Règles de combat de Bicolline

Duché de Bicolline ®

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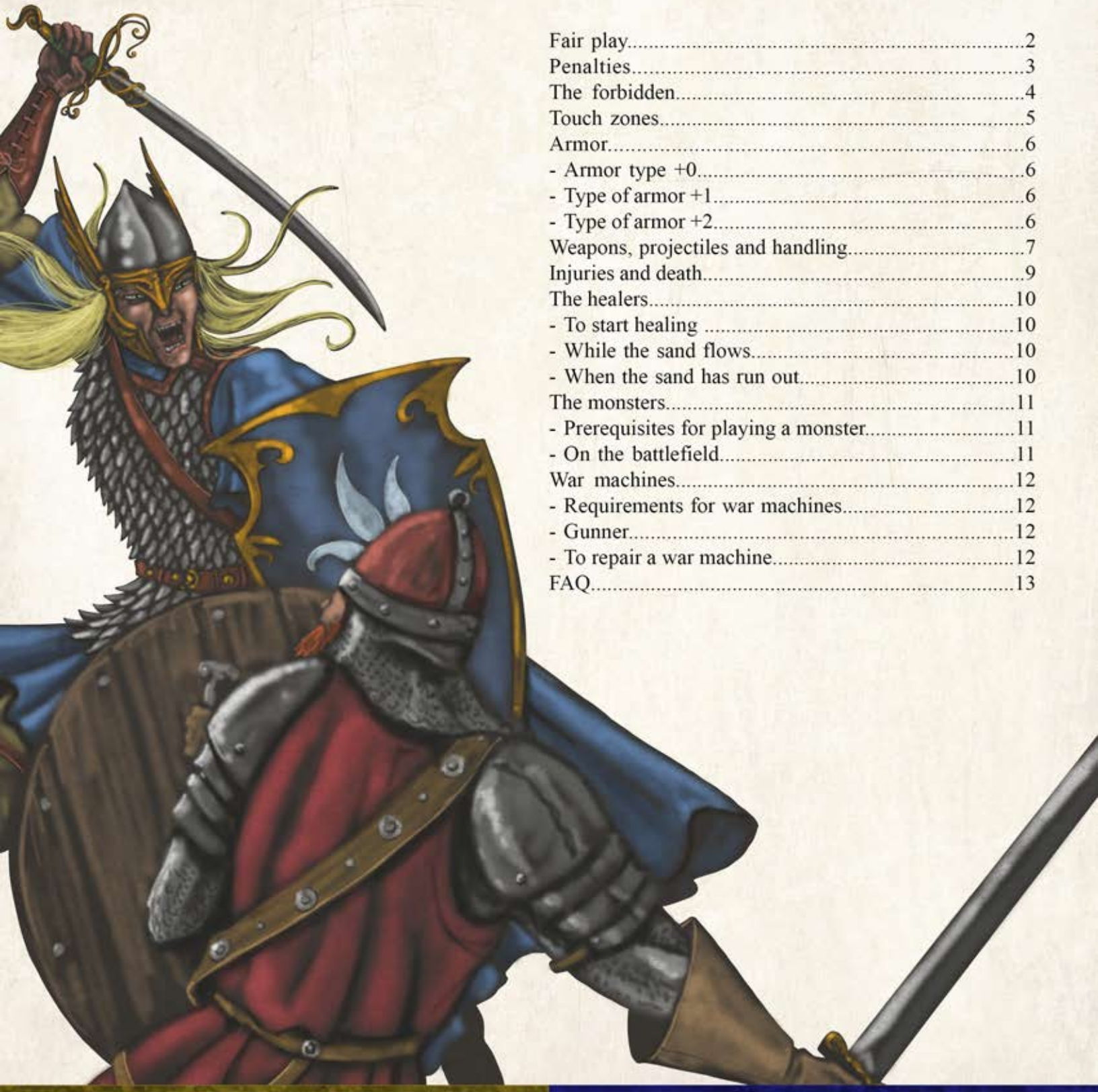


Bicolline fighting rules

No hand-to-hand contact, violent or disrespectful behavior will be tolerated.

Any event-specific rules mentioned in an event document take precedence over the general combat rules.

Fair play

The marshals, identified by yellow and blue tabars, represent authority on the battlefield. In the event of an accident, they are the people to contact;

- Disrespect for a marshal will not be tolerated, the penalty is expulsion from the activity

All weapons, shields, monsters, war machines and scenario objects must be approved before they can enter the battlefield;

It's your responsibility to count the blows you receive, not the ones you give.

Penalties

Like all sporting systems, Bicolline fighting has a penalty system.

Minor penalty

A minor penalty may be issued to a participant who breaks a rule without endangering his or her own safety, that of another participant or influencing the outcome of the game. This is a verbal warning.

Major penalty:

A major penalty can be given after one or more verbal warnings (minor penalties). A situation in which a participant endangers other participants or influences the outcome of the game also warrants the award of a major penalty.

A directory of major penalties will be kept by the Field and Activities Committee (FAC).

A major penalty remains in the directory for 2 years.

Grading of penalties

1st major penalty: Entry in the directory

2nd major penalty: Expulsion from the chapter of a campaign scenario

3rd major penalty: Expulsion from the campaign scenario for the day

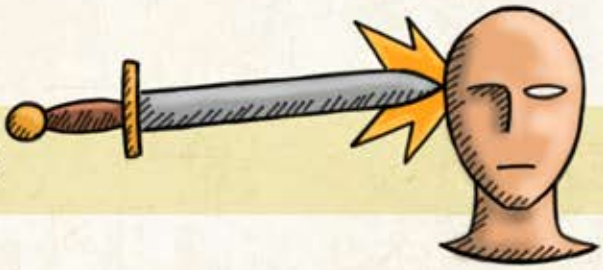
4th major penalty: Banned from registering for the next campaign

The forbidden

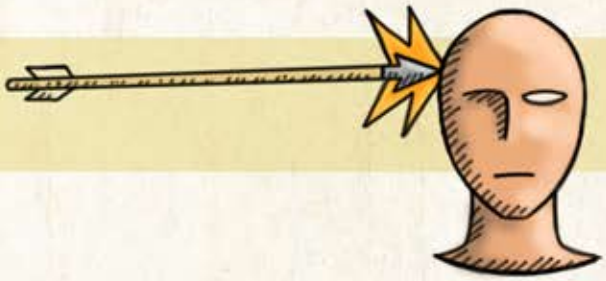
It is forbidden to voluntarily betray one's battlefront;

The use of **excessive force and/or physical contact** is prohibited at all times;

It is forbidden to perform **thrusting blows to the head;**



It is forbidden to throw a **projectile at the head** (arrows, squares, javelins, ballista darts, cannonballs, etc.);



It is forbidden to hold on to the opponent's equipment or weapon (no contest of strength);

It is forbidden to deliberately trip a participant;

Climbing on buildings, balconies, stairs, etc. is prohibited. However, it is allowed to use a platform without any vertical structure or object;

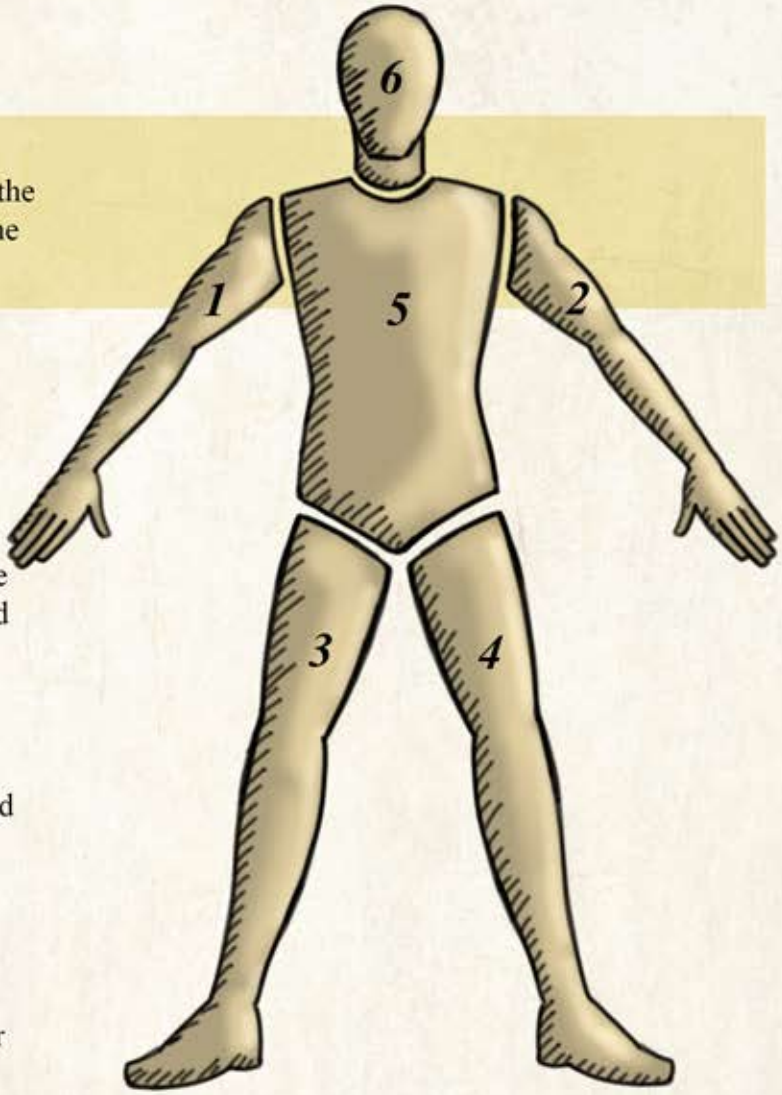
It is forbidden for a "dead" participant **to pick up equipment that does not belong to him**. However, they are allowed to pick up their own projectiles, provided they do not interfere with the fighting;

It is forbidden to destroy, hide or remove from play any equipment that does not belong to you;

It is forbidden **to hit or push a participant with a shield**.

Touch zones

The body is divided into **6 regions**, each with 1 life point: each arm, each leg, the trunk (which includes the torso AND the back) and the head (which includes the neck);



Eyes, nose, mouth, throat and genitals cannot be targeted. A hit to one of these areas is not valid;

Any hit on a piece of equipment is considered valid. The point of damage must be assigned to the hit zone associated with this equipment. Equipment is defined as any object in a participant's possession, with the exception of shields and hand-held melee weapons;

A shield is indestructible; no matter where it is placed on the body or how it is attached, it offers the same protection (with the exception of war machine projectiles and monster hits);

It is forbidden to have more than one shield, even for decorative purposes.

"It's the touch that counts, not the force."

Armor

Pieces of armor protect by adding **non-cumulative** armor points (AP), and **only the part covered by the armor is protected;**

Modern protection (ex: steel-cap shoes) is considered equipment, not armor;

Under no circumstances can a body region lose more AP than its highest protection value:

+2 AP: Overlapping metal plate armor ;
+1 AP: Flexible metal armor or rigid leather armor ;
+0 AP: Any other accessory or item of clothing.

It's difficult to describe in simple terms which type of armor is in which protection category (0, 1 or 2 armor points), so here are a few examples to help you better understand where yours fits. A tip for determining whether your armor is in the flexible metal category: Can it be rolled? For chain mail or brigandine with non-overlapping plates, yes, it's possible.

Armor type +0

+0 AP: Any accessory or garment that doesn't look like armor.

Type of armor +1

+1 AP: Flexible metal armor or rigid leather armor.

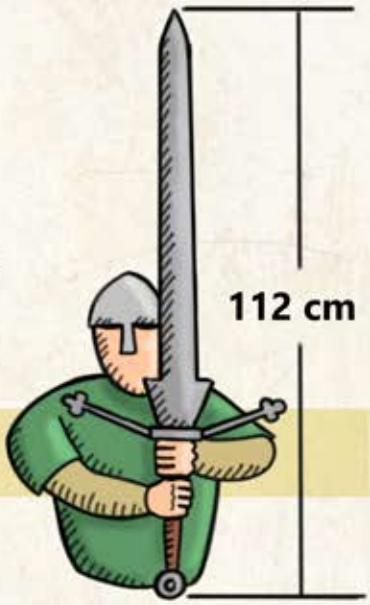
Type of armor +2

+2 AP: Armor of overlapping metal plates.

Weapons, projectiles and handling

All hits cause 1 point of damage and must be made with a weapon or projectile;

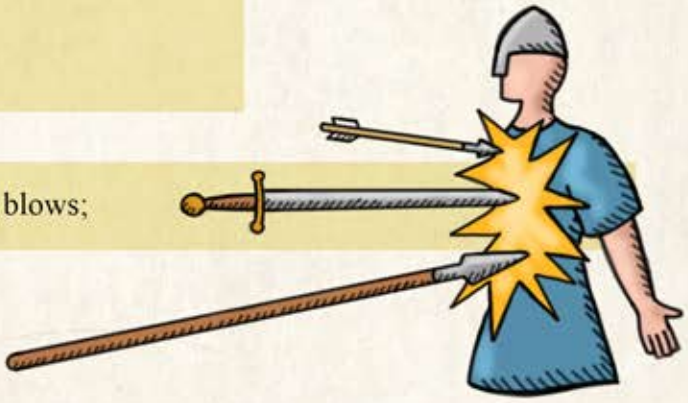
It's the touch that counts, not the force. Touches should be moderate, attenuated and reduced in force;



All weapons over **112 cm must be used with both hands;**

Weapons over **213 cm must have a mark 50 cm from** the pommel. You must always have **one hand on either side of this mark** to handle it;

All weapons and projectiles are capable of delivering thrusting blows;



All weapons measuring less than 213 cm can deliver slicing blows.

- The entire foam-covered weapon can make valid hits (excluding the guard and pommel);

If you are using a two-handed weapon and one of your arms is unusable, you can no longer use your weapon, even for parrying;

Only one weapon per hand can make a hit;

Sliding your weapon (billiard shot) is permitted. However, hands must respect the weapon's mark (if applicable);

There is no limit to the speed of the touch. “Machine-gun” shots are allowed;

To inflict several points of damage, the weapon must perform several touches:
- Sawing an arm with a sword counts as one touch only.
- Placing the spear against the belly and performing several thrusts while maintaining the point of contact counts as one touch only.

Blind hits (on the side of a building, under/over a fence) are allowed, but must be **safe**, it's your responsibility ;

It's allowed to make a hit through a fence, balcony, staircase, etc. However, you must ensure that the shot is safe. **There are no invisible walls;**

If an arrow deviates from its trajectory (it can deflect onto a tree, ground, fighter, etc.) and hits you with its head, the hit is valid;

Projectiles can hit more than one target;

Hits with the flat of the blade are valid;

Hits given by an ally are valid;

You can block a hit with your weapon (bows and crossbows are considered equipment).

A touch that hits is valid, even if you have blocked or parried.

Injuries and death

- When the number of hit points in a body region is reduced to zero, that region becomes unusable. For the head or trunk, this means death;
- A dead participant must always clearly indicate that he is dead;
    - Then, there are 2 possibilities:
      1. Stay in place, preferably on the ground, so he can be healed.
      OR
      2. Move on your own without interfering with the fight, forgoing any possibility of being healed by a healer with an hourglass.

- At any time, a marshal may ask participants to leave the area for safety reasons;
- Touches made on an area already rendered unusable do not count;
- No action can be taken with a member rendered unusable. For example:
    - Handling your weapon.
    - Unhooking a snap hook or other play mechanism.
    - Use it to parry.
- You cannot crawl after losing a leg. You must get down on your knees with no possibility of moving. However, it is allowed to pivot on the spot;
- It is forbidden to feign death. However, it is allowed to declare oneself dead by observing the rules involved;
- Dead people don't talk;
- It is possible to move a dead person with their consent. However, the dead cannot help you.

The healers

To start healing

- Only the holder of the hourglass supplied by Bicolline can use it. An hourglass cannot change hands once on the battlefield;
- Make sure all the sand is on one side or the other;
- You **must turn your hourglass** (counting down the required time is considered cheating).

While the sand flows

- You can only heal one person at a time;
- You can heal anyone, unless otherwise specified in the scenario rules;
- You cannot heal a participant who has chosen to move;
- You must stay alive;
- You must have body-to-body contact with the person you are treating. Intermediate contact does not count (hand to spear, sword to sword, etc.);
- The person you are treating **must remain motionless**, without the possibility of parrying any touches. **It is your responsibility to tell him or her ;**
- The healer cannot strike with his weapon (offensive actions), but can parry blows with his weapon or shield (defensive actions);
- If the person you are healing receives hits, **this does not interrupt the healing**. The only factors that interrupt healing are if your target moves, if you lose physical contact with them, if you attack or if you die;
- An interrupted cure must be restarted from the beginning (you must ensure that all the sand ends up on one side or the other);
- A healer can heal himself, as long as he can use his hourglass with a living limb. To do this, he must remain motionless, as he is also the person being healed;
- If you lose the use of your hourglass arm, healing continues as long as you are able to maintain the flow of the hourglass with another part of your body.

When the sand has run out

- The person regains the life point of each of his touch zones;
- All armor APs are restored.

Monsters

- Monsters have 10 hit points spread over their entire body and are immune to projectiles, except for those from war machines, which do 2 points of damage;
- Any contact, even involuntary, with the monster's weapon kills on touch. This includes the six touch zones, the shield, the weapon and any other equipment attached to the participant.

Prerequisites for playing a monster

- You must pass homologation to have your costume accepted and receive your validation card;
- You must show your validation card at the entrance to the battlefield;
- Your weapons must not exceed 152 cm in length, and you are allowed to carry a shield.
- You must be accompanied by another participant who will be carrying a healing hourglass exclusive to you.
- You must be accompanied by another participant, who will act as your designated monster attendant.
-

On the battlefield

- You must use the costume and equipment you presented at homologation;
- You have to walk;
- War machine projectiles do one 2 points of damage on touch;
- You can only be healed by your appointed healer with the same healing rules as if you were a normal fighter or go to a healing well (if applicable);
- You must make sure that your regular marshal is close to you at all times;
- When fighting another monster, your weapon does 1 damage and your shield protects you.

War machines

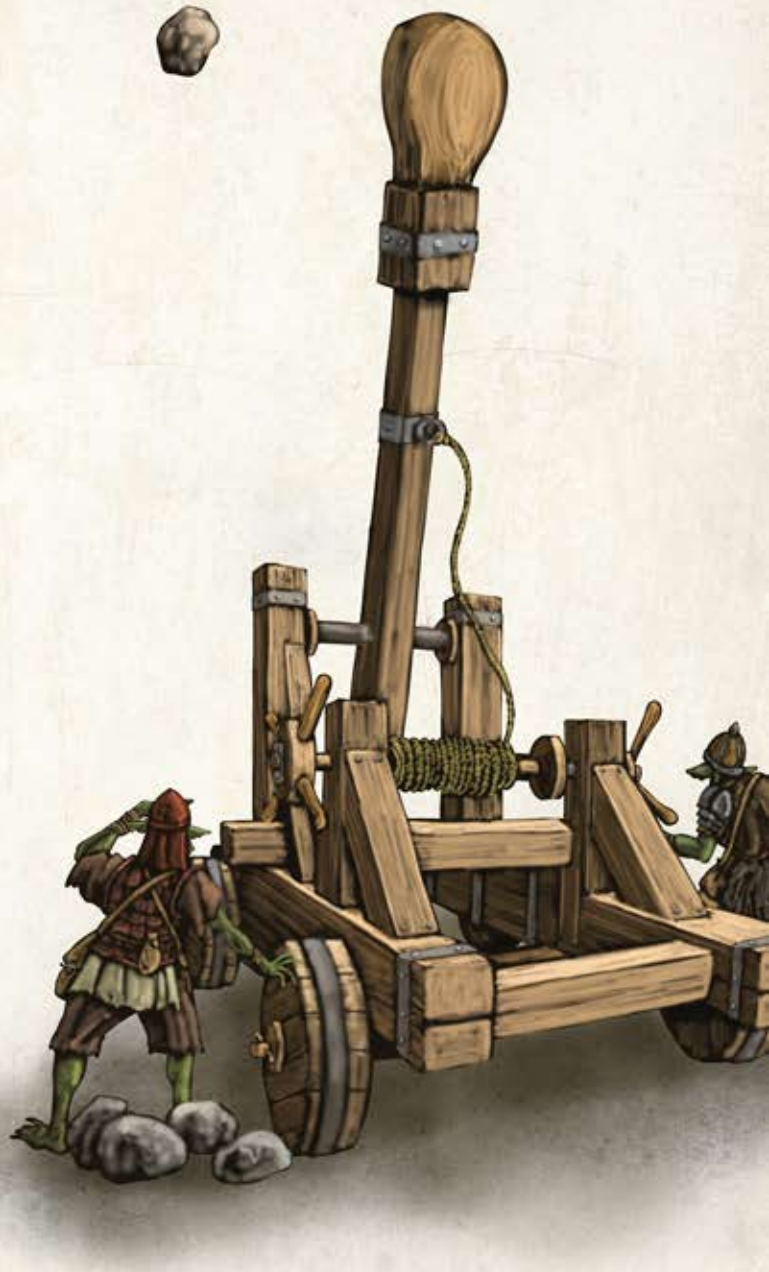
- War machines can only be destroyed by removing their red flags;
- One war machine cannot destroy another;
- The color red identifies only war machine projectiles;
- All participants can help a gunner move the machine, but only gunners can use it;
- Moving projectiles from war machines kill on touch. This includes the six touch zones, the shield, the weapon and any other piece of equipment attached to a participant;
- As soon as a "dead" gunner moves the machine, he must remove the red pennant from it.
- It is forbidden to use projectiles from other war machines.
- War machines do 2 points of damage to monsters.
- War machines must fire directly. It is therefore forbidden to fire blindly or over your front line.

Requirements for war machines

- To homologate your machine, you need to go through the homologation process.

Gunner

- You must wear your red armband identifying you as a gunner;
- Only one gunner (with a maximum of three per machine) may fire his war machine
- For the machine to be able to fire, the pennant must still be visible, indicating that the machine is operational.



To repair a war machine

- A gunner must use the machine's specially identified hourglass with the same healing rules as if the machine were a participant;
- Gunners can return the machine to a healing well without disrupting the fighting;

FAQ

If I receive a blow on my bow, can I distribute the point of damage to a piece of armor on the arm holding my bow?

Yes, for simplicity's sake, we leave it to the participant's discretion to distribute his or her damage point anywhere in the area where the equipment is attached.

If I block a blow with my sword or shield, but my opponent's blow still hits me, is the hit valid?

Yes. As soon as there's a touch, it counts.

I've lost an arm, but I have a spear. Can I still use it to block?

No. A two-handed weapon must be used with both hands.

I'm holding my spear in 2 hands, but I'm also holding a dagger in my left hand. Can I attack?

Yes, but you can only strike with a spear. To be able to strike with a dagger, your left hand must release the spear, so that the dagger is the only weapon in your hand.

I'm wielding a spear and my opponent is hiding everything but his head behind his shield. Can I strike a blow against his helmet?

No. A spear can only thrust, and thrust blows to the head are forbidden.

Can I rest my weapon on a shield or weapon and push/pull?

No. The use of excessive force is prohibited at all times, including during prolonged contact between the weapon and the shield. However, a non-excessive free blow that displaces a shield is allowed.

If I'm still alive, can I declare myself dead?

Yes.

If a monster blocks my blow with his weapon, am I dead?

Yes.

If I'm clearly inactive in the fight, such as moving away from the front to get a drink of water, and my spear is trailing behind me. If a participant hits my spear, do I lose my arm?

No.

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