

Krigslive 21

Combat Rules

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Author: Hans Feilberg

Illustrations and pictures: Carina Silke Nielsen and Ilja Olsen

Proofreading and sparring: Emil Hein Maltesen and Odin

Erlandur Martin

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1.0 Introduction

Krigslive is a role-playing game that puts war at the center, where all participants are included as soldiers in a simulated battle - typically in the Warhammer universe. The combat format for Krigslive is a special size, where all soldiers must move together on the battlefield as if they were a character in the Warhammer board game. For this to be possible, it requires relatively extensive rules and this is where the 'Combat Rules' come into the picture.

The rules are based on the 20-year-long tradition of Krigslive rules, originally written by Thomas Bernstoff Aagaard and Kåre Torndahl Kjær (2006), and adjusted year after year. We owe both original authors, as well as all organizers who have built on the rules since, a big thank you. The rules have also been qualified by a reference group in 2024, consisting of representatives from more than 30 units. The reference group is also due a big thank you for their contribution to shaping the rules.

1.1 Reading guide

Krigslive is a role-playing game, with strict requirements for how soldiers are armed, equipped and fought on the battlefield. It can be experienced as quite complex (especially when new). Fortunately, you can always seek help from organizers or other experienced veterans. It is expected that the ordinary participant knows and understands the rules of formations and safety (sections 2.0 - 4.0). The leaders of the individual units, however, should be thoroughly familiar with all parts of the rules of the fight, and seek help if doubts arise.

For an easy introduction to the Fighting Rules, you can also get the basic principles explained in video format, on the following youtube page (note that in case of disagreements, it is always the written rules that apply): www.youtube.com/@krigslivedk

1.2 Units and formations

Krigslive is very much about war as a strategy, and therefore the rules place a strong focus on the two special concepts: '*Units*' and '*Formations*'.

The unit is a group of soldiers who participate and

fight together for Krigslive. A unit should have at least 10 members, but it is possible to participate as few as five (this is strongly discouraged, however!). There is no upper limit to the size of the unit. To be a unit, there are three key requirements:

- **Costume/appearance:** Units should strive for a uniform visual expression, so that all members can be recognized as part of that particular unit. There are no regulatory requirements for this, and no further reference will be made to this.
- **Uniform armament:** The unit must generally use the same type of weapon (with a few exceptions), such as shield/sword. Each type of armament has special rules that apply to them - read more under section 5.0.
- **Uniform armor:** The unit must generally carry the same amount of armor, divided into armor classes (with a few exceptions). The armor class defines how many hits a member of the unit can take before being defeated. Read more about the rules for armour classes under section 6.0.

Formations are what characterizes Krigslive - and which add a special dynamism to the battles. The rules of formation are about the unit staying together in battle without being outmanoeuvred by other units. These rules are extensive, but are quickly learned after a bit of practice. Read more about formations, under section 2.0.

1.3 Fair Play

Krigslive is a LARP with an underlying competitive element: you can win the war and thereby the game. But Krigslive is first and foremost a role-playing game, which is why you are expected to play along, even when it can mean defeat. It's always fun to beat the enemy, but it should also be fun to get beaten. Therefore, fair play is expected. Don't bully the same unit over and over again, even if it's a good strategy to win. This also means that you must read the rules in the way they are intended, and not interpret the rules for your own benefit. Note that the rules often distinguish between hard "you must" and soft "you should" - with the latter, you must assess for yourself what constitutes good sportsmanship in the specific situation.

2.0 Formations

This section explains the rules for formations, including: what the requirements are for a formation, how it is intended to function in practice, and which members must be in the unit.

2.1 Being in formation

A unit is in formation when all the members of the unit can reach at least one other member of the unit on their shoulder, with their outstretched arm - and through this human chain, there is a connection to the banner of the unit.

It can happen that you get out of formation because you get away from the unit. When this happens, one must immediately return to the formation. If you can't get back quickly, you're defeated. There can be no hard rule for what is "quickly", but a rule of thumb is that if you are up to 3 meters away and you are only out of formation for a few seconds, then you can come back. If the formation splits into several groups, then it is the group that is in contact with the banner that must fight on. The rest are defeated.

It is essential that the formation rules are self-regulating. It is everyone's duty to point out members of their own unit if they are out of formation - so that it is not the enemy units that do it. It is better to be your own than to have conflicts arise over rules with other entities.

2.2 Formations in practice

This section focuses on the good practice around formations; How can we actually live up to the rules of formation? The section is based on a number of principles for "good formation fighting" which one should strive to live by, but which do not involve hard technical elements. Section 2.3 also provides examples of good practice for the formations.

Nice formations: A good formation is a nice formation - it is built up in straight lines and squares, with a clear front. Examples of this are the classic formations:

- The 'battle formation' is two men deep, and as wide as it can be - possibly with a banner and a musician at the back, where they are safe. This formation is good for fighting, as many soldiers can join at the same time.
- The 'marching column', where the formation is two soldiers wide, and as long as it can be. This formation is good for running around the battlefield, as you can easily maneuver.

Battle formation ✓



Marching Column ✓



Ugly Formations: There are two unwanted formations: 'The Swarm' and 'The Lump'. The swarm surrounds the enemy from several sides, often in a horseshoe or in an L. In The Lump, all soldiers stand together randomly, without there being one defined front. You should try to avoid these formations as much as possible. However, it can be difficult in the heat of battle.

The swarm ✗



The lump ✗



Reformation: You reform your unit by stopping and making sure the formation is neat. This should be initiated continuously, but especially when: 1) you are about to swarm another unit, 2) have made a lump formation and 3) every time you move on from an engagement with another unit.

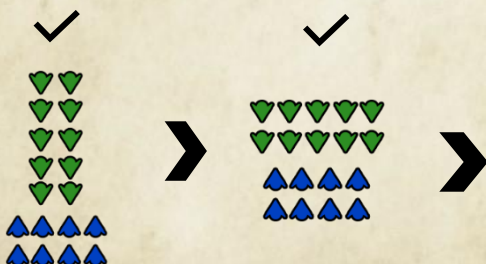
2.3 Examples of formations in practice

The section contains four examples of good practice for the formation rules. In other words, how do you "make formations in practice"?

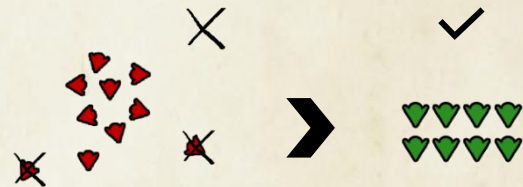
Example A - Formation in Race: The unit, the Free Tavern Militia, stands still on the battlefield, looking for the right place to strike. The captain sees an opening, but because they are now going to run, he wants to use a marching columnnade. The captain shouts the command, everyone repeats it, and the unit form up. The unit members run at different paces, and this can become a problem; If the fast runners set the pace, the slow runners can come out of the formation and be defeated before they arrive. Therefore, the Captain sets a pace that everyone can follow. In the marching column, the unit can easily move around the battlefield, without around other units. The formation curves and twists at times, and it is completely in accordance with the rules.



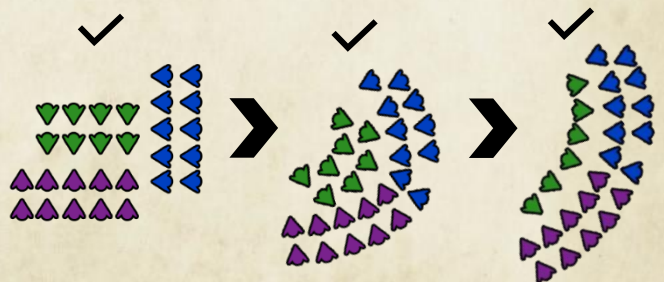
Example B - Reaching Contact: The Tavern Militia arrives at the enemy unit, the Rust Blade. They arrive in the marching column, which is a bad formation to attack in - especially since the Rust Blade is already in battle formation. If they attack now, the frontline soldiers will probably die quickly. The Militia want to take advantage of their numbers and therefore also go into battle formation. The Rust Blade now expands their line to match the Militia, which in turn expands to gain the upper hand on the flanks. The line of the Militia is the longest, and therefore begins to curve as the soldiers on the flank press on. The captain sees that his people are close to creating a "swarm". He immediately shouts that the line must be reformed. The soldiers look to the sides and make sure to straighten the line.



Example C - Reformation: The Militia must now move on to assist their allied units. However, the unit has ended up in a large lump formation after their last engagement - and this means that there is not quite an overview. Some of the soldiers are very eager and are running away from the unit, assuming that everyone is following. When they become aware of it, they run back, but their friends declare them defeated as they were too far away. The captain orders the unit to reform. The soldiers suppress their fighting spirit, stop, and ensure that everyone is together. They line up again, in a nice battle formation and move on towards the enemy.



Example D - Flanking: The Militia is flanked on two sides. One corner of the unit stands like a spike between two enemies, and has difficulty defending itself. Those who do not die retreat backwards to get to safety in a straight line. At the same time, the Captain tries to expand the unit so that they can better defend themselves. For a short while, the whole thing is a bit hectic and chaotic - and therefore a Lump formation naturally arises, as everyone tries to find the right place to stand while defending against attacks from multiple sides. It's okay that it's a bit chaotic! The Militia suffers several losses, but forms a new line - now with one front facing both units standing side by side. The two enemy units are now going sideways, each in their own direction around the Militia - and soon they are in the same situation again, with enemies on two sides. Shortly after, the Militia is defeated.



2.4 Being engaged

A unit counts as being engaged when it is in close combat with an enemy unit; If you can stand on the spot, or take a few steps and hit the enemy with a melee weapon, then you are engaged. When no enemies are within this distance, the unit is "disengaged".

2.5 Five is enough

If a unit has suffered so many casualties through combat that there are less than 5 members left when the unit is no longer engaged, its fighting spirit is broken and the unit is defeated. Once the unit is engaged, it is fully allowed to fight to the last member. The rule only comes into effect the moment the unit is no longer engaged.

Two on five or one on ten?: It is technically allowed to form formations of five soldiers, to make it easier for new groups or groups affected by illness to join Krigslive. The Krigslive format works best if the majority of formations are 10 soldiers or more. Therefore, you should not form formations of five soldiers (although it can be more effective!), unless there are legitimate reasons for this. If you are in doubt about what constitutes legitimate reasons, please contact the organizers.

2.6 Strength in unity - victory in formation

All participants do not have to be in formation at all times. For example, runners can be deployed for reconnaissance and communication. If runners are engaged by an enemy unit in formation, then they are immediately defeated. Runners cannot be emitted or reconnected to the unit, if the unit is engaged.

2.7 Regrouping (resuscitation)

Once a unit is defeated, it must "regroup" before it is ready for battle again. Upon regrouping, all members of the unit regain their health points (HP); bow, gunpowder and war machine units replenish their ammunition; and field doctors refill bandages. Regrouping can take place in many different ways, depending on how the match is organized. The organizers (or general staff) will brief the units and their commanders on the specific rules of each battle.

2.8 Members of the Unit

In addition to the normal soldiers in the unit, there are also a number of special members - some members must be there (unit leader and banner bearer), and some are optional, and give bonuses to the unit. The same person may hold several of the roles if it makes sense for the unit - but the intention is that they should be spread out across the unit.

Unit Leader: All units must have a unit Leader. This serves as the army leadership's in-game contact to the unit and off-game contact. The unit leader may use a two-handed weapon as an alternative armament.

Banner Bearer: All units must have a banner that follows the unit into war. The banner must always be visible and clear - which means that it must have a certain height and size. The banner must be carried in the hands - you may use a banner cup, but it must not be mounted on the back. If the banner bearer is defeated, he or she must immediately hand over the banner to the nearest other member of the unit. If the banner cannot be transferred immediately, the unit is defeated. One must not seize the banners of enemy units.

Musician: All units can appoint a member as Musician, giving the unit +1 Health Point (HP) in combat. This does not disappear even if the musician is defeated. The musician must play an instrument in battle and may not fight unless the musician is among the last survivors. For more on HP, see Section 6.0.

Entourage in War: It is possible for a person to join in war that is not part of the regular fighting force. The entourage does not have to meet the armor requirements, but can never gain additional HP from armor (they are allowed to get +1 HP for the musician) and may not carry any weapons other than one handweapon (see sections 5.0 - 6.0). In other words, you can easily add soldiers to your unit, but their usefulness in war is less than that of ordinary soldiers. Banner bearers, musicians and field doctors may be included as a result - but the unit leader may not.

Heroes: There may be characters for the army that do not belong to any units: heroes, staff members, or NPCs. These may be included in units as long as they meet the normal unit requirements, including armour and armour requirements (see sections 5.0-6.0) - or are included as follows. Under the same condition as above, units can also easily bring special characters themselves; priests, heroes or the like. It is recommended that unit-specific special characters still fit into the unit's visual expression.

Field doctor: Units may appoint a single member as a field doctor. The field doctor can patch up fallen soldiers by role-playing the medical profession and clearly marking them with bandages. Once a soldier has been inspected, they come back into the unit with up to 2 HP. The field doctor can perform first aid to a maximum of three fallen soldiers per time the unit regroups.

There are the following requirements:

- The Field Doctor and/or the Unit is not defeated;
- The unit is disengaged as long as the field doctor helps fallen soldiers.
- The field doctor must move along with the formation as it moves around.
- The Field Doctor may leave the formation and perform the medical duties of fallen soldiers if the following if: 1) the formation is stationary; 2) there is no immediate danger nearby; 3) The field doctor is in the immediate vicinity of the formation (approx. 10 meters).

2.9 Common language for game mechanics

The organizers often determine the game mechanics of the matches to make them more interesting. Examples of this can be "capture the flag", "king of the hill" or "the field battle". The following terms are not used further in the Combat Rules but help with a common language for how game mechanics (and regrouping) take place:

- **Departure:** Is when the entire army gathers in the camp, and moves out into the terrain to meet the enemy, in a given area. Typically, 'march out' indicates the start of a battle block.
- **Appeal:** Is before the army goes out and/or when it comes home. Here, the general staff tells what is going to happen or how it went.
- **Battle block:** Is a limited time frame, often between 2-4 hours, in which the major organized battles between armies take place. Typically, a battle block consists of a handful of skirmishes.
- **Skirmish:** Is a match with a smaller time frame, often between 30-60 minutes. It is often at this level that the most play is done with regrouping rules and game mechanics.
- **Engagement:** Is the meeting with the individual unit, as described in section 2.4. A skirmish can consist of many engagements, or just a single one where your unit is defeated.

3.0 Combat

Combat takes place in one of two ways: 1) melee 2) with ranged weapons. Melee combat occurs when engaged, where individual members of one unit hit and deal damage to individual members of another unit. Units with ranged weapons, on the other hand, hit the entire unit at once, from a long distance.

3.1 Health Points (HP)

Each unit is awarded a number of health points (HP) that are awarded based on the amount of armor. All members of the unit have the number of HP assigned to the unit except for Retrace in War (see section 2.8). There is the possibility of minor variations in HP, depending on personal armor parts (see section 6.0 for more on this).

3.2 Fighting

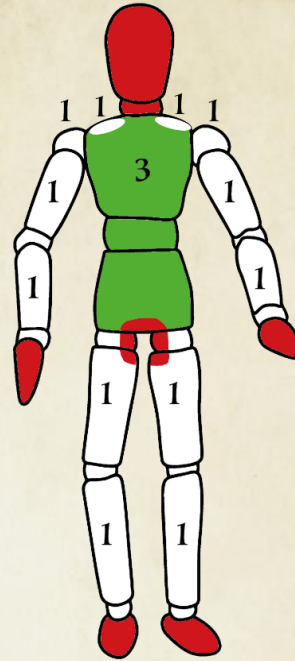
When a member of a unit reaches 0 HP, it is defeated. Defeated individuals must immediately move away from the battle and sit down somewhere they do not stand in the way of fighting units. Defeated people, turn their weapons around, and raise it in the air, so it is clear that you are defeated. Defeated persons are not allowed to interfere in any way in combat or participate in other in-game tasks.

3.3 Meeting zones

When you are hit by a melee weapon, you lose a number of HP, depending on where on the body you are hit. The body has 3 different impact zones.

☛ **Torso:** Covers from the iliac crest (where the belt normally sits) and up to the neck, including the back. Blow to torso removes 3 HP. Top-down blows that hit the "shoulder piece" (the outer part of the shoulder, up to the neck) remove only 1 HP - to minimize the incentive for dangerous blows, near the head.

☛ **Arms & legs:** Arms cover from the wrist up to and including the shoulder. Legs cover from the ankle up to the iliac crest, including the buttocks. Blows to arms and legs remove 1 HP.



☛ **Prohibited Zones:** Blows to the head (including neck), crotch, hands, and feet are not allowed, and do not remove HP. Do not actively pair with any of these body parts.

3.4 Damage from ranged weapons

Ranged weapons (gunpowder, cannons, and bows) hit the entire unit, removing 1 HP from all unit members. You can never be defeated (either as an individual or a group) with ranged weapons, and can be reduced to a maximum of 1 HP.

Ranged units must always fire in volleys, which means that all shooters aim at the same target and fire simultaneously. Only a single unit can take damage from one volley. If there is doubt as to whether the unit has been hit or not, it is the unit commander in the shelled unit who makes the final decision. Ranged weapons must not fire at units engaged in close combat.

The three types of units have variations in the rules, described below (see also section 5.0):

☛ **Gunpowder Weapon Without Projectile:** When gunpowder weapon units point at an enemy unit and fire a volley, the unit is hit.

☠ **Bows and gunpowder weapons with projectiles:**
A volley from an archery unit or gunpowder weapon that fires projectiles hits an enemy unit if at least one projectile hits a member of the enemy unit (including weapons and shields).

☠ **War machines:** Projectiles from war machines count as hitting an enemy unit if: the projectile either hits a member of the unit, including their weapons and shields; "bounces" or rolls into the unit; or that the project moves between members of the unit. If a unit is hit by multiple projectiles at once, they take damage per projectile that hits. In addition to the normal damage, a unit hit by a war machine is also stunned for at least 10 seconds, during which they cannot move away from their current position - equivalent to the time it takes for the unit to be knocked over, dispersed by the projectile's impact, and then to get on foot. Note that it is the intention that you might as well take the hit, play on being hit, as the unit must stop anyway.

3.5 Combat through units

Units may not fight over/through other units - and units must not mix with each other. For example, a spear regiment may not fight over a shield regiment. This also applies to units with ranged weapons, and war machines, which are not allowed to shoot over other units to hit a unit behind them.

3.6 Traps and blockades

Blockades are all types of terrain, including set up terrain, that block the movement or combat capability of units. It can be palisades, fallen trees, walls, etc. You may fight and move freely over these, provided that you can safely fight and move past them. All units can remove/move blockades if this is easily possible. Special attention must be exercised when enemy units are pushed through such terrain. The organizers (or the general staff) can announce other rules for the individual battle.

Traps are homemade props that can be placed in the terrain. If the unit moves across a field of traps, the unit will be trapped for as long as it takes the unit members to roleplay to get out of

the trap. Traps must be harmless and must not be able to knock people over.

3.7 Battle without formations

Krigslive focuses on the great war between the armies in general, but situations of combat can easily arise outside the organized battles. It will typically be fights between individuals within the army, where a dispute must be settled; when particularly reckless individuals try to infiltrate the enemy's camp and are discovered; Or when a small group of soldiers go on volunteer missions to earn a little extra pay.

In these cases, the following rules apply:

☠ The formation rules described in section 2.0 do not apply. There is no requirement that everyone is from the same unit and uses the same armor/armour, as described in section 1.2.

☠ All other rules still apply, including rules for armament, armour and all safety rules (in particular sections 4.4 and 4.5 on nighttime combat and alcohol and drugs, respectively).

☠ Hit zones and health points count as normal. You have the number of health points that your armor gives you. Firearms deal 1 damage to the person they hit. Shots from war machines instantly kill you. If you are defeated, you must rest in the camp before you stop being wounded - or possibly get help from a field doctor.

☠ Remember to count your hit points! If you don't have armor on, you'll go down on the first blow, whether it's from a club, knife, pistol or latex potato.

4.0 Safety in combat

In this section, the various rules of safety for Krigslive are reviewed, including: elementary safety of weapons and armor, stop words, and special attention to formation combat.

4.1 Physical contact

For Krigslive, you only fight with role-playing weapons. All physical contact in combat is prohibited, including wrestling, shield pushing, punching and kicking. It is not allowed to hit the crotch, head (including neck), hands or feet. If you want a physical fight, this requires an explicit prior agreement. If you have to close in on an enemy unit (e.g. a spear unit), it is allowed to make a short onslaught forward, stop, and then attack. If you touch the enemy with your body or shield, you are doing it wrong.

4.2 Pressure, momentum and formation

Part of the game at Krigslive deals with pressure and momentum in large groups of people. If two units move at a brisk pace towards a smaller unit, the smaller unit will naturally move backwards - or stay standing and risk being run over. The latter often occurs by flanking, encirclement, or when units are captured by the terrain. When this happens, the unit will often be crushed, increasing the risk of tripping and falling. Both units that are pressed and units that are pressed therefore have joint responsibility for safety;

- As a pressing unit, you can often see what is happening behind the enemy before they can. Here you have to ensure that they are not pushed into dangerous terrain, or slow down the pace of the pressure so that the enemy has the opportunity to stop before it becomes dangerous.
- As a pressured unit, you have a responsibility not to move into dangerous terrain yourself; If your unit has its back to e.g. a lake or a ditch, then your unit is responsible for standing firm when the enemy comes - or surrendering (see section 4.3).

It is not allowed to fight in formations in the camps for the sake of tripping over tents and the like. Minor matches are acceptable if it is safe.

4.3 Safety Commands / Stop Words

There are two safety commands, both of which are intended to instantly stop an ongoing battle.

"We surrender!": This command is used when a situation has become uncomfortable or dangerous because one's unit is outmanoeuvred - for example, by being flanked, or standing with one's back against a wall, slope or trees. If a single member of a unit shouts "We surrender", then both units must immediately pass the message and immediately stop the fight between the two units. The unit that surrenders has been defeated. You cannot choose to ignore a surrender - and you must not shout at other units to surrender.

"Freeze!": This command is to be used when there is an urgent need to stop all combat - for example, when someone has fallen and is about to be stepped on or someone has been seriously injured. If at any time there is a shout of "Freeze", everyone must immediately pass on the message and immediately stop all combat on the battlefield. Once the problem is solved, the fight can continue. Freeze stops all gambling, and therefore its use must be minimal. Freeze should not be used because your unit is outflanked or out-positioned - here you must surrender instead.

4.4 Evening and night match

After dark, it is only allowed to fight with one-handed weapons, shields, bucklers and ranged weapons that do not fire projectiles.

4.5 Alcohol and drugs

It is not allowed to participate in combat if you are under the influence of alcohol or narcotics, so that you do not have full control over your weapon. Should a fight arise when you are under the influence, you must surrender (and possibly explain the situation).

4.6 Safety of armor

Armor must be in such a condition that there is no risk of injury by wearing it or striking it. Metal armor must therefore not have sharp/rough edges or pointed rivets. Metal gloves may be used under the same conditions - and they must of course be used responsibly.

4.7 Overall safety of weapons

This section describes the general safety rules for the design and use of melee and ranged weapons. Please note that there are additional rules for the design of the individual weapon groups under 5.0 - 5.9.

Melee weapons:

- All melee weapons must be securely padded and stab proof if applicable. If you can feel the core of the weapon when you stab, it is not stab proof. Spears and halberds must have padding at least 50 cm down from the head.
- Attacks with halberds, spears and two-handed weapons must be done with a firm grip, using both hands on the weapon.
- It is forbidden to grab the opponent's weapon, shield or banner with your hands; or otherwise lock under arms, feet or legs.
- It is allowed to "hook" the enemy's weapon or shield with your own weapon and pull or push to prevent the opponent from using the weapon or shield.
- It is forbidden to hit or push with shields, regardless of padding and design.
- Flajle must not have a chain longer than 25 cm - and the chain must be made of leather rings.
- All polearm heads, including halberd and spears, must have their head fixed on the core.

Ranged weapons:

- Projectiles may not be fired at units within 10 metres. Note that gunpowder weapons that say bang are allowed.

- Bows may not draw a maximum of 25 pounds and homemade arrows may not be used.
- It is strictly forbidden to use homemade gunpowder charges.

4.8 Safety of war machines

The war machines for Krigslive use various mechanisms to fire their projectiles, including compressed air, flammable gases, and more. These mechanisms have the potential to be dangerous if damaged or used improperly. All participants must therefore pay extra attention to the safety around war machines, and listen to what the war machine crew says - even if it is their enemies. The following rules apply:

- All war machines must be approved by the police so that they comply with the Weapons Law - and a written safety procedure must be prepared for loading, firing and discharging in the event of a fault. Both the police's permit and security procedure can be required to be shown and tested by the organizers during the event. Organizers always have the option of banning War Machines if security is not in order.
- It is strictly forbidden to operate war machines without permission and guidance from the crew.
- War machines must always aim low to avoid hitting at head height as far as possible.
- The safety distance on war machines is 10 meters. This means that war machines are not allowed to fire projectiles within that distance. If an enemy unit comes within safe distance, the War Machine crew must either; 1) resort to melee weapons and engage; 2) retreat backwards; 3) or surrender.
- If the crew deems that it is not safe to fight close/near the war machine, they must surrender.

4.9 Use your common sense

The above rules for security cover typical situations for Krigslive. In addition to this, it is expected that all participants and organizers behave sensibly both in and out of the match and take care of each other.

4.10 "Combat, No thank you"

If you wear a pink/pink sash across the chest, you signal that you do not want to be hit with weapons. People with this sash always surrender if the enemy comes close - and then you role-play their surrender, without physical combat. At night, this is signalled by pink glow sticks.

5.0 Armaments

The units must choose which weapons they want to fight with, and all members of the unit must use this particular armor (with a few exceptions). All units may carry spare armament in the form of a handweapon if they wish. Distance units may also wear fencing shields. If you bring weapons outside these categories, you must contact the organizers. This section describes the details for each weapon type, but note that the safety rules for weapons are described in sections 4.7 and 4.8.

5.1 Handweapon

Swords, hammers, axes, clubs, etc., which can be swung in one hand. The total length of the handweapon is between 60 and 110 cm. Striking and stabbing may be carried out as the type bids. It is not allowed to fight with two handweapons at the same time, or weapons that are shorter than 60 cm in formations.

5.2 Bucklers

There are two types of bucklers; round and teardrop-shaped/rectangular. Round fencing shields may have a maximum diameter of 50 cm. Teardrop-shaped fencing shields may be a maximum of 50 cm high and 40 cm wide. Fencing shields must be padded on the edge or built of foam.

5.3 Shields

There are two types of shields: round shields and teardrop/rectangular shields. Round shields are round with a maximum diameter of 70 cm. Other shields are a maximum of 90 cm high and 60 cm wide. All shields must be padded securely around the entire edge or be built of foam. Shield dents may be metal, but must not be pointed.

5.4 Halbards

Polearms that can be used for both punching and stabbing. Halbards are between 180 cm and 250 cm long.

5.5 Spears

Stick weapons that can only be stabbed. Spears are between 200 cm and 300 cm long.

5.6 Two-handed weapons

Large swords, axes, clubs and the like that must be swung with two hands. Two-handed weapons are between 110 cm and 180 cm long. Striking and stabbing may be carried out as the type bids. Note that units that use two-handed weapons gain an additional 4 armor points (see section 6.0).

5.7 Bow and arrow

Bows may only fire in volleys and the unit must fire in volleys at the same target. Shooting at units within 10 meters may not be fired. Bow units have a number of volleys equal to 1 per 3 members in the unit. For example, a unit of 12 soldiers has 4 volleys.

5.8 Gunpowder weapons

Gunpowder weapons both with and without projectiles must be able to deliver a loose charge, e.g. a red cap, to simulate a "bang". Magazines must not be constructed that make it possible to load faster, including "wreaths" of popping caps. Reloading takes the time it takes for the entire unit to be ready. Gunpowder weapon units have a number of volleys equal to 1 per 3 members of the unit. For example, a unit of 12 soldiers has 4 volleys.

5.9 War machines

Units that want to use war machines can ignore the "5 is probably the rule" (see section 2.5) - and can form a formation of 3 unit members as long as they are in contact with the war machine. If the unit wants to free itself from the war machine, all normal rules apply. If the crew is below 5, they can connect to another unit; if they do not meet the armor class of this unit, they are included in War as a result (see Section 2.8).

War machines have a reload time of about 20 seconds between each volley. Because war machines are imprecise, they do not have a limit on how many times they can fire. Instead, they have a limit on how many times they can hit - corresponding to a maximum number of hits of 1 per member in the unit. Formations with multiple War Machines (also called a battery) are assigned + 1 hit per War Machine over one that is part of the formation.

6.0 Armor

All units must choose one armor class that all members of the unit must meet. Armor classes are divided by armor points (RP), which are earned by covering certain zones of the body with armor.

Depending on one's armor class, units are awarded health points (HP).

The distribution between RP and HP can be seen in Table A. The "mandatory" column means that you cannot move up in the class without all members of the unit covering these protection zones.

At the armor classes light, medium and heavy, there is room for a little variation in the amount of armor, where members of the unit can put on more armor and gain 1-2 HP more. For example, a light unit can easily consist of 5 members with 4 RP and 2 HP, and have another 5 members who have 8 RP and 4 HP. Variation can only be made within the individual class.

6.1 Types of armor

For Krigslive, the focus is primarily on metal armor. To achieve RP, it is therefore the intention that the following types of armor are used: Plate armor, chain mail, chain mail, brigandines with metal plates and splintered mail.

Chainmail is special in that it very easily covers large parts of the body, without giving the aesthetic expression that is sought for Krigslive.

Therefore, chainmail never gives RP for the knees, elbows, back or shoulder piece (ring collars are an exception for this). A chain mail that goes to the elbow and knee thus gives a total of 8 RP. Splint mail counts as chain mail in all technical regulatory respects.

Leather armor and other forms of armor other than plate and breastplate are generally not forbidden or undesirable - but it is not part of the technical core of the rules of war. If you are in doubt about the fit of your unit's armor concept, do not hesitate to contact the organizers.

6.2 Armor should resemble armor

It is expected that you wear armor that looks like armor - and that you do not deliberately "cheat" with your armor (e.g. by using too small arm/leg rails, turning the chain mail into a poncho, or cutting the breastplate down to a top. Plastic armor is generally not wanted, as it does not look like real armor. However, it is not forbidden, as there may be other considerations that are more important; eg. physical injuries, weak knees or a bad back. The units themselves regulate their use of armor. If you are in doubt, please contact the organizers.

Table A - Armor classes

Class	RP	HP	Obligatory
No armor	0	1	-
Light	4	2	-
	6	3	
	8	4	
Medium	10	5	All members must cover the torso.
	12	6	
	14	7	
Heavy	16	8	All members must cover the torso and head.
	18	9	
	20	10	

Table B - Protection zones

Protection zone	Number	RP	Can be covered by...
Head	1	4	Helmets, ring caps
Torso	1	4	Breastplate, chain mail
Shins, knees and thighs	6	1	Legs, - and thigh armour, knee cup
Forearm, elbows and upper arm	6	1	Arm, - and upper armour, elbow cup
The shoulder piece	2	1	Shoulder armour, ring collar, gorget
Back	1	1	Metal plate
Face	1	1	Bevor, closed helmet

6.3 Protection zones

The different protection zones are listed in Table B. The column "number" denotes the total number of zones within the area (e.g. all have one head, but a total of 6 forearms, knees and upper arms). You cannot cover the same zone several times. The "RP" column describes the number of RP each protection zone provides.

6.4 Maximum Health Points

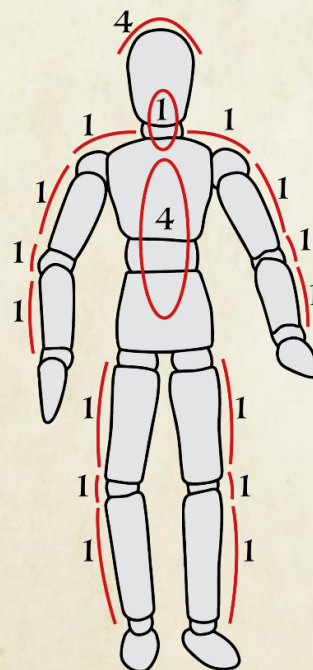
There is a maximum limit of 10 HP. This means that soldiers with 20 RP do not benefit from more armor or musician.

6.5 Special pieces of armor

This section reviews the armor pieces and zones that have special rules for them.

- Shoulder piece, gorget and ring collar:** The shoulder piece is only covered when the area from the neck to the top of the upper arm is covered. This is typically covered with a suitably long ring collar; one gorget in combination with armour on the upper arms; or the right type of shoulder armor. Each side of the shoulder piece awards +1 RP.
- Back Plate:** If the back is covered by metal plate armor (combined with a chest plate), this gives 1 RP.

- Protection of the face:** The face can be covered with either a closed helmet, bevor or similar. These cannot be combined - and give a maximum of +1 RP.
- Jacket chains:** Must cover the entire arm, and provides +1 RP for the full length. Jacket chains cannot be combined with armor on the upper or lower arm, but with armor on the shoulder piece.
- Two-handed weapons:** If the unit's armor is two-handed weapons, this counts as 4 RP.



6.6 Examples of armor classes

Light (4 RP)



Light (8 RP)



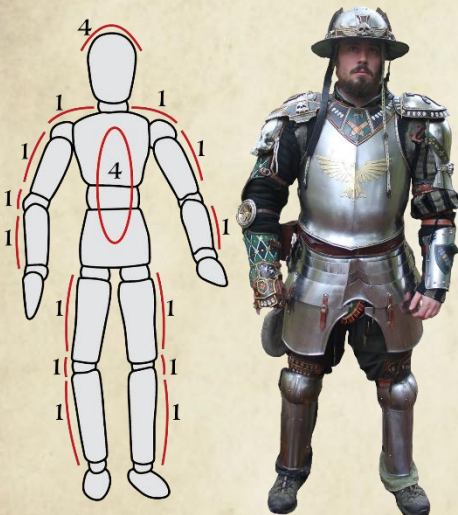
Medium (12 RP)



Heavy (16 RP)



Heavy (20 RP)



Heavy (20+ RP)



7.0 Summary

Notion	Explanation
Unit	A unit is a group of soldiers who wear one's armor, armor and uniform.
Formation	The unit is in formation when anyone can touch another member of the unit on the shoulder, and the banner is included in the unit.
Breaking formation	If you get away from your unit and can't come back after a few brisk steps, you're defeated. The unit regulates when it is out of formations.
Banner	If the banner goes out of formation or the wearer falls (and the banner is not immediately handed over), the unit is defeated.
Five is enough	If there are fewer than 5 soldiers in the formation, it is defeated.
Regrouping	The classic "revival". Works differently from shot to shot. The organizers are responsible for instruction.
Formations in practice	To the extent possible, the formation should be neat (in straight lines and boxes) - and you should avoid swarming or dumping. When the formation has become ugly - and every time you move on - stop and make sure the formation is neat.
Field Physician	Can provide first aid to fallen soldiers. They get 2 HP. The formation must not be engaged and the doctor must be alive.
Entourage in War	Entourage in war always counts as being without armor and may only carry a handgun.
Battle Block / Exit	When the army goes to war and formation fighting begins.
Battle	A limited battle in the battle block. Typically lasts between 20-60 min, and has special game mechanics
Commitment	When the unit is in close combat with the enemy or close enough that the enemy could easily reach you.
Security	Think about it! Physical contact between bodies and/or shields is prohibited. Make sure that weapons and armor are safe.
Freeze	Everyone stops the fight and repeats the command. Used when people have been injured, fallen or similar.
We surrender	If a single member shouts it, the unit is defeated. Used when the match has become uncomfortable because you are outmaneuvered.
Armor & Armor	Each unit chooses its own armor and armor, following the rules prescribed for it.