
- 4.9 Superb individual kit may be awarded 1 extra hit point, but Exodus reserves the discretionary decision making for this.
Any request for superb individual kit at this team should be made by emailing exodusbattlelarp@gmail.com

6. Classes

6.1 Fighter

A Fighter's Class Armour Divider is 3

Fighter is the default class

6.2 Healer

A Healer's Class Armour Divider is 4

A Healer may use the Healing and Alchemical Sustenance abilities as per the Magic and Healing Rules

6.3 Mage

A Mage's Class Armour Divider is 5

A Mage may use the Alchemical Sustenance, Arcane Armour, Force of Will and Heavy Weapon abilities as per the Magic and Healing Rules

6.4 Healer and Mage

The Healer and Mage classes combined Class Armour Divider is 6

The Healer and Mage classes combined may use the same abilities as both classes.