

TALES OF AMAR

Basic Rules of Battle

Strike Zones and Weapon Damage

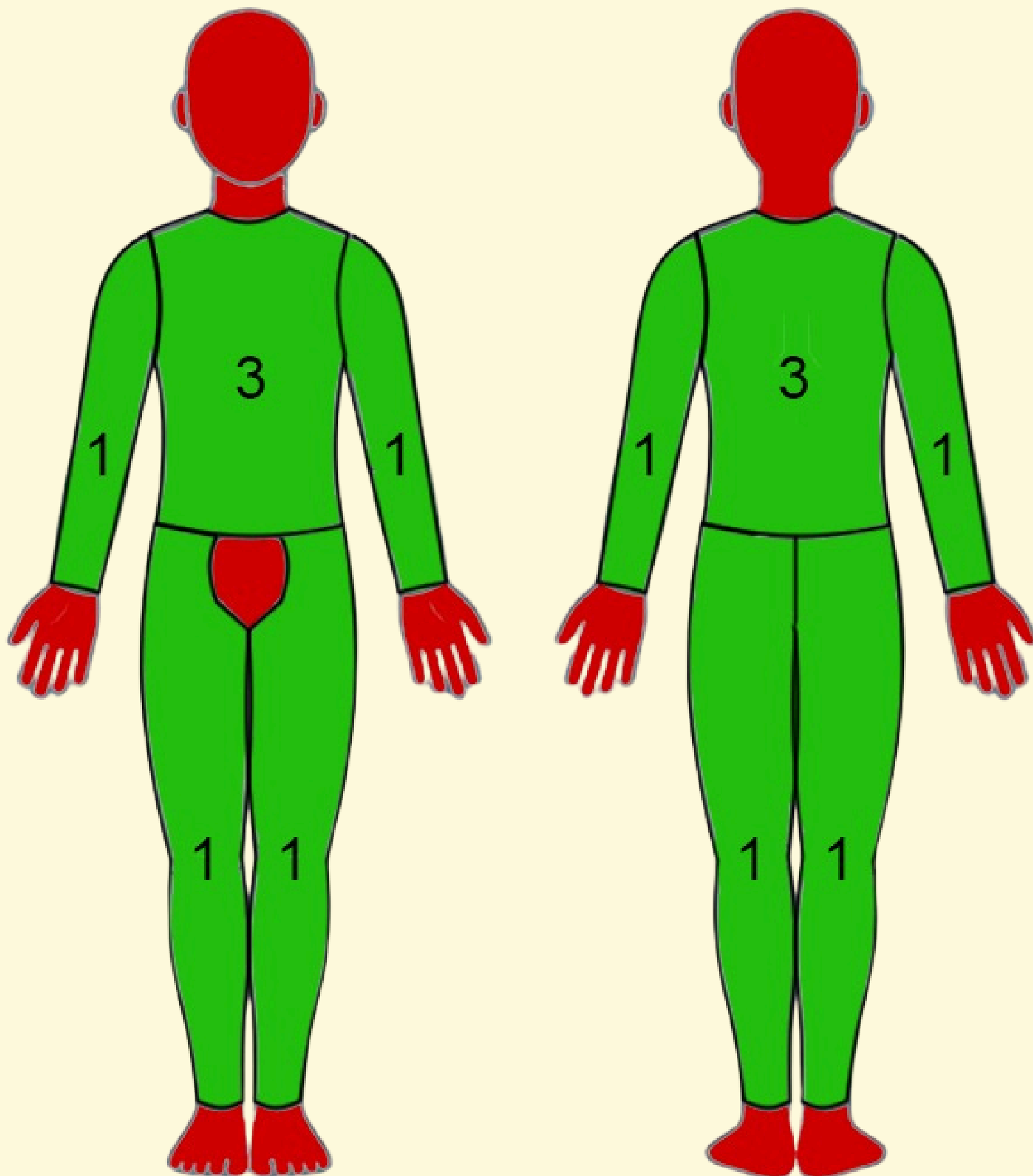
RED denotes zones that do not reduce HP total. These are considered 'illegal strike zones'. Players must not hit these zones intentionally. We know accidents happen, but if hit in a red zone, do not count it as a good strike.

GREEN indicates a zone where if struck, you suffer 1 or 3 damage depending on the zone as noted below.

Good strike to torso zone: 3 damage

Good strike to arm zone: 1 damage

Good strike to leg zone: 1 damage



“Good Strikes”

- Weapons *must* be swung with two points of movement in the arm.
- A Pole Weapon can be used to strike with the LARP safe padded surface.

For example: A haft strike with a quarterstaff/poleaxe/daneaxe provided it is fully larp safe padded and approved is considered a strike. A “butt strike” with a thrust safe tip of a pole weapon also counts as a good strike.

- Any weapon with an approved thrust safe tip can be thrust with, this includes:

Swords

Butt end and tips of pole weapons

Daggers

Hammers and clubs.

Ranged Strikes

1. When being struck with an arrow, only the arrow head deals damage. The shaft or fletching does not.
2. When being struck with a crossbow band, any part of the band can inflict damage.
3. When loading a crossbow, the stirrup must be placed on the ground. No foot should be placed in the stirrup for safety reasons.
4. A shield can be used to block ranged strikes. If the damage dealing part of the projectile (See 1. And 2.) still connects with your body after connecting with the shield, it inflicts damage. Ricochets onto allies do not cause them damage.

Assassinations

- To perform an assassination, you must use a dagger.
- You must safely attack from behind the target.
- You must place the blade in the armpit of the target and gently lift to let them know they have been slain, the target is immediately reduced to **0hp**. Roleplay at this moment is highly encouraged.
- *Only the **blade** of the dagger can touch the target, do not make any bodily contact unless given express permission by the target.*

Base HP

You start with base HP of 3

Armour Definitions

Below you'll find the word definitions of the armour used to gain HP bonuses. Refer to this definition section when choosing the bonuses from the categories below.

“**Light Armour**” (3.5mm leather, hard or flexible, Gambeson or equivalent. LARP safe non-metal materials such as imitation bones, bamboo, wood etc)

“**Chain**” (Chainmaille, Ringmesh, Scale mail, Splint)

“**Plate**” (Plate, Brigandine, Metal lamellar)

“**Imitation Armour**” (Armour that is made from a different material but aims to imitate another material.

For example, imitation plate armour that is made from higher quality non metal materials.)

Armour HP Bonuses

Can only claim one from each zone.

Head. Can only claim 1 of the following

1. Light Armour (gorget, chain mantle, secret helm) **+1hp**
2. Helmet down to brow (visorless salet, kettle helm, anything not a secret helm without a visor) **+2hp**
3. Helm down to brow with face coverage (visored salet, great helm, houndskull etc) **+3hp**

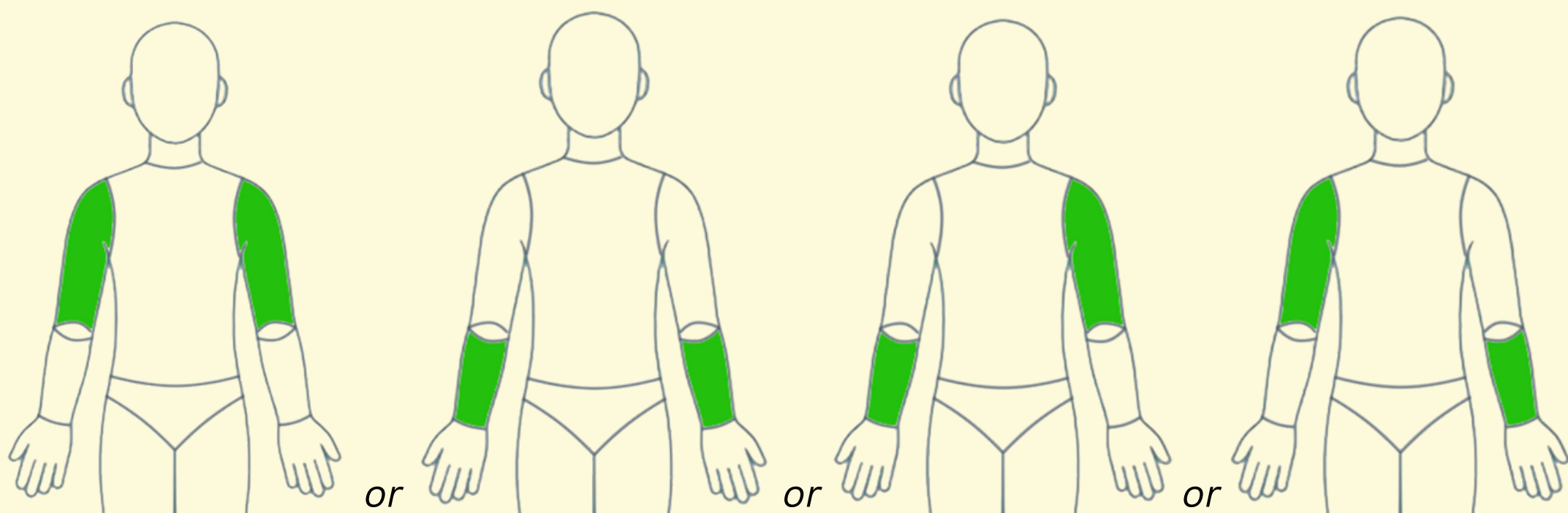
Torso zone. Can only claim 1 of the following

1. *Light Armour* **+1hp**
2. Front only coverage of *Chain* or *Plate* **+2hp**
3. Front '*Plate*' coverage combined with back coverage of '*Chain*' or '*Plate*' **+3hp**

Arm zones. Can only claim 1 of the following

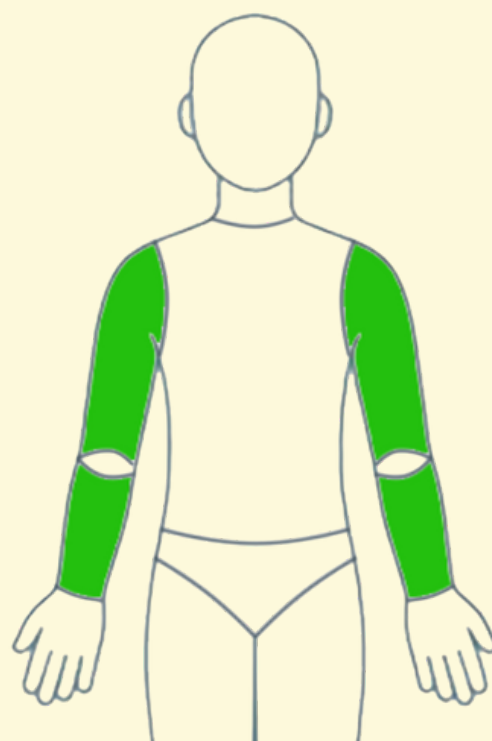
1. Upper OR lower arm coverage on both arm zones in *Light Armour*, *Chain* or *Plate* **+1hp**

Examples:



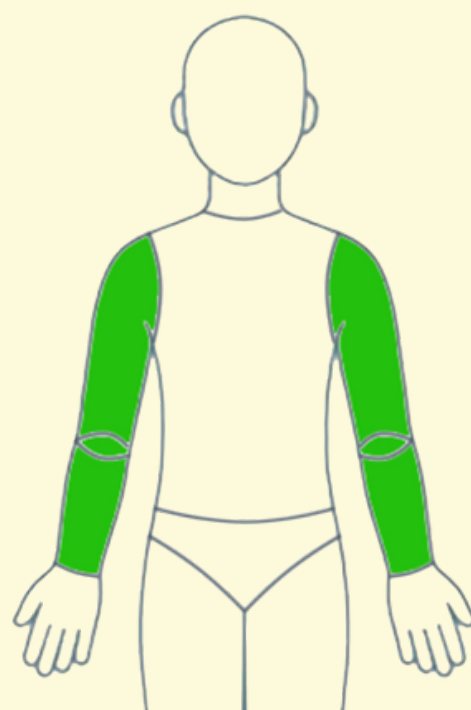
2. Upper **AND** lower arm coverage on both arm zones in *Chain* or *Plate* **+2hp**

Example:



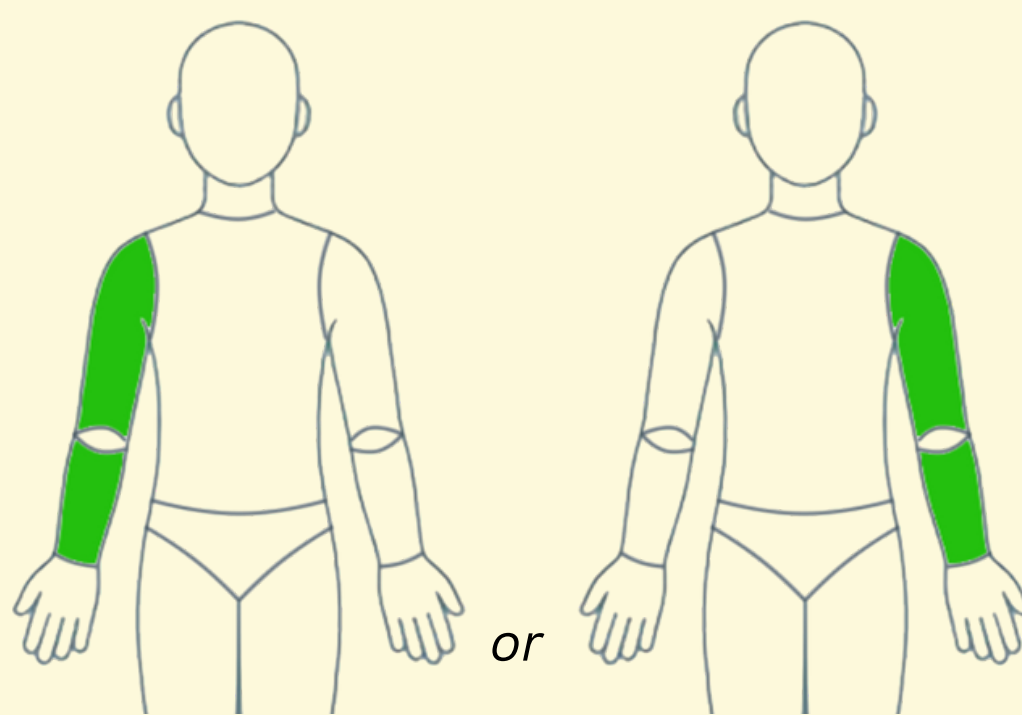
3. Full arm coverage on both arm zones in *Plate*, including elbows **+3hp**

Example:



4. Upper AND lower arm coverage on single arm zone in '*Light Armour, Chain*' or '*Plate*' **+1hp**

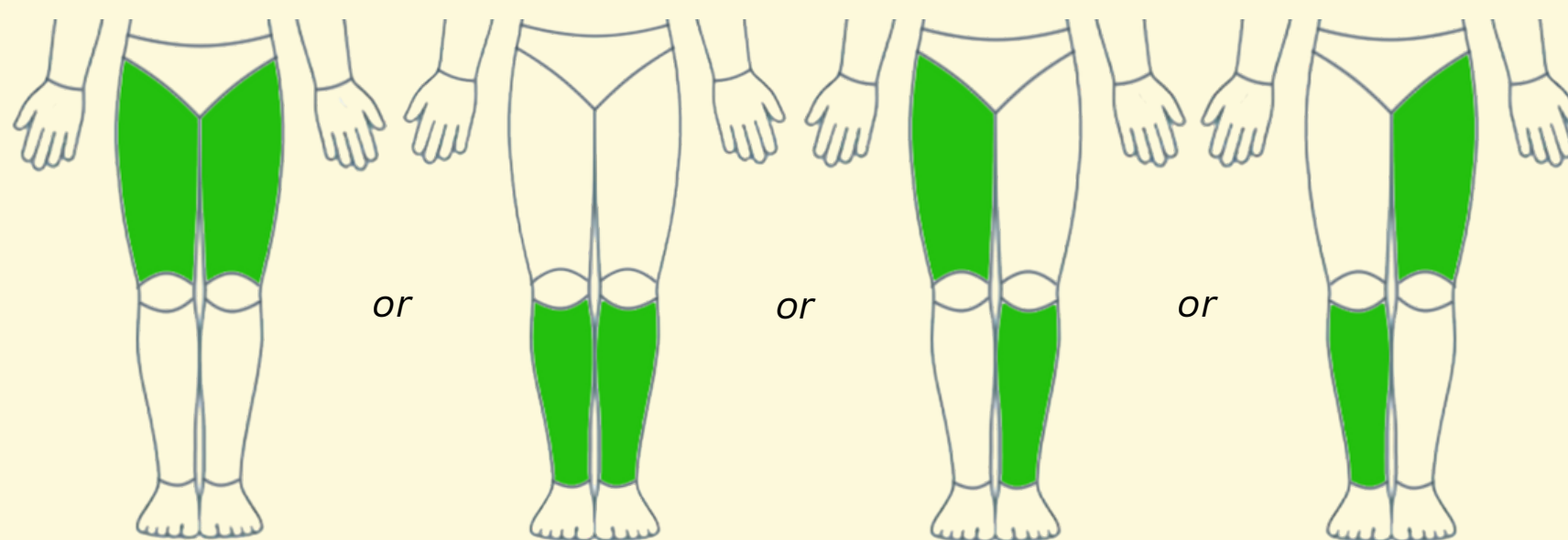
Examples:



Leg zones. Can only claim 1 of the following

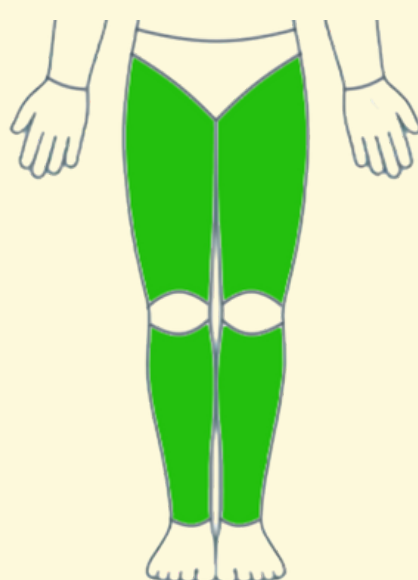
1. Upper OR lower leg coverage on both leg zones in '*Light Armour, Chain*' or '*Plate*' **+1hp**

Examples:



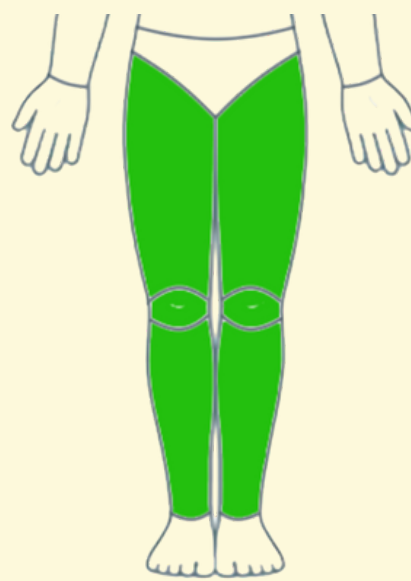
2. Upper AND lower leg coverage on both leg zones in '*Chain*' or '*Plate*' **+2hp**

Example:



3. Full leg coverage in 'Plate', including knees +3hp

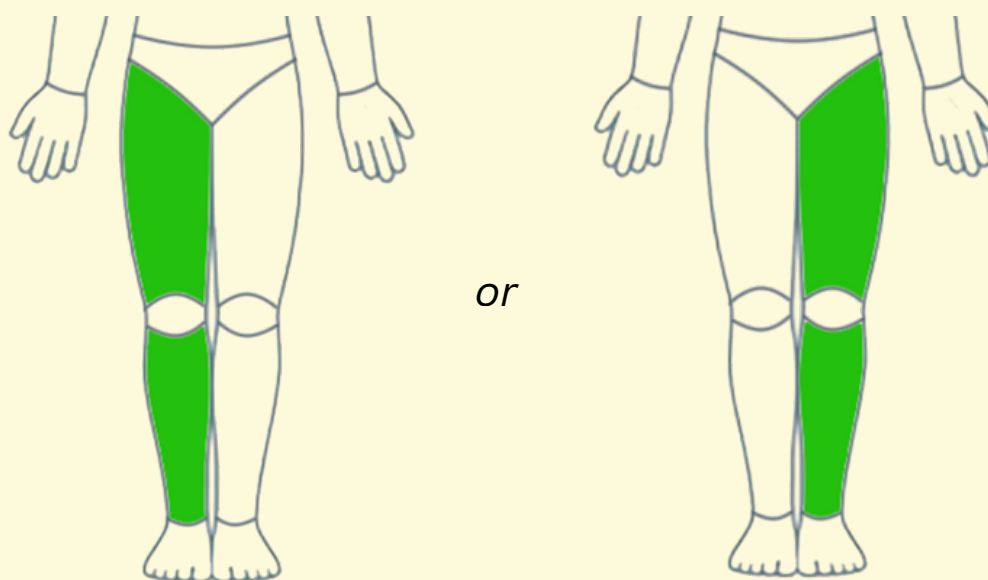
Example:



4. Upper AND lower leg coverage on single leg zone in 'Light Armour, Chain' or 'Plate' +1hp

Examples:

or



Whole Body Can only claim 1 of the following

(cannot claim any other bonus from above if you claim a 'whole body' option)

- 1. Fully in theme soft kit including themed footwear +1hp**
- 2. Full arm, leg and torso coverage in 'Plate' metal, Must have 'Plate' backplate +10hp**

Other HP Bonuses

"Two Handed Weapon" Bonus (1200mm - 1550mm) +3hp

Weapon definitions

Below you'll find the word definitions of the weapons used to deal damage with 'good strikes'. Refer to this definition section when choosing weapons for use.

Melee Weapons

Dagger: 300mm - 500mm

Single handed weapon: 550mm - 1100mm

Off hand weapon when duel wielding: 300mm - 850mm

Two handed weapon: 1200mm - 1550mm

Pole Weapons: 1550mm - 2300mm

Pikes: 3000mm

Ranged Weapons

(There are no black powder weapons)

Bows: 28lbs draw limit. Using IDV arrows or equivalent.

Crossbows: Length including foot Stirrup: roughly 75-90cm. Arm width: roughly 65cm. Band size circumference : Roughly 55cm

Single hand weapons and Polearms.

- If you are wielding a “*Pole Weapon*”, you may choose to defend with it in one hand and draw a single handed weapon or dagger for limited offence.

- In this case, you **must** plant the base of the pole weapon to the ground when blocking strikes with it.

Note: You cannot use a Shield while using a Polearm or Pike.

Blocking Ranged Attacks

- A shield can be used to block ranged attacks. If the projectile still connects with your body after connecting with the shield, it inflicts damage. Ricochets onto allies do not cause damage.

Shields

Shield sizing to be determined.

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Healing

Below you'll find definitions of 'healing' and an outline of how it is performed.

There are two types of healing actions that can be done in battle.

1. Healing.
2. Reviving.

Requirements and restrictions.

1. Healers have no armour or weapon restrictions and can use Small or Regular Shields. They cannot use Great Shields.
2. A healer must carry on them a bag or satchel that holds several 110cm x 15cm lengths of white or light tan fabric designed to emulate a bandage.
3. The number of bandages a healer can carry is yet to be decided but can be used for balancing purposes in the future, the higher the kit standard the more bandages the healer will have.
4. If a healer runs out of bandages for the round (somewhat unlikely) they can choose to contribute to the battle in other ways if they wish.
5. Healers cannot heal/revive themselves.

How to perform a *healing* action or be *healed*.

1. To perform a healing action, the wounded ally must stand and remain stationary next to the healer and freeze in place while the healing action is performed.
2. The healer's hands and arms must be unencumbered, weapons must be stowed and shields either dropped or slung over the back.
3. The healer then removes a bandage from their bag and wraps it around the allies limb (arm is suggested) in a simple, double or 'bunny ears' knot. Not too tight but secure enough not to fall off in battle. It should be tied in a way that is easy to remove at the end of a round or battle.
4. Each bandage heals the ally for **6hp** up to the allies maximum HP as outlined by their armour.
5. Only one bandage may be used per action. You may heal an ally multiple times.
6. Once the bandage is secure the ally is healed and they can return to battle.
7. At the end of each round, remove the bandage/s from your person and return them to your friendly healer!

How to perform a *revive* action or be *revived*.

1. To perform a revive, the 'dead' ally must be kneeling next to the healer.
2. Follow steps **2 - 5** of the 'healing' process as defined in the section above.
3. Once the bandage is secure the ally is healed and they can return to battle.
4. At the end of each round, remove the bandage/s from your person and return them to your friendly healer!

Interrupts.

Below you'll find the circumstances a heal or revive can be interrupted.

1. If the ally is reduced to **0hp** the action is interrupted. A Revival Action is now needed instead.
2. If the healer is reduced to **0hp**, the action is interrupted.
3. While performing a healing or revival action, the healer can choose to pull a weapon or shield to defend themselves from damage, but this will stop the action and it must be restarted.
4. An action that is interrupted **does not** spend the resource of the bandage.

Important Notes.

- If, during a heal, the healer and/or the ally being healed is hit on the body, they take damage.
- While an ally is being healed, they must freeze in place. They **cannot** actively defend themselves while being healed *but* if they are struck on their *stationary shield or weapon* instead of the body, they do not take damage.
- Allies can 'carry' other allies to a healer, either because they have reached 0hp or are roleplaying being in a wounded state, two hands must be used to assist in this manner. This can be done by one person with both hands or two people with a hand each, leaving a free hand to defend with a weapon or shield.
- A person can be healed as many times as they wish, getting a bandage each time they are healed.
- The bandage visually helps to show who has been healed through each round.
- The act of pulling out the bandage, attaching and tying the bandage is the time requirement in the system. Roleplay is highly encouraged.