



Combat Rules of Bicolline



Duché de Bicolline ®



Table of contents

Preamble.....	2
Fair Play.....	2
Penalties.....	3
Weapons, Projectiles, and Handling.....	9
Injuries and Death.....	10
Healing.....	11
Monsters.....	13
War machines.....	14
FAQ.....	15





Preamble

Marshal, identified by yellow and blue sashes worn over the shoulder, represent authority on the battlefield. In the event of an incident, you must address them;

- Disrespect toward a marshal will not be tolerated and will result in immediate expulsion from the event.

All event-specific rules mentioned in the game document take precedence over the general combat rules;

All weapons, shields, monsters, war machines, and scenario items must be approved before entering the battlefield;

No physical contact (other than healing), nor any violent or disrespectful behavior, will be tolerated.

Fair play

The game system is based on honor: each participant is responsible for applying the rules honestly.

It is your responsibility to count the hits you receive, not the ones you deal;

Accept hits received in good faith. If you have any doubt about a hit, consider it valid;

All discussions must be conducted respectfully, without disrupting the flow of the matches;

Immediately report any broken or dangerous equipment;

We do not tolerate any violent, aggressive, or intimidating behavior or language.

If you observe dangerous or non-compliant behavior, inform a marshal;

Remember that the goal is to have fun in a safe environment for everyone.





Penalties

Minor penalty

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

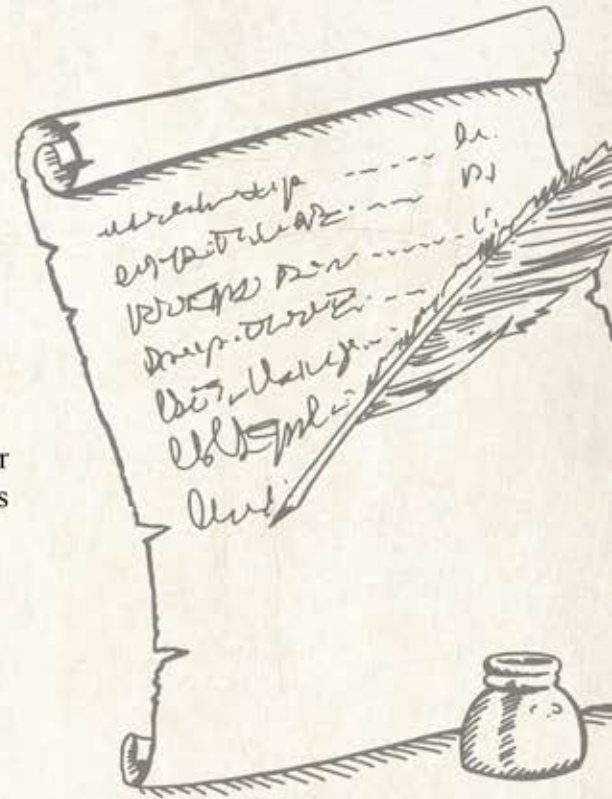
Major penalty

A major penalty may be issued 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 justifies the issuance of a major penalty. This is a written warning.

Major Penalty Log

A record of major penalties will be maintained by the Bicolline Combat Committee.

A major penalty remains on record for a period of 2 years.



Grading of penalties

- **1st major penalty:** Entry in the record
- **2nd major penalty:** Expulsion from a campaign chapter
- **3rd major penalty:** Expulsion from the campaign scenario for the day
- **4th major penalty:** Prohibition from registering for the next campaign



Prohibitions

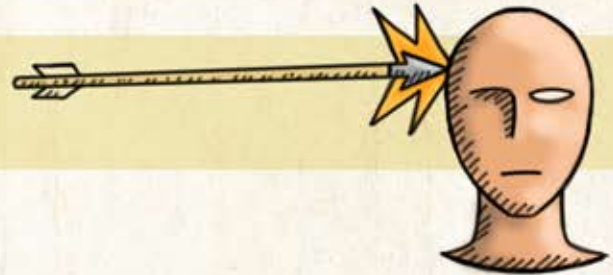
It is prohibited to voluntarily betray one's own faction;

It is prohibited to use **excessive force and/or physical contact** at any time;

It is prohibited to **strike the head with a thrust**;



It is prohibited to throw **projectiles at the head** (arrows, darts, javelins, ballista bolts, cannonballs, etc.);



It is prohibited to **seize** an opponent's equipment or weapon (no wrestling);

It is prohibited to intentionally trip a participant;

It is prohibited to climb onto buildings, balconies, staircases, etc. However, it is permitted to use a platform without a vertical structure or object;

A "dead" participant is prohibited from **picking up equipment that does not belong to them**. However, they are permitted to retrieve their own projectiles, provided they do not interfere with the flow of combat;

It is prohibited to destroy, hide, or remove from the game equipment that does not belong to you;

It is prohibited to **strike a participant with a shield or push a participant using a shield**.



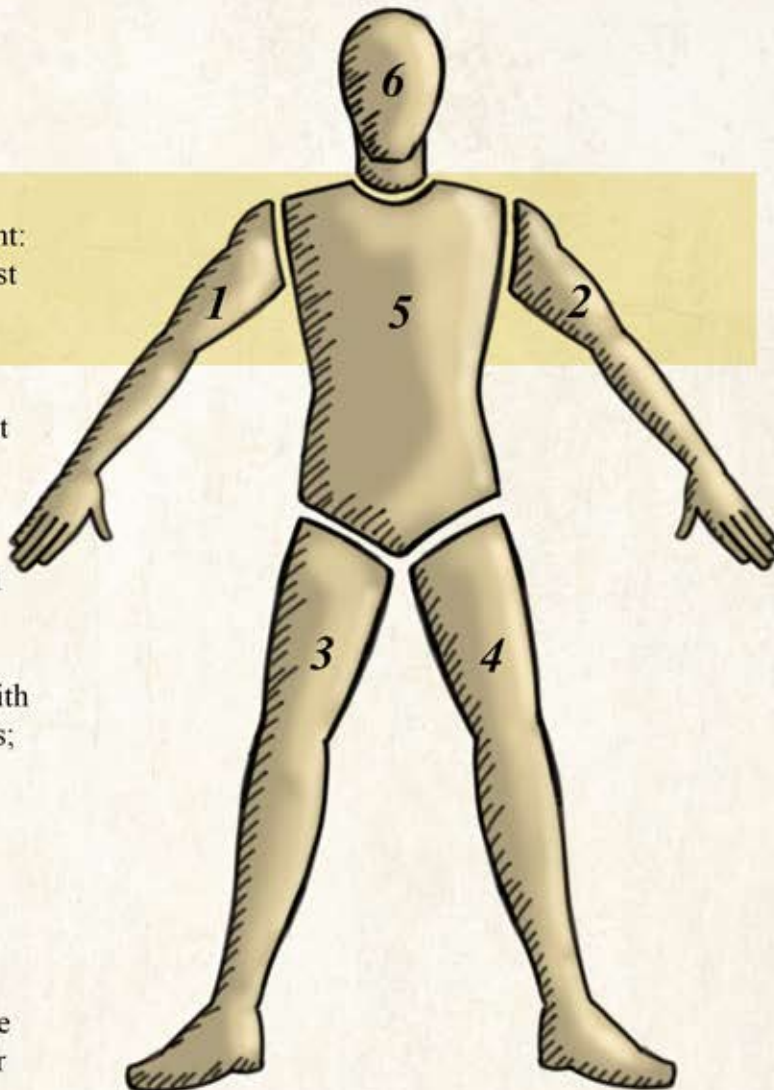


Hit Zones

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

The **eyes, nose, mouth, throat, and genitals** may not be targeted. A hit to any of these areas is invalid;

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



Shields

A shield is indestructible; regardless of its location on the body or how it is attached, it provides the same protection (with the exception of projectiles from war machines and hits from a monster);

It is forbidden to carry more than one shield, even for decorative purposes;

“It’s the hit that counts, not the strength.”



Armor

Armor pieces provide protection by adding non-cumulative armor points (AP), and only the area covered by the armor is protected;

Modern protective gear is considered equipment, not armor (e.g., steel-toed boots);

A body region can never lose more AP than its highest protection value:

- +2 AP: Layered metal plate armor;**
- +1 AP: Flexible metal armor or rigid armor;**
- +0 AP: Any other accessory or garment.**

It is difficult to simply describe which type of armor falls into which protection category (0, 1, or 2 armor points), so here are several examples to help you better understand where yours fits.

A tip for determining if your armor falls into the flexible metal category: Can you roll it up? For chainmail or a brigandine with non-overlapping plates, yes, you can.



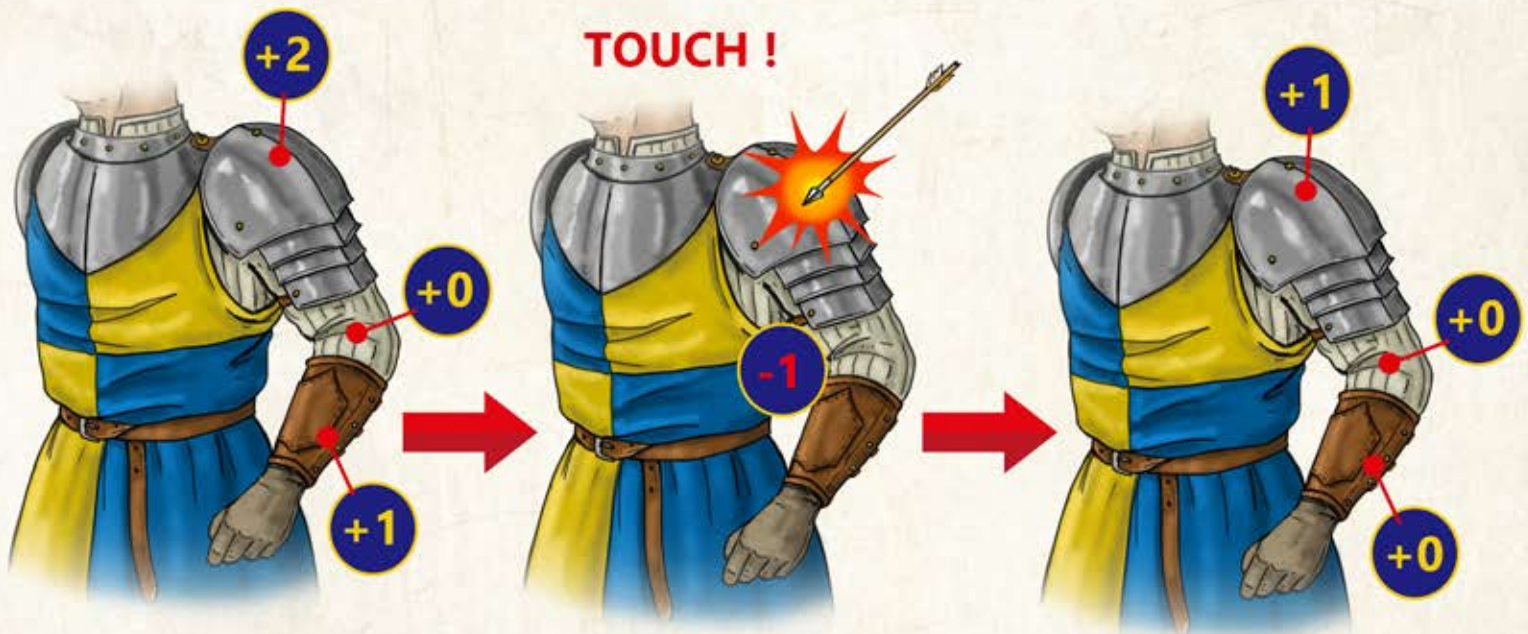


Examples of armor:





Calculate Armor Points (AP)



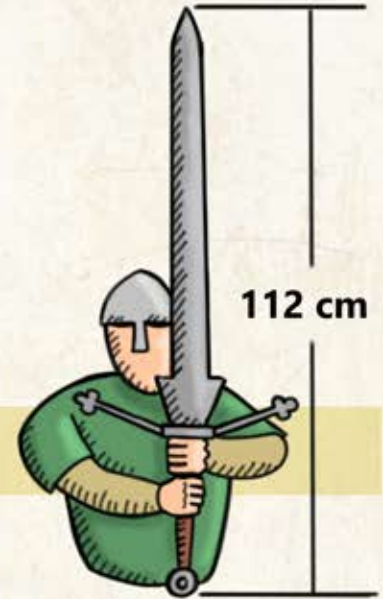
Armor points are lost across the ENTIRE hit zone.



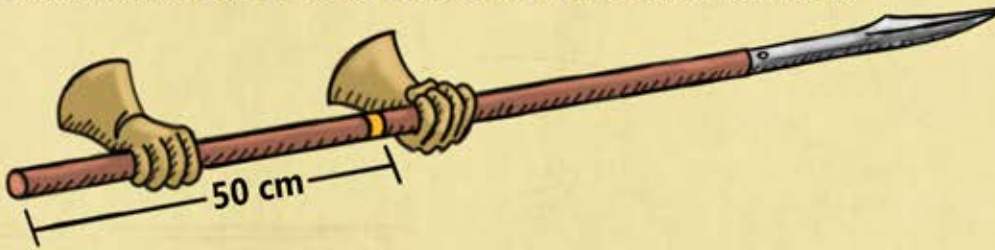
Weapons, projectiles and handling

All hits deal 1 point of damage and must be delivered with a weapon or projectile; It is the hit that counts, not the strength. Hits must be moderate, subdued, and reduced in force;

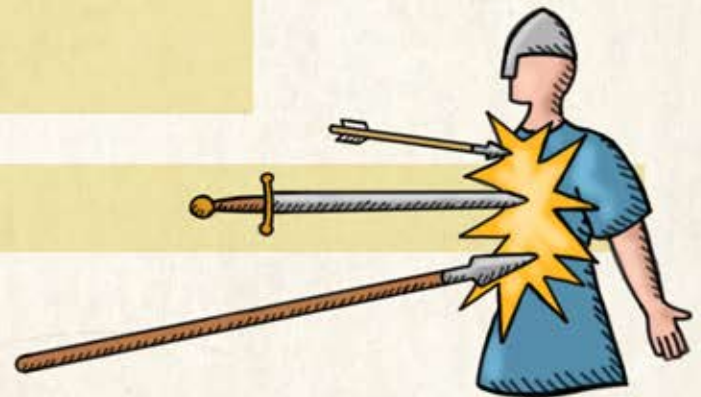
All weapons longer than 112 cm must be used with two hands;



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



All weapons and projectiles may deliver thrusts;



All weapons under 213 cm may deliver cutting strikes, and any part covered with foam may score valid hits, excluding the guard and pommel.

If you are using a two-handed weapon and one of your arms is incapacitated, you may no longer use your weapon, even to parry;



Only one weapon per hand may score a hit;

Sliding your weapon (billiard stroke) is permitted. However, your hands must remain within the weapon's markings (if applicable);

There is no limit on the speed of hits. "Rapid-fire" hits are allowed;

To inflict multiple points of damage, the weapon must land multiple hits. Here are some examples:

- Sawing off an arm with a sword counts as a single hit.
- Placing the spear against the stomach and thrusting multiple times while maintaining contact counts as a single hit.

Blind hits (from the side of a building, under/over a fence) are allowed, but must be **safe**—this is your responsibility;

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

If a projectile deviates from its trajectory (it may deflect off a tree, the ground, a combatant, etc.) and **hits you with a thrust**, the hit is valid;

Projectiles may hit more than one target;

Hits scored by an ally are valid;

A hit can only be blocked with a weapon or a shield. Bows and crossbows are considered equipment and cannot block a hit.

A hit that makes contact is valid, even if you have blocked or parried.





Injuries and Death

When the hit points of a hit zone are reduced to zero, that zone becomes unusable. For the head or torso, this means the participant's death;

A dead participant must always clearly signal their dead status;

Then, there are two options:

- Stay in place, preferably on the ground, so they can be healed.
- OR
- Move on their own without interfering with the fight, thereby forfeiting any chance of being healed by a healer with an hourglass.

At any time, a marshal may ask a participant to leave the area for safety reasons. The marshal will then determine whether the participant can still be healed or must go to the healing well;

Hits landed on an area already rendered unusable do not count;

No action can be performed with a limb rendered unusable. For example:

- Wielding a weapon.
- Unclipping a carabiner, using a healing hourglass, or performing any other game mechanic.
- Using it to block a hit.

You cannot crawl after losing a leg. You must kneel down and cannot move. However, you are allowed to pivot in place;

It is forbidden to play dead. However, it is permitted to declare oneself dead while observing the rules that this entails;

The dead do not speak;

It is possible to move a dead person with their consent. **However, the dead person cannot come to your aid.**





Healing

Healing

- Only the bearer of the hourglass provided by Bicolline may use it. An hourglass cannot change bearers once on the battlefield;
- **It is forbidden to heal yourself;**
- You may heal only **one person at a time**;
- You may heal all other participants (except monsters), unless otherwise specified by the scenario rules;
- You may not heal a participant who has chosen to move from the location of their death;

To begin healing

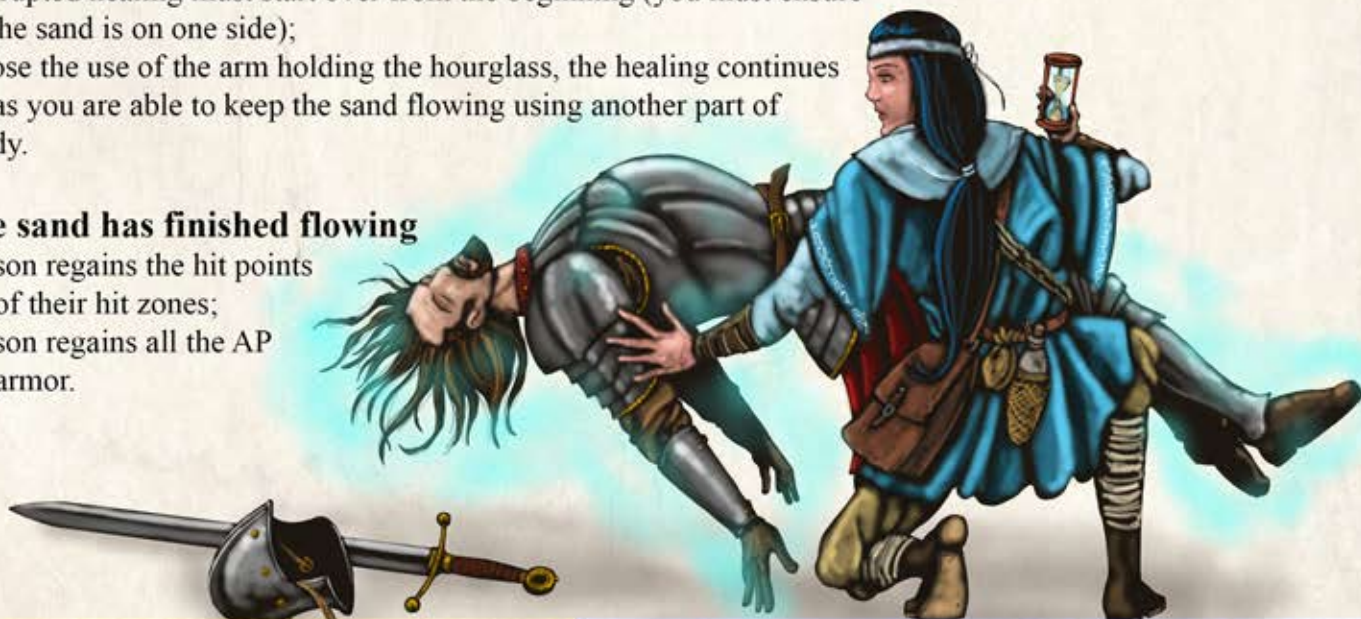
- You must ensure that all the sand is on one side;
- You must **turn your hourglass** (counting down the required time is considered cheating);
- You may hold your hourglass however you like; however, it is the player's responsibility to ensure that a marshal can validate their action.

While the sand is flowing:

- You must remain alive;
- You must be in direct physical contact with the person you are healing. Any indirect contact does not count (hand-to-spear, sword-to-sword, etc.);
- The person you are healing **must remain motionless**, unable to parry hits. **It is your responsibility to tell them;**
- The healer cannot strike with their weapon (offensive actions), but may parry blows with their 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 perform an offensive action, or if you die;
- An interrupted healing must start over from the beginning (you must ensure that all the sand is on one side);
- If you lose the use of the arm holding the hourglass, the healing continues as long as you are able to keep the sand flowing using another part of your body.

When the sand has finished flowing

- The person regains the hit points of each of their hit zones;
- The person regains all the AP of their armor.





Monsters

- Monsters have 10 hit points distributed throughout their bodies and are immune to projectiles, except for those from war machines, which deal 2 damage;
- Monsters do not deal damage to war machines;
- Any contact, even accidental, with the monster's weapon is fatal on contact. This includes the six hit zones, the shield, the weapon, and any other equipment attached to the participant.

Prerequisites

- You must pass the homologation;
- Your weapons must not exceed **152 cm in length**, and you are permitted to carry a shield;
- You must be accompanied by another participant who will carry a healing hourglass designated exclusively for you;
- You must be accompanied by a non-combatant who will serve as the designated monster attendant.

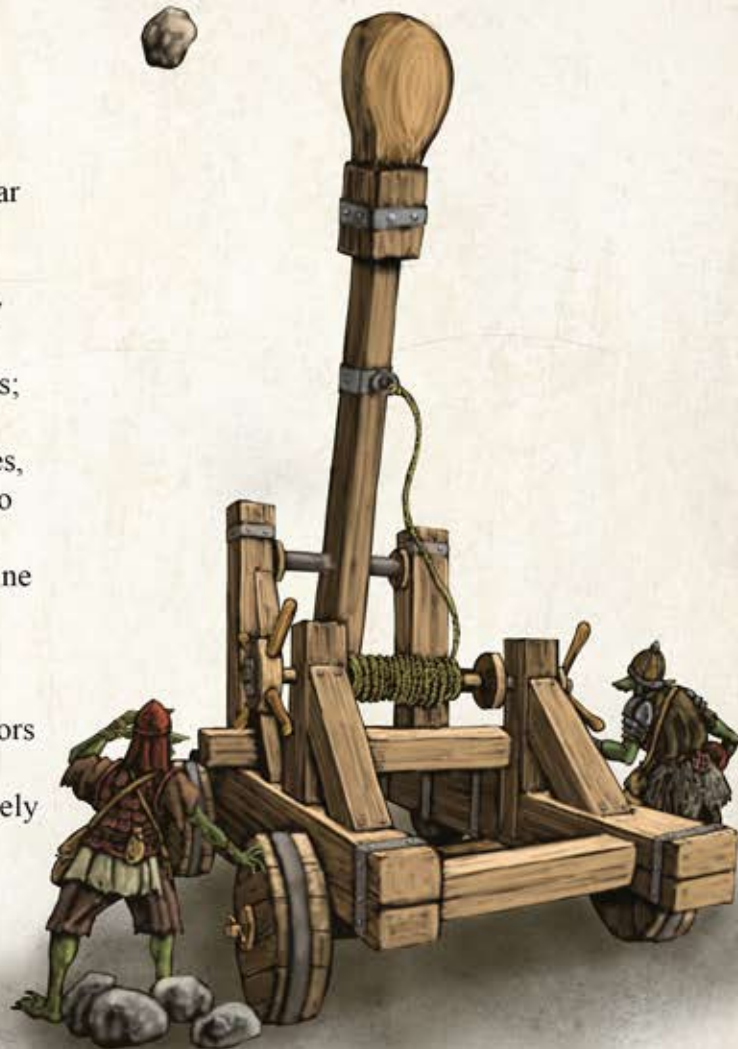
On the battlefield

- You must use the costume and equipment you presented during the homologation process;
- You must move by walking;
- Projectiles from war machines deal two (2) damage points on contact (including the shield);
- You may only be healed by your designated healer under the same healing rules as if you were a normal combatant, or by visiting a healing well (if available);
- You must ensure that your designated attendant remains close to you at all times;
- In combat against another monster, your weapon deals 1 damage and your shield protects you.



War machines

- War machines have two (2) hit points;
- A war machine deals one (1) point of damage to another war machine;
- They deal two (2) points of damage to monsters;
- When a war machine is destroyed, an operator must clearly signal its destruction using a red flag;
- The color red exclusively identifies war machine projectiles;
- Any contact, even accidental, with moving war machine projectiles is fatal on contact. This includes the six hit zones, the shield, the weapon, and any other equipment attached to the participant.
- Shots must be direct. Blind shots or shots over your front line are prohibited;
- It is prohibited to use projectiles belonging to another war machine;
- All participants may help move a machine, but only operators may operate it;
- If a “dead” operator moves a machine, they must immediately attach their red flag to the machine;
- Operators agree to maintain a minimum firing distance to ensure the safety of other participants. A close-range shot deemed unsafe by a marshal may result in a warning.



Prerequisites

- You must pass the homologation process to certify your machine.
- Your machine must be registered in the Bicolline War Machine Registry (you can do this during homologation).

Operators

- A war machine requires a total of three (3) operators, who must be identified by a red armband;
- Two (2) operators are needed to move the machine. All other players may assist them;
- Two (2) operators are required to fire projectiles;

Repairing a War Machine

- An operator can repair the machine using the hourglass attached to it, following the same healing rules that apply to participants.
- Operators may move the destroyed machine to a healing well, provided they do not interfere with the flow of combat.



FAQ

If I take a hit to my bow, can I distribute the damage point 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 the damage point received anywhere within the region where the equipment is attached.

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

Yes. As soon as there is a hit, 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 with both hands, but I'm also holding a dagger in my left hand. Can I attack?

Yes, but you can only strike with the spear. To strike with the 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 except his head behind his shield; can I strike his helmet?

No. A spear can only be used for thrusting, and thrusts to the head are prohibited.

Can I rest my weapon against a shield or another weapon and push or 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 direct strike that displaces a shield is permitted.

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

Yes.

If a monster blocks my strike with their weapon, am I dead?

Yes.

If I am clearly inactive in combat—for example, moving away from the front lines to drink water—and my spear is trailing behind me, does a hit to my spear result in the loss of my arm?

No.



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