

INTRO

Krigslive is a Danish LARP about warfare.

Krigslive focuses on formation-based combat, soldier life, military units, military hierarchy, strategy, and tactical maneuvers. It is physically demanding, with participants being active for many hours each day. The game is typically played in-character 24/7 over three days, from Thursday to Saturday, with setup on Wednesday and takedown on Sunday.

Krigslive was first held in 2006, when Thomas Bernstorff Aagaard developed the concept. In 2025, we hosted Krigslive number 20. Out of the 20 Krigslive events, 17 have been inspired by the Warhammer Fantasy universe.

Over the years, Krigslive has grown to become the largest Danish LARP for adults across all genres, with 900 participants in 2025. Participants aren't only from Denmark. At Krigslive 20 we had players coming from Sweden, Poland, the Czech Republic, Germany, Portugal, Greece, Belgium, the UK, and the USA. The primary language is Danish, but players are good at switching to English and helping with translations.

Although the scenario is aimed at adult players, around 10% of our participants are under 18 years. Children of all ages are welcome, but special rules apply.

UNITS

At Krigslive, players are divided into two or three armies, and each army is made up of units. A unit consists of at least 5 people, typically between 10–25 people. You can only participate in combat at Krigslive if you are part of a unit. If you want to attend Krigslive but don't have your own unit, several established units are open to new members.

Each army has its own camp. Units are responsible for their own tents, food, and camp play. Even though Krigslive is a war LARP, about 10% of our players are non-combatants. Non-combatants don't need to be in a unit but often are, for logistical reasons and roleplay. Non-combatants may act as cooks, priests, medics, journalists, or anything else one can imagine in the setting.

Each army is led by a general staff made up of NPCs.

COMBAT

Two things make Krigslive unique: We fight in formations, and the two armies compete to win.

To simulate the way figures are moved in the Warhammer tabletop game, all combat is carried out in units. It is a requirement that units wear the same uniforms, have the same amount of armor, and use the same types of weapons. On the battlefield, units must move and fight together. A unit is considered dead if it becomes scattered, surrenders, loses its banner, or if all its members are killed.

We portray a war scenario with two armies, and in the end, you may find yourself on the winning or losing side of the conflict. This means players fight to win, there's no "show

fighting" just to make things look good. Despite the competitive element, this is still a gentleman's sport. We do not use referees or similar mechanisms; it is up to the players themselves to count their hits and leave the battlefield when defeated.

POINT SYSTEM

Each day includes combat blocks where the armies march out. Each combat block consists of various battles, each with different objectives and rules. When units are defeated, they respawn, so battles are repeated several times, ensuring everyone gets plenty of action. Each battle award points to the victorious side. The point system has varied over the years, but the current system converts the total points earned by an army into the number of respawns it gets to use in the final battle on the last day. The winner of the final battle wins Krigslive. This means that strong performance during the event can provide an advantage, but nothing is decided until the end.

Naturally, this requires that armies be balanced in terms of numbers and strength. The organizers are responsible for this distribution of units. Units can request to be placed on a certain side, but the final decision is made by the organizers.

ORGANIZATION

Krigslive is organized and run 100% voluntarily and non-profit. It is tradition that the role of Krigslive organizer rotates between different Danish LARP associations and organizations, and thus between regions of the country. As a Krigslive organizer, one sets the rules and framework for the game, including theme, setting, and logistics.

In 2018, the responsibility for finding new organizers was handed over to *Bifrost – The National Association for Creative Development of Children and Youth*, which is the Danish national organization for LARP. As an experiment, the same organizing team was given three years in a row (2024–2026) to see how this could influence Krigslive's development. The result: a significant rise in participants, from the record of 535 in 2023 to a new record of 900 in 2025. The concept has also been strengthened, with planning and execution reaching new heights.

KRIGSLIVE XXI

At Krigslive XXI (2026), the conflict will be between Averland on one side and an alliance between Nuln and Bretonnia on the other. There will be room for soldiers from both the Empire and surrounding lands on both sides of the conflict. The story is:

There are rumors that Elector Countess Emmanuelle von Liebwitz is conspiring to sell Wissenland to Bretonnia. Marius Leitdorf has therefore, with the blessing of Emperor Karl Franz, ordered his nieces Marina and Magdalena Leitdorf to go to Wissenland to investigate the matter.

At Krigslive XX (2025), we had a small group of Skaven players. For Krigslive XXI (2026), there will once again be an opportunity to play various forms of Chaos under special conditions.

Krigslive XXI will take place May 14th–17th, 2026 in Zealand, Denmark. Exact location and ticket price to be announced.

Please follow us on our website and social media. We hope to see you at Krigslive XXI.

Krigslive – The Battlefield is Calling!

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