

The Combat Rules of
Dýnafol



Combat Rules

Overview:

Combat at Hynafol is intended to extend the roleplaying experience. Each interaction between combatants, whether that is on the field of battle, the tournaments lists, or on the road against brigands is an opportunity to tell a story. Participants are encouraged to take battles seriously (your character's life is on the line!), but to also give a great story to others.

That being said, there are two different kinds of combat at Hynafol. Battles, Skirmishes, and tournaments are designed to be competitive. The aim of this type of combat is to win as if your kingdom or your guild's future is on the line. Because it is!

The combat that takes place in roleplay scenarios (such as brigands on the street or while on a quest) is intended to tell a good story. By all means, use all your skills to win each scenario, but keep in mind that others are giving you a good experience to tell a story and you should return the favor in kind.

Principles:

Safety, Fun, and Candor.

Safety:

The most important aspect of combat at Hynafol is that all participants remain safe in all of their actions and interactions. Rules and commands from the Stewards of Hynafol are final and should be obeyed without hesitation or confrontation.

Fun:

Creating a fun and exciting combat sequence is more important than winning by cheating. Losing a combat scenario is also extremely fun. You should never cheat to win. Dying a glorious, meaningful death, or struggling to not die while being dragged to safety for healing, tells a better story than never counting your hits.

Candor:

Candor means to have unreserved, honest, or sincere expression. In combat at Hynafol we use this term to describe the process by which you follow the rules, take the hits that your character receives in combat, and follow through with the consequences of combat scenarios. In all combat situations and scenarios you should act with candor: take your hits, focus on your character, and role-play the consequences there-in.



Combat Overview:

During the combat at Hynafol all participants assume a level of risk and are wholly responsible for their safety. Even with standard “larp” weapons that are designed for this activity the possibility of adverse risk and injury are always possible.

The Hynafol organization will check for basic safety of all weapons at the beginning of each event. Players are expected to discard prior to engaging in combat any weapon, shield or other item that may pose a possible safety risk to themselves or any other participant. If a weapon becomes damaged in any way during combat it should be removed from the field of play.

All participants are required to have their weapons pass a safety check at the beginning of the event, or before entering combat at the event, of any kind. All weapons that pass the safety check will be marked with a simple band or marking provided by the organization.

Defining a “Hit” with Latex larp Weapons

- ♦ A “hit” is considered any contact made with an opponent’s legal target area by the larp weapon in a controlled and deliberate strike which is defined below.

A controlled and deliberate strike is intended to simulate combat while prioritizing safety, precision, and mutual respect among players.

It is defined by the following characteristics:

- ♦ **Intentional and Thoughtful:** The strike should be aimed with purpose, focusing on making clear contact with an opponent’s legal target area. Random, haphazard swings do not count as controlled or deliberate. Each strike should be a conscious effort to engage in simulated combat, rather than an aggressive or uncontrolled action.
- ♦ **Balanced Force:** The force behind the strike should be firm enough to be felt and acknowledged but not so hard as to risk injury or discomfort.
 - A good guideline is to use the minimum amount of force necessary to make solid contact. Only the lightest touch is necessary to secure a “hit” providing it follows the guidelines within this document.
 - Overly powerful or reckless swings, even if they make contact, do not qualify as controlled and deliberate.
 - **Note:** If you suspect a player has not acknowledged the blow, don’t pause the combat to discuss or argue the case, simply keep going and try again. This is to minimize the disruption to the game. However if you feel that this isn’t a simple error on the part of the player due to the chaos of combat, you should feel free to report the situation to a steward to monitor the player to help see that they play fairly.
- ♦ **Maintaining Weapon Control:** The player should maintain full control of their weapon at all times, avoiding wild or flailing movements. The weapon should move in a smooth, controlled arc or thrust without wobbling, twisting, or creating unnecessary risk to other players.
 - Control also means the player can stop or adjust the force mid-swing if necessary, demonstrating restraint.



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 - Control also means the player can stop or adjust the force mid-swing if necessary, demonstrating restraint.
- ♦ **Focus on Safety and Respect:** A deliberate strike respects both the rules of the game and the well-being of other players. Players must avoid high-risk areas (e.g., face, neck, groin) and should always prioritize safety, even in intense moments.
 - Strikes should never be delivered in a way that feels overly aggressive, emotional or without control.
- ♦ **Recognition by Opponents:** Your opponent counts their own hits. You are not to adjudicate or discuss whether you believe you did or did not strike your opponent.
 - The goal is for the opponent to acknowledge and clearly recognize the strike as a valid hit.
 - Allowing players to decide their own hits helps with fairness and minimizes disputes over hits, if you suspect someone is not counting hits. Simply keep striking them until they acknowledge them, but do not increase power or the force of the hit.
 - By requiring strikes to be controlled and deliberate, the LARP experience becomes safer, more enjoyable, and remains respectful of all participants involved.



Invalid Strike Types in Melee:

- ❖ **Glancing Blows or brushes:** a single blow may only make contact with a single body area, specifically the first area that it makes contact with. Therefore a strike that hits an arm and then moves onto the torso only counts as striking the arm.
- ❖ **Swords and shields:** A glancing blow from a weapon or shield that connects to a body part DOES count.
- ❖ **Excessive Force:** Any hit delivered with undue force that risks injury. LARP combat is meant to be safe and enjoyable for all.

Remember: **Your opponent decides which hits of yours are valid**, however a player should not decide that a hit is “too light” to count, as this encourages forceful blows.

Acknowledging Hits:

- ❖ Players are encouraged to acknowledge when they are hit, honesty and fair play are essential to LARP combat.
- ❖ Players are also encouraged to acknowledge their character “Death” by calling it out, or otherwise signaling to their opponent. In addition all characters who are “Dead” should turn their weapons upside down to signify the fact that they are out of the game.

Safety First:

- ❖ **Always prioritize player safety.** Any player feeling uncomfortable with the strike level can call for a pause, and players must respect the pause immediately, allowing the player the time and space to leave the combat swiftly. Remember: the goal is to create an immersive, enjoyable experience for all.
- ❖ **Safety Eye Wear:** We recommend all attendees wear safety goggles when attending our events especially when participating in larp combat.
 - **NOTE:** The universal call in Hynafol for a real life injury or potentially dangerous situation is “**MEDIC!**”. When you hear this call, you should repeat it out loud to create a wave of acknowledgement, that pauses the combat to ensure that everyone in the vicinity stops fighting and has time to figure out how to deal with the injury.



Target Areas

Legal Target Areas:

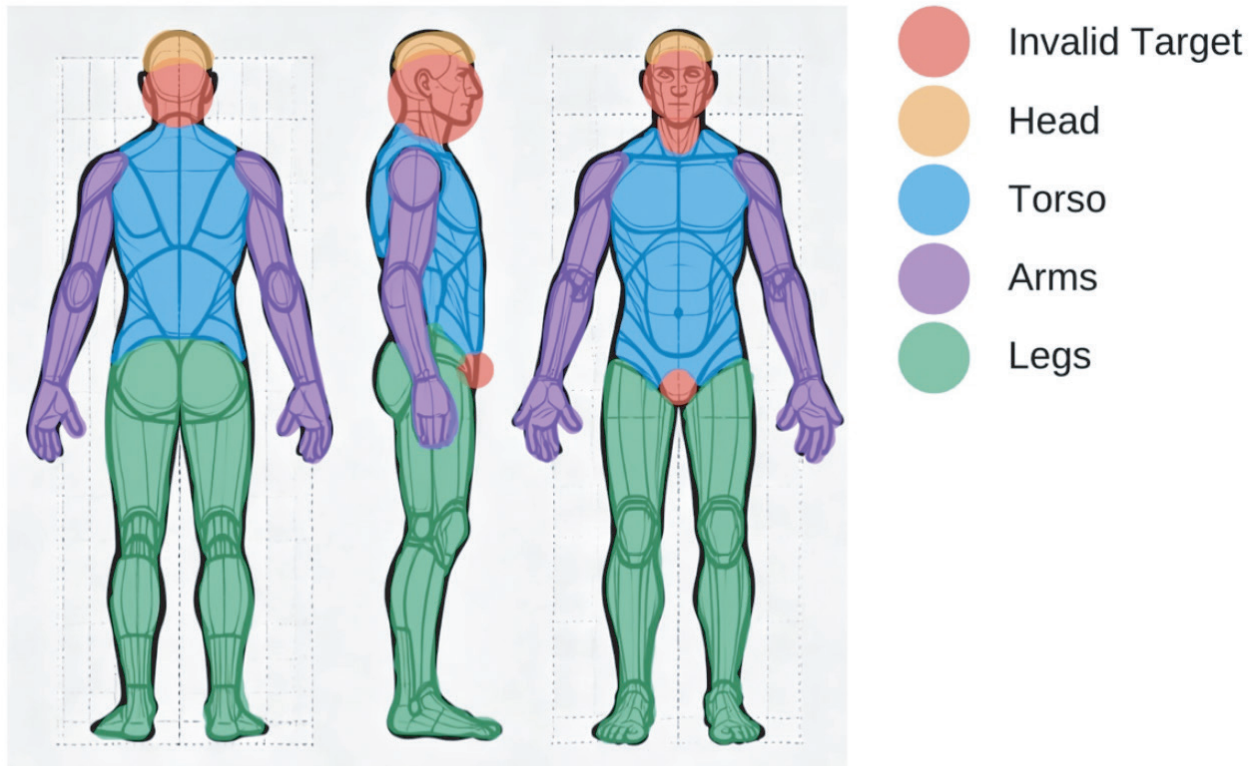
Torso, Arms including Hands, Legs including Feet and Top of the head. (For clarification this includes hands holding weapons and feet on the ground)

Illegal Target Areas:

Side and back of the Head, neck, throat and groin. Strikes to these areas are discouraged and do not count as hits. Repeated hits to these areas may result in penalties.

Loose Clothing:

Strikes to loose clothing do count as a strike, even if the strike does not connect with the body part directly. The strike counts as affecting the area closest to the clothing.



Valid Types of Striking in Melee

Controlled Swing:

- ❖ A clean and deliberate swing that makes contact on a legal target area. Thrusts must not be excessively forceful.

Controlled Thrust:

- ❖ A controlled forward push with the weapon, making contact with a legal target area. Thrusts must not be excessively forceful.

Striking area:

- ❖ A Strike only counts if the contact is made with intended striking area of the weapon.

The Striking Area is different for larp weapons of different types.

Thrust and Swing:

- ❖ The only 2 valid types of attack are a **Thrust** and a **Swing**.
- ❖ A **thrust** is a direct, forward motion where the tip or end of the weapon is aimed at the opponent's legal target area. It is a linear, controlled movement designed to simulate a stabbing or piercing attack.
- ❖ A **swing** is an arcing or sweeping motion where the blade, head, or striking surface of the weapon moves in a curved path toward the opponent's target area. A swing simulates a slashing or striking attack.

We recommend that you use weapons in accordance with the way they were intended to be used by the manufacturers themselves.



Using Weapons in Accordance with the Manufacturer's Guidelines

Manufacturers may publish usage recommendations for their weapons regarding thrusting. Where a manufacturer explicitly does not recommend thrusting, that weapon shall be physically identified by a red band or red mark applied to the grip or blade base. Weapons bearing this red identifier are prohibited from being used to deliver thrusting attacks under all circumstances.

Detailed Explanation

Definitions:

- ❖ **Manufacturer recommendation** — A written or public statement from a weapon's manufacturer concerning safe or intended modes of use (e.g., whether thrusting is recommended).
- ❖ **Non-thrust identifier** — A visible red band or mark applied to the weapon indicating that thrusting is not recommended by the manufacturer.

Authoritative list

- ❖ The Organizer shall maintain an authoritative list of manufacturer recommendations specifying which models are and are not recommended for thrusting. This list is not exhaustive and all weapons will be subject to a case-by-case basis. This list will be updated internally with direct communication from manufacturers. This list shall be the reference for rule enforcement.

Current Thrust Safe Weapon Manufacturers:

- ❖ Epic Armory - All Weapons except those where there is "2 inches between the very tip and the point where the core ends".
- ❖ Calamacil - All Weapons
- ❖ B3 - All Weapons

Current NO THRUST Weapons:

- ❖ Fake Steel

Other Manufacturers and Homemade Weapons

- ❖ Hynafol Staff and Weapons Check Stewards will inspect each item and make a good faith determination at the time of each weapons inspection.

Identification and marking

- ❖ If a manufacturer's recommendation states that thrusting is not recommended for a given weapon/model, that weapon shall be fitted with a red band or red mark (the non-thrust identifier) at the grip or blade base prior to entry into play. The red identifier must be clearly visible while the weapon is being worn or carried.

Prohibition

- ❖ Any weapon bearing the non-thrust identifier may not be used to perform thrusting techniques. Use of such a weapon for thrusting constitutes a rules violation and will be subject to disciplinary action including warnings and ultimately removal of the weapon and/or participant from the battlefield.

Enforcement and verification

- ❖ Stewards and inspectors shall consult the authoritative manufacturer recommendation list and verify the presence of the red identifier during safety checks. Weapons found to lack required marking, or events in which a marked weapon is used to thrust, shall be handled according to the rulebook's enforcement procedures.

In Short

Weapons **marked** with the red band are **non-thrust** — thrusting with these weapons is **strictly forbidden**.



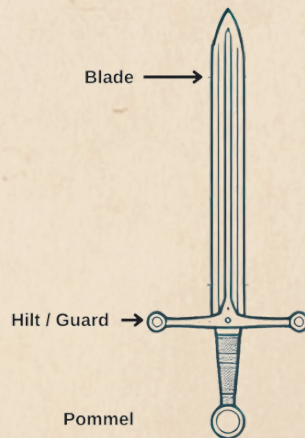
Valid Types of Striking in Melee

Bladed Weapons

(Swords, Daggers, and Knives e.t.c.)

Striking Area:

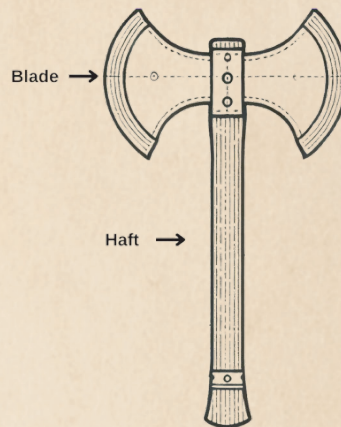
- ❖ The entire length of the **blade** is considered the striking area.
- ❖ The **hilt** and the **pommel** do not count as striking areas.



Axes

Striking Area:

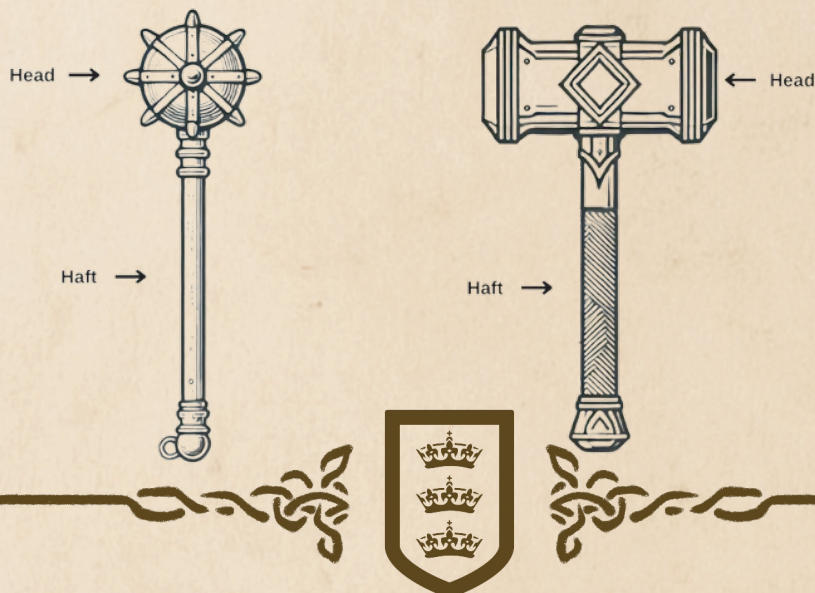
- ❖ Only the **axe head** (the foam section shaped like a blade) is considered a valid striking area.
- ❖ The **haft** (the handle or shaft below the head) is not a valid striking area.
- ❖ Strikes with the haft do not count and players may be penalized if used intentionally.



Maces and Hammers

Striking Area:

- ❖ Only the **head** of the mace or hammer (the larger foam end) is a valid striking area.
- ❖ The **haft** or handle is not considered a striking area, similar to axes.
- ❖ Strikes with the haft do not count and players may be penalized if used intentionally.



Valid Types of Striking in Melee

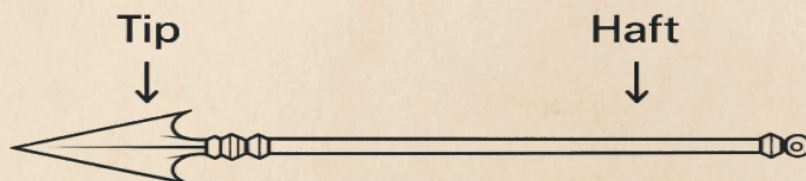
Spears

Striking Area:

- ❖ The **tip** of the spear, if designed with a **soft-cell foam thrusting tip**, is the primary striking area and must compress safely upon contact, and only thrusting attacks are valid.
- ❖ The **haft** or handle is not considered a striking area, similar to Axes and Maces
- ❖ Spears 72"+ in length must have a mark 20" from the bottom (The opposite of the tip) of the weapon, A participant **must not** wield their weapon with **both hands on the same side** of the 20" Mark.

Thrusting Capability:

- ❖ Spears that are **85" in length or longer** may only be used for thrusting. The maximum length of a weapon allowed to be used is 108"

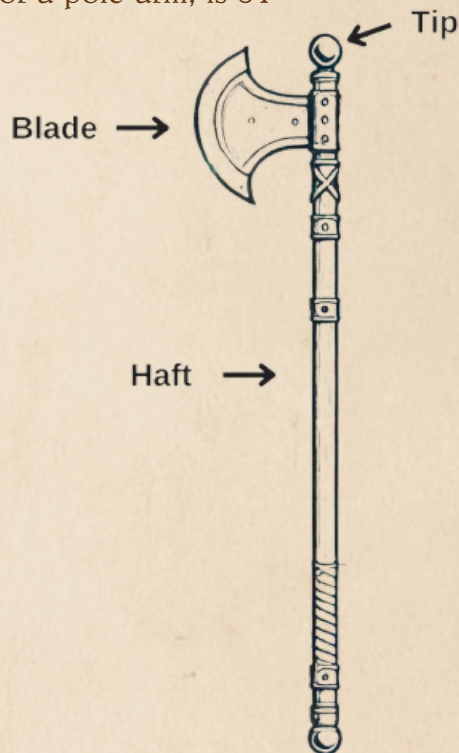


Pole-arms

(such as Halberds, Glaives etc)

Striking Area:

- ❖ Pole-arms typically have a striking surface like a **blade or hammer head**; these should be clearly defined and understood by the user and safely padded, these are for swing attacks.
- ❖ Pole-arms 72"+ in length must have a mark 20" from the bottom (The opposite of the tip) of the weapon, A participant **must not** wield their weapon with **both hands on the same side** of the 20" Mark.
- ❖ The maximum length of a pole-arm, is 84"

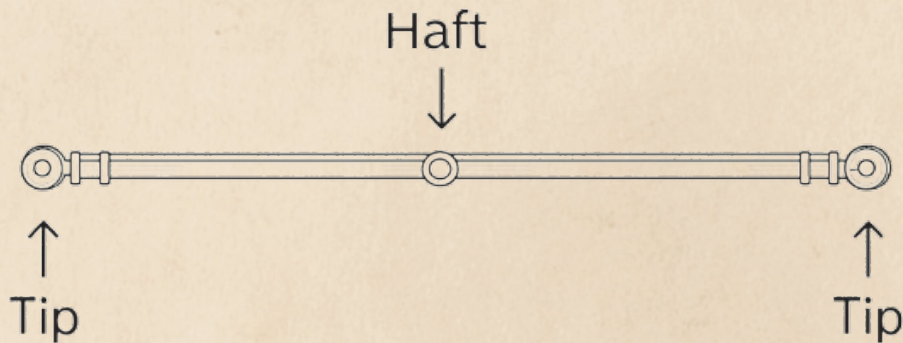


Valid Types of Striking in Melee

Staves and Quarterstuffs

Striking Area:

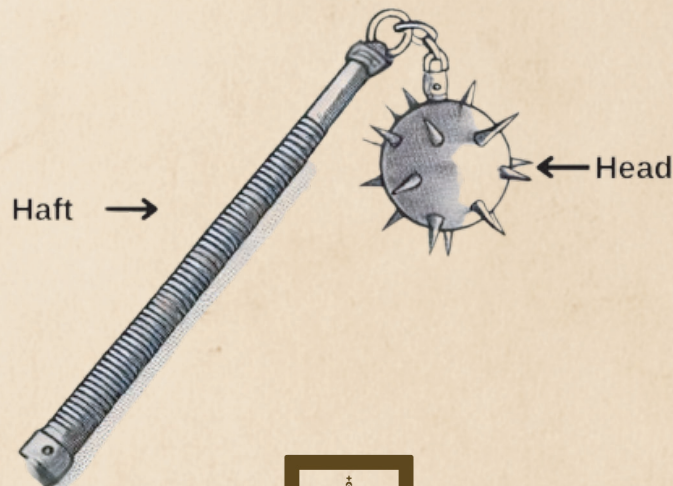
- ❖ Staves and quarterstuffs allow for strikes along the **entire length** of the haft, **provided it is properly padded with soft foam**.
- ❖ Staves and Quarterstuffs 72"+ in length **may not** be wielded with **both hands within 20"** of either tip of the weapon.
- ❖ The maximum length for a Staff or Quarterstaff is 84"



Flails

Striking Area:

- ❖ Only the **head** of the flail (the larger foam end) is a valid striking area.
- ❖ The **haft** or handle is not considered a striking area, similar to axes, maces and hammers.
- ❖ Strikes with the haft do not count and players may be penalized if used intentionally.
- ❖ **Controlled Swings Only:** Flails must be swung in a controlled manner. Wild or excessive swinging is prohibited, as it reduces accuracy and increases the risk of unintended impacts.
- ❖ **Soft, Safe Force:** Due to the swinging momentum of flails, players must use only enough force to make contact without risking injury. Flails should not be used with excessive force, as their flexible nature can amplify impact.
- ❖ **Flail Chain limitations:** The "chain" or strap connecting the handle to the striking head must be made of flexible, durable, and safe materials like soft braided rope or leather. Metal chains, hard plastic, or rigid materials are **not permitted**. A maximum of 2 half loops and 2 full loops are the limit for the length of the chain. The combined "chain" and striking edge may not exceed 18" in length.



LARP Bow and Crossbow Rules

To ensure safety and fair play, all players using bows and crossbows must follow these rules:

♦ **Approved Arrows and Bolts**

- **Flat-Head Arrows and Bolts Only:** Only **flat-headed** arrows and bolts with soft foam padded tips are permitted. These flat heads must be soft to the touch and compress safely on impact.
- **No Round head Arrows or Bolts:** Arrows or bolts with rounded tips are strictly prohibited. All Arrows and Bolts must come from approved manufacturers AND meet our specifications.

♦ **Draw Strength Limits**

- **Bows:** The maximum permitted draw strength for bows is **30lb at a 28-inch draw length**. Bows with higher draw weights are not allowed to ensure safe impact forces.
- **Crossbows:** Crossbows are also limited to an equivalent force to bows. The maximum permitted draw strength for a crossbow is **22lb at 10 inch pull length**.

♦ **Safe Firing Practices**

- **Minimum Firing Distance:** To avoid excessive impact, players must maintain a minimum firing distance of **10 feet** from their target. Firing at closer ranges is prohibited, as it increases the risk of injury.
- **Aim for Legal Target Areas:** Archers should aim only for legal target areas (torso, arms, and legs).
 - **Shots to the HEAD or GROIN areas are not allowed and do not count as valid hits.**
- **No Point-Blank Shots:** Never fire directly at close range. If within 10 feet of your target you must not fire the weapon at that target.

♦ **Arrow and Bolt Handling**

- **Recovering Projectiles:** Players may retrieve arrows and bolts only when it is safe to do so, ideally after combat has moved on from an area or when moving between encounters. This reduces the risk of unintended injury or tripping hazards.
- **Inspecting Projectiles:** Before each use, players should inspect arrows and bolts for damage. Damaged or loose heads, broken shafts, or degraded padding are unsafe and should be immediately removed from play.



Weapon carrying capacity and max length.

- ❖ All players are entitled to carry a maximum of one shield
- ❖ Players may wield a weapon up to 44" in length in a single hand, this is known as a "single handed weapon."
- ❖ Weapons 45" or larger must be wielded in 2 hands. This is known as a "two handed weapon". Due to this, if a Player has 1 arm disabled, a weapon over the length of 45" may not be used in combat, (even in passive defense, such as balancing it on the ground to block)
- ❖ **A strike to a weapon 45" or larger in length that is only held in one hand is considered a blow to the location holding that weapon, or the torso if the arm is already disabled.**
- ❖ The maximum length of a weapon that can both Swing or Thrust is 7' (84").
- ❖ A weapon may be up to 9' (108") in length if it is ONLY used for Thrust attacks.
- ❖ A Player may only wield a single item in 1 hand at a time. (For Example: you may not carry a sword and dagger in the same hand, or a 2 handed weapon and a dagger in the same hand)
- ❖ A Shield that is slung over a shoulder or strapped to an arm does not count as being held in a hand, and therefore may be used in addition to a 2 handed weapon or 2 single handed weapons.

Timing of Attacks

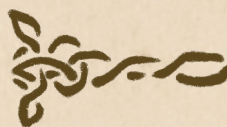
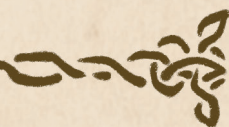
- ❖ An attack in motion is not prevented by a blow from your opponent, so this may allow for simultaneous strikes from each player counting against one another.

Prohibited Actions in Combat

For the safety and enjoyment of all players, the following actions are strictly prohibited:

- ❖ **No Weapon Grabbing:** Players may **not grab, hold, or block another player's weapon** with their hands or any other part of their body. Weapons are to be engaged only through strikes, blocks, and parries using your own weapon or shield.
- ❖ **No Body-to-Body Contact:** Direct physical contact between players (such as grappling, pushing, or any other form of body-to-body contact) is **not allowed**. Combat interactions must be conducted using only weapons and shields, ensuring each player maintains a safe distance.
- ❖ **No Shield-to-Body Contact:** Shields must be used strictly for defense against weapons. Using a shield to make contact with another player's body, (e.g., shoving or bashing) is **not permitted**. Shields should be used only for blocking strikes and protecting oneself.
- ❖ **No Shield-to-Shield Contact:** Shields must be used strictly for defense against weapons. Using a shield to make contact with another player's Shield, (e.g., shoving or bashing) is **not permitted**. Shields should be used only for blocking strikes from weapons and protecting oneself.

Failure to follow these guidelines may result in penalties or removal from the game, as safety is the top priority. By respecting these rules, we can ensure a fair, safe, and enjoyable combat experience for all participants.



Trusted Brands: LARP Weapons Approved by Hynafol

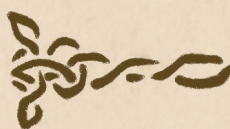
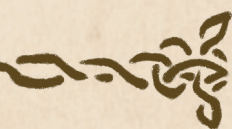
- ❖ Weapons from the following larp weapon manufacturers are the only ones recommended at Hynafol.
- ❖ Home made weapons or weapons from other brands may be approved on a case by case basis by one of the Head Stewards or Senior staff.
- ❖ Just because a weapon is from an approved manufacturer or approved by a head steward that does not mean that it will be permitted for use in any given battle. Weapons sustain damage and certain scenarios do not allow for some weapons to be used safely. Always follow the decisions of the stewards when it comes to your weapons usage.

Approved Weapon Manufacturers

- ❖ Ateliers Nemesis
- ❖ B3 Imagination
- ❖ Calimacil
- ❖ Dragon Armory
- ❖ Epic Armory

Weapons Checking at Hynafol

- ❖ All melee and ranged weapons, including arrows, and bolts must undergo a safety inspection before use at each event.
- ❖ Stewards will issue a sticker, band or other form of marker to ensure that the weapon or projectile is approved for use in Hynafol.
- ❖ Players are responsible for maintaining their equipment and ensuring it remains in safe, usable condition. Equipment that fails a weapons check will not be approved for use during the event.



Hit Points and Armor

Hit Points Per Location and Effects of Injury

- ♦ **Hit Points Per Location:** Each player has **1 hit point** per location, which are the **head, torso, arms, and legs**.
- ♦ **Reduction to 0 Hit Points:** When a location is reduced to 0 hit points, the following effects apply:

Head or Torso: Immediate incapacitation or "death" in game terms, as these are critical areas.

Arms: The arm is considered **disabled** and the following rules apply.

- ♦ **Incapacitated Arm:**
 - The disabled arm is **no longer usable** in combat. The player **must release any weapon or shield held in that arm** and let the arm hang limp or placed behind them instead to indicate the injury.
 - The player may not switch the disabled arm's weapon or shield to their functional arm, without allowing it to hit the ground first.
- ♦ **Single-Arm Fighting:**
 - The player may continue fighting with their remaining functional arm, using any weapons or shields that were already in that hand.
 - Players may not attempt to perform actions that would require the use of both arms, such as using two-handed weapons.
 - Actions like blocking, parrying, and attacking must be limited to the player's functional arm, and may not be done with a weapon intended for use in 2 hands.
 - If you hold a 2 handed weapon in one hand. It becomes a valid target for striking and counts as a hit on the limb holding it.
 - If both arms become disabled, the player is effectively incapacitated and can no longer participate in combat. Though they are welcome to run away.

Legs: The leg is considered **disabled** and the following rules apply.

- ♦ **Fixed Position:**
 - The player **cannot move from their current location**. They are considered immobile and must remain where they were when the leg was disabled.
 - **If the player still has the use of at least one leg**, the player may **pivot in place** by rotating on the grounded leg to face their opponent, allowing them to continue fighting from their fixed position. This may not be done if both legs are reduced to zero.
- ♦ **Fighting Position:**
 - The player must **drop to one knee** or both knees to represent the disabled leg and can continue to fight from this lower stance.
 - While on their knees, they may use their weapons and shields to defend themselves, pivoting as needed to face incoming threats.
- ♦ **Restricted Mobility:**
 - Crawling, hopping, or dragging the disabled leg to move across the field is **not permitted**. The player is considered "pinned" in place due to the injury.



Disabled Limb Strikes

IMPORTANT NOTE:

A strike to a disabled limb is considered a strike to the torso, at the Torso's currently highest armor value.

Armor Types and Hit Point Bonuses

Armor grants additional protection by increasing the number of hits each location can take before reaching 0. There are **three types** of armor in this system:

♦ **Light Armor:**

- **Description:** Light armor represents basic, flexible protection like soft leather, or padded clothing like a Gambeson.
- **Armor Value:** Light Armor adds **1 additional hit point** to any protected location, allowing it to withstand 2 hits instead of 1.
- **Example:** Soft Leather jerkin, padded gambeson.

♦ **Medium Armor:**

- **Description:** Medium armor provides a moderate level of protection, often made of reinforced materials such as brigandine or thicker chainmail.
- **Armor Value:** Adds **2 additional hit points** to any protected location, allowing it to withstand 3 hits instead of 1.
- **Example:** Chainmail, brigandine, or Hardened leather. (Polycarbonate armor like those from Wyrmwick Creations, that is aesthetically appropriate counts as Medium armor and is allowed)

♦ **Heavy Armor:**

- **Description:** Heavy armor offers the maximum level of protection, requiring metal plates.
- **Armor Value:** Adds **3 additional hit points** to any protected location, allowing it to withstand 4 hits instead of 1.
- **Example:** Plate mail

How Armor Damage works

Core concepts

- ♦ **Armor steps:** Heavy -> Medium -> Light -> None
- ♦ **Body:** Once a spot is **unarmored** (all layers = None), the **next valid hit** to that spot disables the location.

Locations and zones

- ♦ Each body **location** (head, torso, each arm, each leg) is tracked separately.
- ♦ A location may have multiple **zones** with different coverage (e.g., plate on chest, chain under-arm). You always resolve the **specific spot struck** for immediate effects, but armor **degrades for the entire location** as explained below.

Layering and degradation

- ♦ Layers do **not** have separate hit pools.
- ♦ **Linked step-down:** Every valid hit to a location reduces **each armor layer on that location** by one step.
- ♦ **Covered underlayers:** While covered by a higher layer at that location, an underlayer can be stepped down to **None**. It does **not** drop to **incapacitated** from covered hits.
- ♦ **Top breaks rule:** When the **top layer** for a location drops to **None** due to a hit, **all underlayers on that location are set to None at the same time**. That location is now fully unarmored everywhere.
- ♦ **Exposed underlayers:** If a hit lands on an **exposed** underlayer (a gap or uncovered zone), that underlayer steps normally and **can** be reduced to **None** at that spot.



Worked examples (torso: Plate over Chain)

Case 1: Always hitting plate

- ♦ **Hit 1 (plate):** Plate Heavy -> Medium; Chain Medium -> Light
- ♦ **Hit 2 (plate):** Plate Medium -> Light; Chain Light stays Light
- ♦ **Hit 3 (plate):** Plate Light -> None -> Chain Light -> None (top breaks rule)
- ♦ **Hit 4 (anywhere on torso):** Now unarmored at start of hit body takes 1 -> torso disabled

Result: 4 hits total

Case 2: Always hitting exposed chain (gap/underarm)

- ♦ **Hit 1 (chain):** Plate Heavy -> Medium; Chain Medium -> Light
- ♦ **Hit 2 (chain):** Plate Medium -> Light; Chain Light None (exposed underlayer can hit None)
- ♦ **Hit 3 (chain again):** At start of hit, the struck spot is already unarmored -> torso disabled immediately

Result: 3 hits total if you keep targeting the gap

Case 3: Chain first, then plate

- ♦ **Hit 1 (chain):** Plate Heavy -> Medium; Chain Medium -> Light
- ♦ **Hit 2 (chain):** Plate Medium -> Light; Chain Light -> None
- ♦ **Hit 3 (plate):** Plate Light -> None; Chain already None
- ♦ **Hit 4 (anywhere):** Now unarmored at start of hit -> body takes 1 -> torso disabled

Result: 4 hits total

- ♦ **Player Responsibility:** Players should acknowledge valid hits on armor or their body to show the attacking player that a successful hit was scored.
- ♦ **Footwear:** Steel toed shoes, and Leather Shoes do NOT count as armor. In order to count as having armor on your feet some form of additional armor must be placed over the shoe such as Sabatons.

Healing Rules

High Priests: All High Priests can carry a Relic that gives them near instant healing power. They will make contact with you and say their Religious Phrase which will heal you instantly.

Priests: All priests have a scroll of healing they must read in order to heal you. They will make contact with you and read the scroll in its entirety. Once they have completed the process you are healed.

All other healing rules and mechanics for the rest of the Hynafol experience are explained in full in the Healing Rules Document with can be found here: [Link coming soon!](#)



Armor

Frequently Asked Questions:

- ❖ Question: "I was hit in the cape, skirt, feather on the top of my helmet. Does that count as a hit?"
 - Answer: Yes. In short anything connected to your body counts as a hit except for a shield. The hit should be applied to the area of the body that the item of clothing is connected to. In cases of an ambiguous piece of clothing the participant should apply the hit to the closest part of their body to the hit. As always it is up to the person receiving the attack to determine the application of the reduction of points to their person; not the person attacking.
- ❖ Question: "My shield is not on my arm and is struck. Do I have to take the hit?"
 - Answer: No. All combatants may have one indestructible shield. No points may be reduced from blows taken to a shield.
- ❖ Question: "I received a hit to my bow, crossbow, arrow, or bolts. Do I have to take it?"
 - Answer: Yes. These items are equipment and are not intended to be wielded in the hand against another combatant. Therefore, they cannot be used to defend or attack. Any hit to the items listed in the question acts as a hit to the hands (in the case of a bow or crossbow) and to wherever the arrow or bolts are held or stored.
- ❖ Question: "I have blocked an attack with my sword, but the weapon touches me does the hit still count?"
 - Answer: Yes. Any contact with a weapon to a combatant's person counts as a hit.
- ❖ Question: "Does a hit to a limb with 0 points left transfer damage to the combatant's torso or still operational limb?"
 - Answer: No. Damage is non-transferable. However, combatants with dead limbs, such as an arm, should not be using the dead limb as a blocking mechanism. This would be outside of the spirit of Hynafol combat as you should be roleplaying a person who has their limb grievously mangled which would be exceedingly painful.
- ❖ Question: "Does a hit have to come from the "cutting edge" of a weapon?"
 - Answer: No. Any contact from the foam/latex portion of the weapon counts as a hit.
- ❖ Question: "Do my steel toed boots count as armor?"
 - Answer: No. Armor must be clearly identified as armor.
- ❖ Question: "If I am hit by the foam covering of a spear or halberd, but not by the tip does the hit count?"
 - Answer: Yes. Any part of the foam that covers a weapon counts as a hit. The only exception would be the base of the weapon which is covered in foam but only for safety and should never be used for striking or thrusting.
- ❖ Question: "If I am hit in equipment held in my hands can I distribute the hit to my hand armor?"
 - Answer: Yes. You may distribute the hit to the part of the body that is holding or storing the equipment. Please use candor to distribute to the part of the body nearest the equipment.

