

DrachenFest

Freunde „treffen“ Freunde



 CodeX  Belli

Version 2.4

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1 PREAMBEL

Dear Players, Palisade builders & fellow referees.

Rulebook (re)design takes in manifold experience perspectives. Therefore, many version updates implement strategies related to experiences from previous DF events, workshops with the Guilds and constructive feedback from our players.

Our goal is the highest possible gameplay enjoyment, with the fewest possible rules.

All version updates are found in Chapter 3 'Whats new'.

As in all rulebook version updates, some new language may be imprecise, requiring further clarification. If you should encounter such a situation, please let us know after the event so that we can edit the current update.

We will assess these version changes during the 2022 event and will continue rulebook development together. We're looking forward to your constructive help.

Enough talk, Let's do this!

Your DrachenFest Battle Referees

2 SCOPE

This rulebook is designed for use for the **‘DrachenFest’** event, held by the DrachenFest UG & Co KG entity.

This manual contains rules relevant to all skirmish & battle processes at DrachenFest.

This manual is an addendum to the core rulebook ‘The DrachenFest Rulebook.’ This is not a stand-alone rulebook.

All rules pertaining to battle & combat in ‘The DrachenFest Rulebook’ Chapter 7: Fighting, remain valid.

3 WHAT’S NEW?

As already mentioned, various regulations have been changed.

Mainly this concerns sieges including siege weapons and golems.

In detail:

- General revision of the text, the appearance and installation of links, so that you get faster and clearer to the topic of your choice.
- New definition of ‘Charging’ (4.5)
- New rules for ‘Fighting near palisade walls’ (4.8)
- New rules for Timing: Gates/Sieges & ‘time running out’ for minimum siege duration & time values. (6.1.1)
- Rework of ‘level requirements’ for battlement/parapets in determining Siege duration & time-values. (6.2.1)
- Added to rules for repairing defensive embattlements & fortifications. (6.4)
- Added to rules for spying on embattlements & fortifications. (6.5)
- Added a table for ‘telling’ or calls to players instead of specific duration for spying. (6.2.2)
- Re-Balanced the time durations for Gates, siege weapons, golems, sappers & spell-casters (7.1), see new table.
- Reworked general information on siege weapons (7.0)
- Added list of hitpoints & damage vs other siege weapons for all siege weapons (7.1.2, 7.1.3)
- Streamlined level description of siege weapons (7.2-7.4) and golems. (8).
- Reworked requirements for battering rams (7.2) and artillery (7.3)
- Full redesign of sappers, petards & spell caster rules for sieges. (7.4)
- Added new skills & requirements: Mastersmith required to repair gates (6.4), siege weapons (7.6) and siege damage using sappers (7.4.1).

- -Reworked examples for durations: Siege, gate repair, siege, weapon repair, sapper damage.
- Full redesign of 'Additional siege weapons' (7.7.0-7.7.5)
- Rewritten language for War golems (8.1) and Siege golems (8.2)
- Revised Golem repair duration. (8.3)

4 GENERAL RULES

We are aware that past pain-points and complications arose which we aim to address here.

Our Number 1 rule: **Take good care of yourself, your gear & your fellow players.**

And our biggest battle tip: Wear a helmet. Looks great, and it's safe.

4.1 PARTICIPANT AGE REQUIREMENTS

The DrachenFest is a LARP for the whole family. Our core elements are mutual consideration, tolerance & commitment.

Participant age requirements for battle should be crystal clear when transported to players, and enforced by staff as part of your responsibilities.

**Field battles & the final battle are open to players who are 16 years old.
Sieges are open to players who are 18 years old.**

For further information, see Chapter 5 (Battle positioning)

Please note, all referees are required to ask a participants age, should there be any question about it. Referees will take disciplinary actions - a DrachenFest warning, if the age requirements rule is broken (especially and also against their legal guardian at the event), which may lead to ejection from the event via the event lead staff- ORGA.

Please help us avoid these situations, by ensuring that battle participant ages requirements are upheld.

GERMAN LAW - AGE REQUIREMENT - CROSSBOWS 18+

Crossbows, even those only firing LARP bolts are regulated by German weapons legal code, and may ONLY be used by persons 18 or older.

4.2 MANAGING PLAYER'S BATTLEFIELD BEHAVIOR & CODE OF CONDUCT

Player behavior on the battlefield is important. For general battle information such as the important calls, such as MAN DOWN, OH MOTHER, forbidden hits (head & stabbing), not fighting when inebriated, not swinging with force, please see the DrachenFest Rulebook chapters 7 and 11.

Battles can escalate emotionally. Players can get frustrated and over-react. These are processes that we as staff can rarely prevent. Why? Adrenalin.

If you realise that your opponent is over-enthusiastic or is affected by in-real-life (IRL) negative emotions, please do not to provoke them and try and engage in a calmer fashion. If you're out of options, grab a referee.

The following do NOT de-escalate these situations: Screaming, using curse words, or 'hitting back as hard as they hit you' just increases the collective aggression, and most importantly greatly increases the risk of participant injury.

Calming gestures, friendly requests to be more careful are more important than remaining fully immersed, and won't pull you out of your experience. This also applies to your own over-enthusiastic comrades standing with you in the battle line.

Take good care of each other.

Play with each other, not against each other.

Even In-game (IT) insults can be misunderstood. However, out-of-game (OT) insults have a 0 tolerance policy, will be immediately stopped by referees, and result in a DrachenFest warning.

What do you mean OT insults? Here a quick sidebar (true story):

'During the siege of purple camp against brown camp, which was very agitated & emotional charged two purple fighters were seen standing next to the palisade who were enjoying cursing and provoking Brown players up on the wall, using obvious OT language. As a battle referee, I told them the player feels OT provoked, and asked them to stop. As a result, these players were upset and took their aggression out on the battle which greatly increased in violent and dangerous play and bled out onto the whole battle. As a result, they were then ejected from the battle.'

As you can see, even OT provocations can bleed over and 'stir the pot' by greatly increasing other players aggression, violence thereby posing a safety risk for everyone involved.

Therefore, always remember that your opponent's character is a human player with emotions. Bleed from provocation in a battle does not add anything to our gameplay.

4.3 WEAPONS & ARROWS CHECK

Staff at DF do not perform a weapons & arrows check. YOU are responsible for ensuring the safety of your weapons for yourselves and your fellow players.

We ask everyone to assume that every arrow that has been fired is no longer safe. This is why we require you to check your arrows, especially ones off the ground before firing them. This also & especially applies to home-made arrows. Do not fire unsafe arrows.

Home-made arrows, which do not have shaft, knock or fletching defects, with sufficient head padding at minimum 5cm diameter are allowed for use at DrachenFest.

DO NOT 'destroy' unsafe i.e. damaged arrows yourselves. Hand them to a referee. If you destroy another player's property, even for safety reasons, you are committing a crime under German law.

Unsafe, damaged or defective larp weapons & arrows must be immediately removed from the game, and must be stored inside a players personal sleeping tent, i.e. an OT space.

Note, that referees do not collect lost and found. All lost and found should be taken to the Stadtplex (in the city).

After sieges, all fired & left over larp weapons & arrows are to be collected outside the defending camp's palisade wall. This includes damaged & defective props.

I. Marking arrows

We recommend marking your arrows with your full OT-name & camp, to be able to find these after battle.

II. Firing arrows, collected off the ground

Arrows which were already fired and collected off the ground CAN be fired, but only after performing an arrow safety check: assessing head, shaft, fletching & knock. If you are uncertain about the condition of an arrow, hand it to your referee, or remove it from the battle area.

4.4 BALLISTIC TRAJECTORY ARCHERY

Ballistic shooting is aiming high, to maximize range in a parabolic arc, and includes shooting over palisade walls and gates.

Ballistic shooting IS allowed, but ONLY in daylight.

This is a topic with a long history of discussion & feedback. We reserve the right to remove this rule and prohibit ballistic shooting at any time during the event.

4.5 CHARGING VS SIMULATED RUSHING

Charging is using your full body weight to run up to and ram your opponent with intent during a battle.

Charging is NOT allowed and will result in a severe (instant 2x) DrachenFest Warnings, and instant removal from the battle.

Roleplaying the act of 'rushing into battle' but slowing down as you reach your opponent is allowed. As long as you do not use the force of the run or your body weight to make physical contact with your opponent, you can 'rush into battle', but never charge & hit.

There are special combat rules for 'free fighting', which requires verbal consent from both parties. Only here, charging can be used at your own risk.

4.6 'FREE FIGHTING'

Free fighting or brawling is engaging in simulated battle, with loosened gameplay rules using a system of mutual consent.

Here, specific interactions which are discussed beforehand and consented to are allowed, e.g. charging.

Free fighting is NOT supervised by the battle referees. Participants engaging in free fighting are liable for their own safety and engage at their own risk.

'Free fighting' is generally not allowed during sieges or in the final battle.

4.7 FIGHTING NEAR THE PALISADE WALL

We have witnessed multiple instances of inappropriate situations when fighting near palisade walls. The following rules are designed to prevent these situations.

No melee combat through wall openings

NO stabbing or swinging through openings in the palisade wall from either side are allowed. This includes attacking fortifications, embattlements, ramparts & towers - any palisade structures with players inside. The chance of injury is too high.

No Hitting away palisade weaponry

No pushing, hitting away or otherwise forcibly removing weapons on, over or fixed to the palisade. This is especially important for ranged weapons which can easily be damaged.

You can block wall openings & shooting holes.

You are allowed to block the openings in the palisade: any line of sight, shooting or firing openings used by defenders, by using melee weapons and shields as long as these weapons stay outside the palisade.

You may never stand on top of, on the shoulders of or on the back of another player to reach and block higher openings.

Ranged combat at the palisade

You may use ranged weapons from defensive structures, embattlements, ramparts & towers, as well as against these structures, as long as a minimum safe distance is maintained in firing these weapons.

For all ranged combat: Aim for the torso, or don't shoot if it's not possible.

Shooting through holes in closed gates

Shooting through closed gates which by their construction have holes, grates or similar has NO EFFECT on participants on the other side. This also applies to siege weapon projectiles which pass through holes in closed, functional gates.

Spying through holes in closed gates

Spying through holes in a gate or holes in the palisade walls is allowed.

Flanking or side attacks on the gate.

Combat which bypasses battle referees, i.e. those securing the 'edges' of the gate, is not allowed.

5 BATTLES

DrachenFest is a combat heavy festival larp, and one of it's core gameplay domains is large scale combat: Armies meeting, banners flying, epic mass troop deployments, Sergeants screaming orders, challenging sieges and great victories.

This core domain is important to us, and will always be a part of DrachenFest. Many players have found a home here because they can experience these massive pvp battles.

Your Battle referees also love these moments, and are entirely dedicated to be neutral arbiters, enabling a safe simulated battle. Their top priority is your safety, by protecting players from hazards, removing 'wounded' players from battle areas and often to take an arrow to the knee (or cheek) for you by standing in the battle lines.

Believe us when we say - the battle referees have taken every single 'unfair' hit in every single 'unfair' body region, from leaving battle with the imprint of your chainmail hauberk on their faces to feeling the full collective mass of your bodies push the wind out of them. We know how it feels.

Trust in the battle referees, that there isn't a situation too dire or 'hard' enough for them to handle. Trust in their assessment and the calls they make. Our team has been doing their job for years, and every battle is debriefed in a post-mortem analysis by staff. Every battle is supervised by a veteran referee coordinator, who maintains overwatch. Our referees are all connected by radio and can respond to situations in real time.

This being said, please understand that the staff too, are humans, and not perfect. We will only cancel or stop battles when we deem this absolutely necessary, having employed every other tool in our battle referee arsenal.

5.1 WHAT ARE 'BATTLES' AT DRACHENFEST?

Battles are differentiated for skirmishes by the number of participants. While this is difficult to do on the fly, our cut-off number is around 80 persons. Above that, it's a battle.

A skirmish of 30 is easily identifiable, however as more and more players can emergently join the battle, a skirmish can transition into a battle. Once 80 persons have joined combat, battle rules apply.

There are 3 types of battle: Field battles, Sieges & the Final battle.

5.2 FIELD BATTLES

A field battle, or honor battle is a planned- or spontaneous battle between two parties, or between partial or full army strength of multiple parties on the open battlefield.

If your camp is planning a field battle, inform your camp referees as soon as possible.

Taking part in field battles is allowed from age 16 and up.

Players under the age of 16 will immediately be removed from battle, and their legal guardian or supervisor will receive a DrachenFest warning.

5.3 Sieges

A siege is an attack by one or more camps against another, whereby camp defenses need to be overcome by siege weaponry.

A siege begins from the first attack which damages the gate, and includes the entire battle in front of, and inside the camp.

During a siege, players must be at least 18 years of age to participate or be within 20 meters of the gate or battle area. Players under the age of 18 years must already leave the gate and fighting area when an attacking force is approaching.

Players under the age of 18 are allowed to carry water and provide in-game first aid healing at the edge of the battle field. If the battle extends towards these areas at the edge of a battle field, under-age players must remove themselves from the area. At no point in time are players under the age of 18 allowed to be within 20 meters of active siege battles.

From the moment the gates are opened, the courtyard battle area must be cleared of hazard items.

Siege battles may only extend as far as the main courtyard. The only players allowed to participate in the battle after the gates have opened, are those who are currently present and physically inside the courtyard.

All defending players who are on the gate, defensive structures or outside the courtyard are not allowed to participate in the battle.

No players are allowed to fight 'between tents', in streets or further inside the defending camp.

The borders of the battle area are demarcated by referees. Any players behind referees are 'out' and may not join the battle.

Defenders siege weapons inside the defending camp may only be positioned at the edge of the courtyard. Referees may require these to be removed from the courtyard during a siege.

5.4 FINAL BATTLE

The final battle is the large-scale battle which includes forces from all Dragon camps and armies.

Players who are 16 years of age may participate in the final battle.

Players under the age of 16 may not enter the field during the final battle. Underage players' legal guardians or supervisors will be given a Drachenfest warning should underage players be caught on the battlefield.

The battle area encompasses the main field, and ends 10 meters in front of each camp palisade. This will be demarcated by referees. Players who are outside of the battle area are 'out' and may not participate.

5.5 BATTLE-OFF TIME AND NIGHT-TIME SPECIAL OPERATIONS

While players enjoy night battles, these have an intrinsically high risk of injury and require a high level of safety awareness from all participants.

Therefore, Battles (sieges & field battles) as well as rituals outside of camps are only allowed until 1am (01:00 o'clock).

All in-game commando or battle operations which begin by 1am may be completed. Referees will be precise about timing and allowing players to begin operations. Operations which begin after 1am will not be allowed.

Battle-off time begins at 1am, and extends to 9am in the morning. This off-time allows players and referees time for rest and relaxation. Sieges are not allowed during this time.

One exception is the first night after the opening ritual: Battle-off time begins at 2am. Every subsequent night, battle-off time is at 1am.

Night time commando actions tied to the contest, e.g. infiltrating & stealing a flag at night before 1am are allowed. These must be communicated to- and approved by referees ahead of time.

6 GATE-BUILD & DEFENSIVE PLACEMENTS BUILD RULES

General information:

A camp may only have one single gate.

Palisades, in order to be counted as such, must be at least 5 meters on either side of the gate and must be made of wood, or wood planks. Rope & stake demarcation of a palisade do not count as palisade: Rope & Stake do not fall under Gate-build rules and therefore do not provide defensive bonuses by increasing the siege duration of the camp's defenses.

Safety build measures must be taken to minimize tripping hazard.

The main courtyard must be free of hazards.

The size of the main courtyard is determined by the total number of camp players.

We recommend a courtyard size of $\sim 1\text{m}^2$ per person. The minimum size of every courtyard is 15m x 15m.

6.1 Siege rules terms

I. Time-value

Siege time-value

The siege time-value is the strength of all rules relevant defensive positions. The time-value is the length of time a defensive camp can hold against a single siege weapon of the lowest level.

The minimum siege time-value is 20 minutes.

Siege duration

The siege duration is final calculation of siege time-value vs number and level of attacking siege weapons. The absolute minimum siege duration is 15 minutes.

The 15 minute minimum does not apply to damaged defenses with less than 15 minutes remaining. If damaged defensive positions are attacked before they are repaired, and there are less than 15 minutes left: The 'remaining time' from the previous siege is used, regardless of the number of siege weapons used.

II. *Siege build*

Defensive structures & Gate

Defensive structures & gate include all structures, embattlements, fortifications made by players that are used to defend a camp during siege.

This includes:

The gate

The gate is a closeable opening in the main defensive structure, which serves as the main entrance & exit for the camp to the field.

Palisade

Palisade are structures which do not allow passage or view of the camp. Game rules do allow for rope and stake demarcation of a camp's borders, however these do not fall into palisade category and do not provide siege bonuses.

Embattlements & parapets

Battlements or parapets are defensive structures allow players to safely stand on, walk on or take position on the palisade. Singular defensive platforms on the palisade are not considered to be full battlements, but do provide a bonus by adding to the siege time-value.

Decoration

Gate constructions which have military or civilian decoration adds to the defensive bonuses. Every camp may decorate their gate as much as is wanted, however only 6 distinct, individual decorative elements are counted towards defensive bonuses. Repeated elements which are very similar do not count.

Military decoration

Whether functional or not, all military decoration counts towards decorative elements. These include e.g. Machioliations (outward facing murder holes), arrow slits, portcullis, spikes etc.

Civil decorations

Especially aesthetic decorations such as Artwork, Sculptures, clocks or clock-towers, material covering or plant life may also provide defensive bonuses.

Out-game safety elements

These elements are purely for out-game safety. These include predetermined break-through areas & panic locks.

Referee gates (hidden) are a requirement of every defensive structure and do not count towards defensive bonuses

6.2 CALCULATION FOR DEFENSIVE STRUCTURE BONUSES

I. Siege Time-value calculations

	Extra time per level (in minutes)	
Level	1	2
Gate	+10	
Palisade	+10	
Battlement	+5	+10
Decoration	Pro Element +5	
Safety	+5	+15

Battlement & Parapets

Level 1: Multiple defensive platforms or a single continuous parapet which can be safely walked on by defenders.

Level 2: Multiple parapets and/or defensive platforms on both sides of the gate.

At least one side of the gate must have a continuous safe, walkable parapet.

Safety

Defensive positions without Referee-doors do not receive any safety bonuses.

Level 1: The gate is secured-open by rope or chain, and does not close on its own.

Level 2: The gate has multiple safety mechanisms such as pre-determined break-in points, and panic locks.

II. Defensive time-values 'Telling' or impression table

In order to give participants an idea of general values as to the base time-value, these are determined by the visual impression of the construction.

Siege time-value	Telling or impression of construction	
10 - 20 Minutes (Minimum)	Plain	Barely secured defenses, safe build, stable base, generally competent design
25 - 35 Minutes	Solid	Generally secure defenses, good construction, stable base, competent design
40 - 50 Minutes	Strong	Well secured defenses, sturdy construction, stable and well anchored base, resistant and strong gate.
55 - 65 Minutes	Unyielding	Very sturdy defenses, steadfast construction, full anchoring, rock-solid base construction, enduring gate.
70 - 75 Minutes (Maximum)	Massive	Impregnable fortress, unyielding structures, immovable anchored base, extremely resistant and unyielding gate, uniformly robust construction.

6.3 IMPROVING GATES & PALISADES

Crafting and magical upgrading of defenses is not currently planned.

An exception can be an upgrade in the context of plots of the Dragonfest-Orga.

6.4 REPAIRING GATES & PALISADES

When a gate or palisade is damaged or destroyed, repairs need to be made. Multiple players must work at the same time to repair defenses. Repairs must be communicated to camp referees before they begin.

To be able to repair defenses, at least one character must have the skill 'Palisade build master'. If this character works alone, the duration of repair is the maximum repair time.

The repair time is the amount of time the siege time value gate has lost from the previous siege. If a gate was destroyed, it is the full siege time value.

For each extra player that assists during the repair and has the skills 'woodworker' or 'master smith', the repair duration is reduced by 5 minutes. The palisade-build master is then in a management role, directing the roleplay of repair where needed.

The minimum repair time is 15 minutes.

Repairing defensive structures during a siege has no effect.

6.5 SPYING ON ENEMY DEFENSES

Spying on defenses must be communicated to camp referees. In order to do this, players must show camp referees the required guild-skill card.

In order to determine the strength of a camp's defenses, the character must have the skill 'woodworker' and spend 5 minutes roleplaying inspecting the gate from the inside and outside.

A character with the guild skill 'palisade build master' can determine the strength of defenses by assessing defenses from outside only. This takes 5 minutes of roleplay. After successful spying, a camp referee will inform the player as to the nature and strength of the construction using the telling or impression of construction table.

6.6 Calculation examples (siege time value determination and gate repair)

Example 1)

Time value of the defense system

Double wing door present	Gate:	10 Minutes
Palisade with total length of 10 meters present	Palisade:	10 Minutes
On both sides of the gate are firing platforms	Weir 1:	5 Minutes
The palisade is decorated with several coat of arms	Decoration 1:	5 Minutes
The gate is painted with the dragon symbol of the camp	Decoration 2:	5 Minutes
The camp has a predetermined breaking point built into the gate		
The gate is secured with a chain from slamming shut		
The camp has no SL door	Safety 0:	0 Minutes

Gate time value: 35 Minutes

Example 2)

Double leaf door with gatehouse present	Gate:	10 Minutes
Palisade with a total length of 20 meters	Palisade:	10 Minutes
On both sides of the gate is a walkable battlement	Weir 2:	10 Minutes
The gate and the palisades have pitch nose	Decoration 1:	5 Minutes
Above the gate there is a portcullis	Decoration 2:	5 Minutes
The gate and the palisades have arrow slits	Decoration 3:	5 Minutes
The gate is decorated with columns and statues	Decoration 4:	5 Minutes
The gate and palisades have camp banners	Decoration 5:	5 Minutes
The gatehouse is painted with the dragon symbol of the camp	Decoration 6:	5 Minutes
The gatehouse and parts of the palisade have plants	Decoration 7:	5 Minutes
The gate is secured from closing with a chain		
The camp has a SL door	Safety 1:	5 Minutes

Gate time value: 65 Minutes

Repair example

Time value of the defense system

50 Minutes

- Deduction by siege weapons

- 30 Minutes

- Deduction by elapsed siege time

-15 Minutes

Time value damage suffered due to siege

-45 Minutes

Time value damage suffered by gate

45 Minutes

- Repair by master palisade builder (pure start of repair)

0 Minutes

- 2 helping persons with the Woodworking skill

-10 Minutes

- 1 helping person with the skill Master Blacksmith

- 5 Minutes

Repair time until complete restoration 30 minutes

30 Minutes

7 SIEGE WEAPONS & PAVISSE

General information

Only siege weapons allow camp defenses to be sieged in order to reduce the defenders siege time-value and break throw defenses.

Players must roleplay using siege weapons throughout the duration of a siege in order to affect and reduce a defenders siege time value. Here, the level of siege weapon is used to calculate the final siege duration.

Siege weapons may only be operated by a specific crew dedicated to that siege weapon.

Importantly, the use of siege weapons requires active roleplay in aiming the weapon at the gate and having the projectile hit, or go over the gate. Projectiles which do fall in front of the gate may stop the siege duration counter.

The use of multiple siege weapons further reduces the defenders siege time value.

When multiple siege weapons are used, at least half of them must be actively roleplayed throughout the siege in order to count. See chapter 7.7.4 for more information

Siege weapons can take damage through other siege weapons, petard explosive battles, magic, golems and two handed weapons.

7.1 SIEGE WEAPON CALCULATION TABLE

I. Gate damage by siege weapons

Siege weapons only reduce the time-value of a defender when they are used from the beginning of the siege and are roleplayed throughout the duration of the siege.

	Damage to defender's siege time-value per weapon level			
Weapon	1	2	3	4
Ram	0	5	10	20
Siege golem	5	10	15	20
Canon/catalpult	10	15	20	25
Trebuchet	25			
Ballista	5	10	15	20
Sapper	0 (5 w/ palisade build master skill)		+10 per petard barrel explosion	
Siege Magic	5 (5 Mages)	10 (10 Mages)	15 (15 Mages)	20 (20 Mages)

II. Siege weapon & Siege golem hitpoints

Siege weapons & golems can be attacked, take damage and be destroyed.

	Hitpoints per level				
Weapon		1	2	3	4
War golem	Level x 15	15	30	45	60
Siege golem	Level x 15	15	30	45	60
Ram	Level x 10	10	20	30	40
Canon/catapult	Level x 10	10	20	30	40
Trebuchet	Level x 10	10	20	30	40
Ballista	Level x 10	10	20	30	40

III. Damaging Siege weapons and golems

Siege weapons & golems can attack each other.

Two handed weapons can also damage siege weapons and battle golems, but not siege golems. These do 1 damage per hit.

Petard explosive barrels without sappers, and level 10 energy balls can damage siege weapons and golems. Level 10 energy balls do 10 damage. Level 1-9 energy balls do no damage.

	Damage per level towards siege weapons & golems				
Weapon		1	2	3	4
War golem	Level x 1	1	2	3	4
Siege golem	Level x 2	2	4	6	8
Ram	Level x 3	3	6	9	12
Canon/catapult	Level x 3	3	6	9	12
Trebuchet	Level x 3	3	6	9	12
Ballista	Level x 3	3	6	9	12
Petard explosive barrel		3 per barrel			
Magic (Energy ball 10)		10			

War & siege golem damage is per hit. Note that these can hit much faster than siege weapons can fire.

Siege golems may only ever hit at a slow speed.

7.2 Battering rams

In order to use a ram, at least one character must have the guild skill 'siege weapons'.

Rams must be visually identifiable as such, and have the elements of a body and a head.

Level 1 and 2 Rams are carried.

All rams must conform to LARP safe build quality and practices. Pure wooden rams may not be used.

Rams may NOT physically hit the gates of an enemy!

Rams levels are given by their visual appearance, their massive structure and the number of components and players required to operate.

Level 1: 'Simple portable ram'

Light, portable (physically carryable) construction that fulfills the minimum requirements of a ram. Must be carried by at minimum 2 players.

Level 2: 'Normal portable ram'

Portable construction, differentiated from level 1 by an appearance of being 'massive' or having a unique or special construction for the ram head. This ram must be carried by at minimum 4 players.

Level 3: a) 'Heavy portable ram'

Portable construction, differentiated from level 2, by having a very massive look, ornamentation and a unique or special construction for the ram head. This ram must be carried by at minimum 6 players.

b) 'Normal wheeled ram'

Wheeled or otherwise driven construction that fulfills the requirements of a battering ram. The ram must be operated by at minimum 6 players.

Level 4: 'heavy wheeled ram'

Wheeled or otherwise driven construction, differentiated from level 3b by a massive look, ornamentation, unique or special construction for the ram head and employs the use of special effects.

7.3 ARTILLERY

General:

Every piece of artillery requires a gunnery or operating crew. Only these players are allowed to operate the siege equipment.

The gunnery crew must register their names with their camp referee. In order to operate artillery, all characters must have the skill 'siege weapons'. Other players who are not part of the crew may carry or pass on siege munition without the skill.

Artillery does 5 direct points of damage to other mortals. A projectile which is 'blocked' by a shield destroys the shield and does 3 direct damage to the shield bearer.

I. Catapults

Catapult levels are determined by the height of their build off the ground.

Level 1: 'Small catapult'

Light construction up to a build height of 1 meter.

Level 2: 'Medium catapult'

Medium construction up to a build height of 1.3 meters.

Level 3: 'Large catapult'

Large construction up to a build height of 1.6 meters.

Level 4: 'Heavy catapult'

Heavy construction, above a build height of 1.6 meters.

II. Cannons

Kanonen werden anhand ihres Kalibers, ihrer Massivität und ihres Aussehens in eine von 4 Stufen eingeordnet.

Level 1: 'Light cannon'

Light construction between 30 and 50 cm, on a simple gun carriage, operated by 2 players.

Level 2: 'medium cannon'

Medium construction on a wheeled gun carriage, 50-80cm, operated by 3 players.

Level 3: a) 'Heavy cannon'

Heavy construction above 80cm, operated by at least 4 players

b) 'Massive cannon'

Medium construction similar to level 2, differentiated from level 2 by a 'massive look' or significant ornamentation.

Level 4: 'Exceptional cannon'

Heavy construction above 80cm, which requires a crew of at least 4, and has unique effects such as smoke simulation (using e.g. medicinal clay powder), muzzle flash etc.

III. Trebuchet

Trebuchet size will determine the level. This will be done by referees during the event

IV. Ballista

Ballistas levels are determined by their size, ‘massive’ look and their projectiles.

Level 1: ‘Light ballista’

Small construction, shoots simple larp safe arrows or bolts, or similar small larp-safe projectiles.

Level 2: a) ‘Medium ballista’

Small construction, differentiated from level 1 by a very sturdy- or more extensive construction.

b) ‘Light multi-projectile ballista’

Small construction, that shoots multiple larp safe arrows or bolts, or similar multiple small larp-safe projectiles.

Level 3: ‘Large ballista’

Large construction (at least as high as a human) that fires specially made projectiones. Must be operated by at least 2 players.

Level 4: ‘Heavy ballista’

Massive construction, differentiated visually from level 3. Requires a crew of at least 3 to operate.

7.4 **ALTERNATIVE SIEGE WEAPONS**

Sappers, petard explosive barriers and mages may also affect and reduce siege time values, although these are not strict siege weapons. These may only be used when sieges are possible, and not during battle-off night time hours.

Otherwise, standard game rules apply for spellcaster- & sapper characters.

I. Sappers

In order to be a sapper, the character must have the skill 'sapper'.

In order to reduce the siege time-value of a camp's defences, the sapper must work together with a group of characters which have either the skill 'woodworking' or 'master smith'. This must be continuously roleplayed using props, simulating mechanical sabotage of a palisade.

Sapper roleplay may be used in an area adjacent to the gate, up to 10 meters away.

If the sapper has the guild skill 'palisade build master', and roleplays sabotaging the defenses, the siege duration is reduced by a further 5 minutes. This does NOT require explosive petard barrels.

A sapper may additionally employ the use of explosive petard barrels to damage the defending gate.

II. Explosive petard barrels

Explosive petard barrels are not siege weapons. These can be used by any character, either to knock back characters, or to damage siege weapons or golems.

Explosive petard barrels only damage defenses when they are used by a sapper.

In order to be usable, each petard barrel requires at least 1 charge of explosive powder. Increases the amount or number of charges of explosive powder (alchemical substance) increases the damage done to siege weapons and golems.

Characters who are caught in the 3 meter blast radius of an exploding petard barriers are hit by a level 10 gust of wind which can not be mitigated by resistance to magic.

Explosive petard barrels do not do damage to player characters.

III. Sappers with explosive petard barrels

Explosive petard barrels operated by sappers have the same effect. This effect also applies to the sapper, if they do not bring themselves to a safe 3m distance for the 'explosion'.

In order to do damage to camp defenses, at least 5 charges of explosive powder are needed, and the sapper must have spent 5 minutes simulating sabotaging and doing damage to the palisade with a team through roleplay.

Before the explosion, 5 explosive powder cards must be handed to a referee in order to damage the defenses. Additional charges have no effect in reducing the siege duration.

A successful petard explosion, placed by a sapper as described above reduces the siege duration by 10 minutes. Multiple barrels and multiple charges do not increase the damage or further reduce the duration.

After a successful petard explosion, sappers may further simulate sabotaging the walls. However, mechanical sabotage after a successful explosion does not further reducing the siege time. However, in order to guarantee the original bonus that mechanical sabotage provides, the sapper team must continue sabotaging the wall.

Multiple sapper groups can be used. However, petard explosive barrels employed by sappers can only be detonated every 5 minutes. Detonations or explosions within 5 minutes of each other have no effect on the siege duration, but do not consume the explosive powder.

Exploding sapper barrels are loud! If these are detonated after sabotage, and the defenders are unaware of the sabotage, referees will inform the defenders that there was a loud explosion in front of the gate.

If you plan to use sound effects to simulate explosions, please tailor these to a reasonable level.

Please note that there are Drachenfest players who have phobias or personal history with the sound of explosions.

Firecrackers and other pyrotechnic devices may not be used unless explicit consent is given by Drachenfest staff.

IV. *Spiritualists*

Spiritualists can also reduce the siege duration. To do so, they must gather in a group of at least 5 Spiritualists and work together to each cast a Rank 10 Energy Ball on the camp defenses.

Energy balls with a rank of 1-9 have no effect.

Successful siege rituals take 10 minutes. Here, spirutalists must have a direct line of sight to the defending camp, and must be at maximum 10 meters away.

Before attacking the camp defenses again, a 10-minute waiting period must have elapsed during which the spiritualists are allowed to move away from the gate.

If there are multiple groups of Spiritualists, they may independently attack the Camp Defenses.

Siege weapons and golems take 10 damage for each rank 10 energy ball that hits them. This does not require being in a group of Spiritualists. Energy balls with a rank of 1-9 have no effect.

7.5 SIEGE WEAPONS UPGRADE

The crafting and magical upgrading of siege weapons is currently not planned.

An exception can be an upgrade in the context of plots of the Dragonfest-Orga.

7.6 REPAIRING SIEGE WEAPONS

15 minutes repair time per 10 damage a siege weapon has taken. Depending on the construction materials used, either 'woodworking' or 'metalworking' skills are required.

If a character has the guild skill 'master smith', the repair time is 10 minutes per 10 damage.

7.7 ADDITIONAL SIEGE WEAPON RULES

I. Additional siege weapons joining a siege, after battle commencement

When siege weapons join a battle after a battle has begun, only ~5 minutes siege duration will be reduced. This also applies to alternative siege weapons such as sapeurs and siege magic.

II. Losing siege weapons during a siege

When attacking siege weapons are destroyed, half of the time-value is given back to the defenders, increasing the siege duration. This is regardless of how long the siege weapon was active or present during a siege.

III. End of a siege: Retreat

A siege ends in retreat when all siege weapons which were active during a siege are either destroyed or moved out of firing range of a camp's defenses. Referees will make this call if players are unsure.

IV. Interrupting a siege and 'stopping the clock': How it affects siege time-values

Certain situations can interrupt siege timers, without reducing a defenders siege time-value.

During these situations, the siege process and rules are still in effect, only the timer stops. Players under the age of 18 are still not allowed to participate.

Situations that interrupt sieges and 'stop the clock':

- When a single siege weapon is used in a siege, and the weapon is not actively attacking camp defenses.
- When multiple siege weapons are used, and less than half of the weapons are actively attacking camp defenses.
- The defenders choose to open the gate.

If the first two situations resolve, the clock continues ticking and the siege duration timer resumes counting down. During an interruption, the clock stops ticking and no time is reduced from a defenders 'time-value', and no time is reduced from the siege duration.

V. Siege weapons in the final battle

Siege weapons may be used in the final battle. The operating crew are responsible the the safety and security of their prop.

The crew must always be in the immediate vicinity of their siege weapon, and must guarantee the out-of-game safety towards other players, as a hazard on the battle field. Referee orders to players operating siege weapons are especially important and must be followed as these are in the context of global safety, as referees have a better overview of the whole battle.

Each camp may choose to have either one single siege weapon, or one single golem in the final battle.

The Drachenfest team may choose to disallow the use of siege weapons or golems in the final battle at any time.

7.6 PAVIESE & STANDING SHIELDS

Standing shield structures such as pavises are an effective counter to arrow fire. However, these can be damaged and destroyed by magic and siege weapons.

Each pavise can be hit a total of three times by siege weapons, golems or a level 10 energy ball.

7.9 CALCULATION EXAMPLES FOR SIEGE DURATION ASSESSMENT

Example 1)

Time value of the defense system

60 Minutes

Time value damage due to siege

- Ballista level 3 present at the beginning of the siege 15 Minutes
 - Siege golem level 3 present at the beginning of the siege 15 Minutes
 - Catapult level 2 added during siege 5 minutes
- 35 Minutes

Siege time value (60 - 35) = 25 Minutes

Beispiel 2)

Zeitwert der Verteidigungsanlage

45 Minutes

Zeitwertschaden durch Belagerung

- Catapult level 2 present at the beginning of the siege 15 Minutes
 - Cannon level 2 present at the beginning of the siege 15 Minutes
 - Catapult level 3 added during siege 5 Minutes
- 35 Minutes

Siege time value (45 - 35) = 10, minimum siege time = 15 Minutes

Example 3)

Time value of the defense

55 Minutes

Time value damage due to siege

- | | |
|---|--------------------|
| - Sappers with palisade master present at the beginning | 5 Minutes |
| - Siege golem level 3 present at the beginning of the siege | 15 Minutes |
| - Sappers deploy an explosive barrel | 10 Minutes |
| - Sappers use a blasting barrel again | <u>0 Minutes</u> |
| | -30 Minutes |

Siege time value (55 - 30) = 25 Minutes

Example 4)

Time value of the defense

60 Minutes

Time value damage due to siege

- | | |
|---|--------------------|
| - Siege mage level 2 after 10 minute of ritualizing | 10 Minutes |
| - Siege golem level 2 present at the beginning of the siege | 10 Minutes |
| - Siege mage level 4 added later 5 minutes | <u>5 Minutes</u> |
| | -25 Minutes |

Siege time value (60 - 25) = 35 Minutes

8 Golems

Das Schlachtenregelwerk sieht keine besonderen Fähigkeiten für Golems vor.

The golem check-in is part of the siege check-in. A golem must be visually identifiable as such. As golems are powerful magical entities, these require a high level of visual presentation and build quality. Battle referees will assess golem builds and determine the golem level.

A golem must always have an additional golem steerer. This player must be within visual and auditory range of the golem, without the use of technical devices.

In-game, the steerer is responsible for issuing commands to the golem. If the steerer is taken out of the fight or moved far away from the golem, the golem is unable to act.

Es ist nicht möglich, dass ein anderer Lenker den Golem übernimmt.

Es ist nicht möglich einen Golem gegen den Willen des Lenkers zu übernehmen.

Another golem steerer may not take over for the first. Golem steerers cannot take over enemy golems.

Out-of-game, steerers are responsible for counting golem hit points and ensuring the safety of the golem operating inside the suit.

There will be extra training sessions for golem operators and steerers. The time and place of the training will be announced by the battle team during siege check-in.

Golems come in 4 categories:

Level 1: 'Light golem'

Simple costume, covering at least head, torso and arms.

Level 2: 'Medium golem'

Simple full body costume, in which the player's human silhouette is still visible.

Level 3: 'Heavy golem'

Full body costume, differentiated from level 2 by a level of 'massiveness', or a high level of ornamentation or a special unique design.

Level 4: 'Extraordinary golem'

Full body costume: Massive, unique special design and special effects.

The owner of the golem prop must decide at check-in whether their golem is a war golem or a siege golem. The golem will be tagged as such. Changing this is not possible during Drachenfest.

8.1 WAR GOLEMS

War golems are designed and built or born to fight living opponents.

These can damage mortals, siege weapons and other golems. However, they can not be used as siege weapons against camp defenses.

They have Level x 15 hitpoints, and do damage equal to level x 1 per hit. This is not direct damage against player characters.

War golems can only be damaged by two handed weapons, siege weapons, explosive petard barrels, magic or other golems.

8.2 Siege golems

Siege golems are designed and built or born to bring down the most impenetrable fortresses.

They, like any other siege weapon can participate in siege battles, can damage other siege weapons and golems. Siege golems do no damage against player characters.

Siege golems have Level x 15 hitpoints, and do level x 2 per hit.

A siege golem can only attack in slow motion.

The amount of damage to a defenders time-value or reduction of siege duration is seen in chapter 7.1.1

Siege golems can only be damaged by siege weapons, explosive petard barrels, magic or other golems. Two handed weapons do no damage against siege golems.

8.3 REPAIRING GOLEMS

A damaged golem must both be repaired externally, but also take a break to regenerate their power.

30 Minutes repair time per 15 damage taken.

Additionally, 1 hour regeneration time per 15 damage taken.

9 Final words and future vision

A new rulebook always requires a new approach for participants. Our goal is not to lose oversight of global balance and will continue updating and balancing the rulebook after the event.

In order to do this, we need your feedback. We would like to invite you to be an active participant in improving the rules by giving us constructive feedback.

Please help us in making battle & siege at DrachenFest the best they can be: An unforgettable experience that we cherish in our memories and share for years to come.

In this spirit, we wish you all the fun in the world, and great battles at DrachenFest

Your DrachenFest Team

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