

EPIC EMPIRES e.V.

EPIC EMPIRES



- Rules -

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1. About EPIC EMPIRES

1.1 What is EPIC EMPIRES?

Our main aim when starting EPIC EMPIRES, was to create a deep world everybody could completely plunge into. Everything else was subordinated to this idea. Apart from some small areas, the complete playground is in time 24/7 as of the opening ritual.

According to this it may come to any actions or fight everywhere at any time. In order to let the game run freely, the game masters are staying discreetly in the background.

Play and game experience are central. Instead of counting points and make you work through paragraphs, we decided to create a highly simplified rule system basing on self-responsibility and human intellect/common sense. To ensure this EPIC EMPIRES is for adults (18+) only.

To guarantee the best possible immersion we established some rules like the ban of OT-Tents or the prereq for costume guides for all different camps and city districts. Camps are being organized by their own internal crews (normal players) in a self-responsible way. These crews are managing the registration of their players, coordinate their constructions and build up own camp rules. To improve game play and constructions we set up some financial fellowships every camp can apply to.

1.2 Maximum Immersion

To guarantee the best game play experience EPIC EMPIRES bases on the following fundamentals everybody has to follow.

- **Good bye Igloos:** It is forbidden to bring any non IT usable tents. This includes plastic tents and pavilions, disaster protection tents as well as camping cloth tents from the 60ies. To camouflage such tents with e.g. cloth is also not allowed. Explicitly excluded from this rule are NPC as tents are located in a special OT area.
- **Good bye waste:** The ambiance of a camp has to be as high as possible. This is why leaving waste or anything else that impacts the quality of camp ambiance is strictly forbidden. Please remember we're not a festival and we're not making a barbeque. Our aim with EPIC EMPIRES is to create a world in which you and all others can plunge.
- **Good bye pirate shirts:** The Costume standard of EPIC EMPIRES is one reason for it's rising success. Every player follows the costume guide given by his camp or district. The aim is NOT to have some kind of elitist LARP but to keep the high standard of our players or even improve it.
- **Good bye Whining:** EPIC EMPIRES fight philosophy is: No whining, no debates, no complaining. Fights on EPIC EMPIRES are usually a bit harder then you might be used to from other events. You should be aware of this, before engaging into a fight. More about fights can be found on our new rules under 3.4 Hardship in battle.

2. General Provisions

2.1 Provisions

EPIC EMPIRES is a 24/7 IT event. This means there can be at in time actions and fights anytime and anywhere. Notwithstanding some special areas like the Orgaplex and the sanitary installations.

What is not forbidden within the rule system falls under the rule of human intellect. This means, we are not telling you that you shouldn't trough 5 kilo stone blocks from the palisade or which armor level your opponent needs to have so you'd be allowed to charge him. Beside all existing rules there is always our absolute main rule:

“You are responsible for all your actions, as well as the consequences those might have.”

This starts with burning holes in the ground, damage of property up to malicious wounding. Self-responsibility also includes to waive anything you can't assess. Is the palisade climbable? Does the guy in front have a problem when I charge him at full speed?

Just because something is absolutely normal to you and just because this is not explicitly forbidden in the rules doesn't make it to a good idea. It simply doesn't have to be the same for other participants.

I hard strike on somebody's unprotected head might be as normal for you as to make a garb on a waitress in a tavern or climb an unsuitable and unsecured 5 meter palisade.

Such behavior is not going to be tolerated either by us or your co-players. Especially when Co-players are complaining here we feel in the responsibility the react which might end in fact with you being expelled from the event directly.

2.2 You can what you can present

This literal German translation actually describes another fundamental of EPIC EMPIRES. There are no points for abilities or skills it's all about presentation. This is complemented with something we call [2.2.1 victim rule]. Talking about presentation, please keep in mind that on EPIC EMPIRES the aspiration level of presentation is very high. So it's not about presenting it somehow but [2.2.2 Hollywood-style] and [2.2.3 No Telling!].

2.2.1 Victim rule

The victim rule actually means that you as a „victim“ of an action fully decide about the consequences this has for you and you character. So it's i.e. up to the victim of an assassination if the character dies ones and for all or (thanks to EE rules [3.6 Healing and death]) survives. However this is not a free ticket for cheating, as there has always to be suitable re-action.

As victim of a spell you should at least have a grim look or fight against it with an eloquently speech to show the co-player that you recognized the spell but managed to resist. Then again you can never expect from your opponent to react as you'd like in any particular situation. So can't he, so the victim rules freedom is valid for everyone.

2.2.2 Hollywood-style

Our and your co-players expectations towards you are: Play the scene as if you are in a good movie.

Focus on EPIC EMPIRES lies on the presentation and the acting in a scene.

Loud bawling, groaning, staggering after being hit, screaming when being injured, all what makes a scene more intense and more real is part of this. Just try to give someone looking at the scene the impression as if he was watching a good movie. (heroes also suffer). Try to put the presentation into the center. Of course it is inefficient to stagger around or reach for cover after being hit but your opponent might then take a big swing as he to shouldn't the focused on being most efficient covering you with staccato hits to breach the defense line.

2.2.3 No telling!

Telling describes the verbal effect description to someone instead of presenting. I.e. shouting your weapons damage „2, 2, 2...“, magical spell „lightning bolt“ or the effect of a potion „poison“, „paralysis“ etc.

The general rule here is: **If an effect can't be communicated in another way then verbally you shall waive them!**

If possible you can transfer the presentation to non-verbal communication.

Instead of shouting „2“ you have to wield the weapon accordingly. Instead of screaming „lightning bolt“, you could use a SAFE but nice pyrotechnical effect. If the reaction to this is not as expected, please keep in mind that according to [2.2.1 victims rule this is still totally okay.

2.3 alliances and diplomatic treaties vs. Conflict play

EPIC EMPIRES is an action driven battle event and shall ever be. As nice as the creation of alliances and friendship treaties can be, as deadly they are for everyone's fun. Two diplomats signing a ceasefire „for“ their camps, force hundreds of players to inactivity and boredom. Please keep in mind that absolute majority is joining to bash each other up. Doing this diplomatic stuff destroys the fun and play of all other players on the event. Use your creativity and your eloquence instead to raise old conflicts or open up new ones and move forward well thought the spiral of violence.

In short: Don't do ceasefire or peace treaties. You're on EPIC EMPIRES to fight big battles and hard fights, not to sit around and aim for Nobel Peace Price.

3. Fights

3.1 Provisions

- **No static battle lines:** There is nothing more boring than 1 battle lines fighting each other at 1 or 2 meters distance. Try to avoid this whenever possible. This is as absolutely misplaced on EPIC EMPIRES.
- **STOP Order:** There is **NO** stop order announced by players or NPC's. STOP Orders are only given by the game masters except there is a real treat to health or some one's life! There is especially no STOP for any material lying around like swords arrows, glasses or any other gear.
- **Self-evaluation:** If a fight becomes OT too dangerous for you, please fall back from the situation. It's not a shame when wearing no armor you do not want find yourself between two highly armored battle lines crushing into each other. You always self-responsible for your own security
- **No Debates:** Debates about correct play with your opponent in battle is strictly forbidden. [See 3.3 No Debates]
- **No gear check by the team:** You always and at any time self-responsible for the safety status of your gear such as armor and weapons![3.2 Responsibility for your gear]
- **Findings:** The team doesn't accept any findings during a battle

Excessive violence in battle may lead to sequestration from the event. [3.4.3 excessive violence]

3.2 Responsibility for your gear

We as organizers of the play do not make any safety checks of your gear. As self-responsible player, you are self-responsible that your weapons are in good order and condition.

If we see you using any gear that we consider not to be safe, we'll take it out of the game. This concerns weapons as well as anything else like armory, shields, arrows and bolts. If you are endangering yourself and others you are potentially not qualified for self-responsible play. In this case we reserve the right to expel you from the event.

3.3 No Debates!

EPIC EMPIRES is wine action driven battle event. Our battlefields are no debating society. We try to enable a very high level of immersion to every participant. If you jack your co-players from this experience because you want to discuss with someone about the damage rate of 2 handed weapons or his „armory count“ then the battlefield on EPIC EMPIRES is surely the wrong place for you to be.

If your opponent is not behaving in an inadequate way juts play over it. Leave the situation if necessary and try to speak OT with him after the situation is over in order to not disturb any ongoing play. Responsible for the clearing of this situation are only you and the person in front of you. Anything not relevant to safety has time until the fight is over.

If you're stuck in your discussion you can get in contact with your camp management or a game master for mediation. However if his way to fight is too hard for you, leave the scene. If after a short break you still feel he/she acted to hard please feel free to approach him off side. If there is no possibility to do this memorize his appearance („he had glass and pointed ears is not really sufficient“). If really necessary we can find anyone later with the help of the camp management when having a good characterization.

3.4 Hardship in battle

Fights on EPIC EMPIRES should be very dynamic and nice to look at – simply epic. This is why players are not relatively free in how they want to fight. Possible is everything wanted by BOTH! Sides. So their needs to be an arrangement between the parties. If you and your opponent would like to beat yourselves on your helmets then an EPIC EMPIRES game master will totally accept this. This is why the event is for 18+ only.

Reserving the event for adults and self-responsible players as unrestricted as possible worked very well the last years. Nevertheless there have been some irritations from time to time. Especially for players being there the first time and made the conclusion from harder fights that anything was allowed.

This is why we now decided to expressly name what is allowed without or with arrangement.

3.4.1 Without arrangement

if there is no valid arrangement, because of the situation or just because it is not wanted the following rules are in place:

Allowed	Not allowed
You're allowed to strike with buffer weapons from all directions to arms legs & torso	You're not allowed to strike or thrust the had
You're allowed to thrust arms, legs & torso, with a suitable buffer weapon with increased due diligence	You're not allowed to strike or thrust genitals
You're allowed to charge with increased due diligence as long as the charged person can prepare himself for the contact	You're not allowed to hit with your shield unless it is completely made of foam
Your allowed to push the opponent with a buffered shield parts	You're not allowed to kick
Your allowed to make in-fights (pushing/wrestle) with increased due diligence	

3.4.2 With arrangement

An exception is always in place, when players mutually agreed BEFORE to change above named general rules. If agreed before MUTUALLY you are allowed the kick each-others genitals, let yourself hit with an unbuffered shield or pull each-others hairs. We assume that you are mature, know what you do and want it exactly this way. A possible increased risk of injuries is then your

own problem as a self-responsible player and not the one from game management, masters or other players.

CAUTION!	Whoever departs from the general rules 3.4.1 without agreement of his opponent commits not only a sever breach of the rules but also is fully responsible for any possible injury of the opponent and this by both civil & penal law. You absolutely need to take care not agrees any non-participant who didn't agree in the heat of action with the same hardness then persons that agreed.
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Previous agreements can be arranged with a small consultation before the according situation or also as general agreement for the complete event.

Now it might be a bit complicated to consult in some situations in example on a loud battlefield or just before an ambush. This is why we set up a collection of some popular EPIC EMPIRES arrangements together that can now be arrange with a simple gesture or a short commando.

a) The EPIC-EMPIRES-AUFS-MAUL-CODEX (AMC)

The agreement can be made in both a verbal and a non-verbal way:

- **Verbal:** The person offering is making eye contact with his opponent and shouts „Aufs Maul?“. The other party has to agree by answering „Aufs Maul!“
- **Non-verbal:** The person offering is making eye contact with his opponent tipping his helmet several times with is weapon. The other party has to accept by also tipping his helmet several times with his weapon.

In both cases they agreed to fight following the AMC codex knowing what is possible now.

If AMC is agreed the following rules are in place:

Allowed	Not allowed
All that is allowed in the basic rules	You're not allowed to hit the had from the side
You're allowed to strike on a helmet from above	You're not allowed to strike or thrust genitals
You're allowed to kick in a pushing manner only with your foot sole against torso or shield	You're not allowed to thrust heads
You're allowed to hit with shield edge against torso or arms	You're not allowed to kick arms or legs
You're allowed to strike your shield against a head or a leg if it is not core less and completely made of foam	You're not to kick with span or shin-bone

b) Individual arrangements

The AMC is for quick consultancy. If there is time enough for a detailed one, if the participants already know each other and already have a common fight style they can of course agree other things. If the aim is to enter an agreement for the complete event, the players are of course free to choose how they won't to fight each other and what should be allowed and what not.

Prerequisite is of course the use of foam/buffer weapons and that the limits of common sense should be respected. If a third party is joining the battle it is always necessary to be able to switch back to the basic rules.

Caution!	If you're joining battles being allied with other groups or camps i.e. as mercenaries, inform yourself before regarding potential agreements between the fighting parties. If you find out in the middle of a battle that the style is too hard for your liking, leave the fight immediately. If in reverse you see someone within the fight who obviously doesn't belong to both sides fighting, fight with him using the basic rules until something else agreed, i.e. He shows you that he'd prefer fighting a harder style.
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3.4.4 Excessive force

Every participant of a battle on EPIC EMPIRES should be aware of 2 things

1. The fights are tougher than on other usual LARP events!

This means they are physically and mentally challenging. But above all it can come to unwanted physical contact, there may be hits in regions where you don't like them, like head or genitals, people are being accidentally charged, you can get an arrow into your eye, you can get injured, your gear might get broken. Let it be understood that those things shouldn't happen. But they do in the heat of the moment like everywhere else.

2. You may do a lot, but we await a lot from you as well!

Due to a couple of complaints reg. interpretation of force level over the last years, we become more active. This means people, that are behaving harmful to one's health and consciously provoke injuries or property damage are being expelled from the running event with immediate effect. Additionally a life-long ban can be announced. This is particularly applicable to groups and people who already received a warning (letter) before.

We're walking a thin line of „HEALTHY force“. Respecting these rules is absolutely indispensable for the continued existence of our event. Whoever things leaving this thin line with exaggerated safety discussions on one side or excessive force on the other is in both cases completely wrong on EPIC EMPIRES.

3.5 In-game injuries and armor

3.5.1 Injuries

Injuries: Every average human character falls after ONE (1) hit. This doesn't necessarily mean he's dead, but he's disabled to fight and lying on the ground, wailing, screaming or being unconscious. The absolute maximum (for characters with extreme Constitution only) is taking 3 hits.

Playing hits: We appeal to your self-responsibility and also refer again on the Hollywood rule concerning hits on armor. On one hand we await more from you than a small shrug, when you are hit by a 2handed sword. On the other we assume that you don't expect your opponent to go down with a huge scream, when you hit his chest armor with a small dagger.

3.5.2 Armor

- **OT security in Battle:** Armor also provides you OT protection. We highly recommend to wear a helmet in order to protect your head and face as well as something for the region between your legs
- **Armor strength:** We are not offering any detailed armor rankings and don't want any discussions if heavy leather armor gives better protection than a gambeson.
- **Armor coverage:** Armor is only protecting where it is worn.
- **Maintenance:** Damaged Armor has to be repaired IT
- **Magical Armor:** Those are not allowed. Our understanding is that show-able in a way which would be suitable for EPIC EMPIRES. No colored naked torsos or blue sashes give you any Armor. Sashes are falling under the NO Telling rule anyway and are therefore forbidden. If you really play a magician with LED and stagecraft your Co-Players will honor it and it won't be necessary for you to have any magical Armor.

3.5.5 Armor, a pictured guide

Basing on the rules you should play following rule 2.2 and 2.2.2. The idea behind this Armor guide is just to give you some orientation as well as maximum and minimum values.

Picture number 1 shows no Armor at all, which means this character would be downed by the first hit. Picture 2 shows light leather Armor which would grant 1 point. The buffered jerkin has an additional helmet (+1) which would give him 2 in total. Picture 4 is with an extra chain mail and metal gauntlets so we have 4 points in total here. No helmet but additional metal legs Armor provides also 4 points (pic. 5). The top is what you can see in pic. 6 where we have plate Armor incl. helmet, Chain mail, buffered jerkin which would give the character 6 points of Armor.



6 points of Armor protection is the absolute maximum, no matter how much Armor you wear.

Armor strength is just an abstract value that should give you an orientation. However we await that you go down as well in a nice battle after the one epic hit, even if you should still have some “points“ left.

3.6 Healing and death

3.6.1 Healing

Wounds need time to heal, no matter if they are surgical, magical or not treated at all. A wounded character is out of service at least until the end of the battle, no matter how he's healed. Spells and potions to heal like on an assembly line or to reduce the heal time is not allowed. (Exceptions are made due to the respawn rule during some special competitions where warriors can get back to action during one battle. It's up to you, if you simply want to respawn or play the healing with spells or portions. This doesn't have any impact on your downtime.)

3.6.2 Death and its effect

Character only permanently die if the player wants this. If a character doesn't die permanently he wakes up at his camp sanctuary were he's not able to perform any bigger actions (mentally or physically) for at least 30 minutes. After his death a character is a nervous wreck, as he has been virtually confronted with is worst fears, which of course may differ for each character background.

A medieval character would consider himself just to have seen the devil himself or one of his demonic henchmen while a Celt just escaped from the all scoffing mouth of Cromm Cruach. This impression exists for some minutes and then fades SLOWLY.

In the subject Character Death we appeal to the player's self-responsibility and therefore waive any detailed rules. Everybody plays what's suitable for his background or what he wants. If you like to play badly wounded and offer hours of play for healers you're absolutely free to as well. Also other experiences like enlightenment or near death experience is left to your self-responsibility. Normally every camp has an own concept suitable for the camp background how to deal with death.

However, NOBODY can run from the effects of death and the included downtime.

CAUTION!	<p>If you fall in battle, you have to be aware of the risk. Heavy Armored people might step or fall on you. In a tough fight you should stand up shortly after you fell down and try to find a securer place to play heavy wounded or dead man. If you don't do that, you can't ask the people to take care of you when you lie between the battle lines. All you do is fully up to your own responsibility. Battlefield is there for fight. Healers play can perfectly be done on the sides of such a field.</p> <p>It might happen that a game master orders you to stand up and leave the battlefield. You have to follow this order immediately!</p>
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3.7 Siege

Climbing and destroying of palisades is forbidden if they are not explicitly made for this.

If the palisade doesn't encircle the camp completely a rope can mark the position of the missing palisade. Even if this is considered to be palisade as well, sieges and attacks should take place on the show side of the camp, where palisade really exists. (i.e. near the gates.) and not against the rope. Instead of the rope borders like woods, trenches or hedges can build a natural camp border. We assume that basing on common sense you'll see were a camp is enclosed and were not. However there is no telling palisade. A free field is a free field even there are 5 tents in a row.

The structures building the camp boundaries may have a value between from 1 to 3, which is showing how hard it is to destroy them. This value is set during the camp inspection done by the round table just before game start.

4. Magic

Magic is very rear on EPIC EMPIRES. For portrayal we strictly point on 2.2 and 2.2.2. as well as on 2.2.1. A wizard has to convince his opponent by gestures, appearance and mime. Technical gimmicks can improve the experience. The idea is that every spell should be a good show. The more expensive and impressive the portrayal is, the higher is a positive reaction by the other players.

Telling based spells („You see how green-blue ranks are coming out of the ground and...“) is totally **NOT ALLOWED** on EPIC EMPIRES. Also not allowed is the effect communication based on objects, like a soft or tennis ball for a fire ball. Also unwanted is the communication of the effect by so called "commando words" like "blablabla... FIRE BALL!", "blablabla... Pain in the ass!"

Acceptable is to communicate the effect with a description "Forces of the flames, burst these unworthy worms with your all-consuming fire!"

It's most important that you need additional ways to communicate the effect beside the verbal one. The fire spell i.e. would recommend a safe and harmless pyro-effect. [FAQ -5- Pyro]