

VARGAR COMPANY INC. HANDBOOK

In short Vargar Company Inc. is a group that engages in the sport of Mock Combat via the use of padded weaponry. Your skill and prowess determine your success.

This handbook will give the general knowledge needed to engage in the sport and to participate safely. It is important to note, that while safety is a primary concern, this is a contact sport in which accidental injury can occur. We liken the risks to any other contact sport such as Martial Arts, Football, and Soccer. Should you have any particular health concerns please make sure that a Company representative is aware. Asthma, Heart Disease, Seizure Disorder, or Blood borne illness are among a few of the conditions that the Company should be apprised of. This information would be relayed to First Responders such as paramedics in the event of your injury and are not necessarily a basis for exclusion from the game.

A little about us: The VC is a Pure Combat sport. While there are Company and individuals that are Role Play friendly, that is not the focus of this group. If that is your preferred method of play, seek out a role play friendly Company, though generally speaking, combat is combat, and as an association it is not considered a Role play endeavor.

VC is led by a council comprised of the Company captains/ assistant captains and certain officers of specific duty. The council defines association goals, how and who should be involved in achieving those goals and what resources can be allocated to the work. This is the Legislative and Executive branch of VC and may be comprised of both Non Combatants and Combatant status members alike.

Open Council: Anyone with an interest may attend open council. Voice concerns, ideas for furthering the association, etcetera. Ideas for agenda items should be sent to a core

VARGAR COMPANY INC. HANDBOOK

council member prior to the event so order may be maintained. Decorum is expected to be maintained at these meetings and a respect for those speaking, presenting ideas, or counter proposals is mandatory.

Closed Council: meeting attended only by Captains or designated officials.

Regent Council: Meetings of 1 or more parks in a geographical regent.

Grand Council: Meeting attended by all parks and members.

Dress Code: We don't have one, but members of a fighting company are expected to sport team colors. Some people chose to wear Garb. This is fine, as a method of self-expression or the expression of a battlefield persona. Armor doesn't count, in most combat and will not buy you any additional staying power. Garb that interferes with taking hits is discouraged, and will be given the penalty of no graze calls. Come as you are, or as fancy as you like. It's all for fun anyway.

Section 1: Details of the Game

Terms:

Fighting company: An association/team of players who have allied themselves to further a combative or political goal. A house must have at least 5 members. At least two

VARGAR COMPANY INC. HANDBOOK

members must be Guild Member level to start and hold a Fighting company. The request to start a company must pass a council vote.

Captain: leader of a Fighting company. The authority of the Fighting Company defining its code of conduct, discipline, and political standings. A Captain is responsible for all the members of the Fighting Company, and their gear. Captains must attend quartile Council meetings (missing no more than one a year), by monthly build days (missing no more than 2 a year), practices/events must be attend regularly. The Captains also constitute the ultimate authority of VC. Any serious issues with VC, issues between players, or any other conflict will be handled by the Captains or their chosen delegates...i.e. assistant captains. An individual must be a Guild Member to obtain this rank.

Assistant captains: Second in charge of A Fighting Company and designated chosen delegate. An individual must be a Guild Member to obtain this rank.

Guild Member: A person of a Fighting company who has executive authority in the Captains name. They are also charged with Weapon inspections, training new players, referee games and conduct. They represent their respective Fighting Company in challenges and matters of a mundane nature. They will be nominated by the Captains and approved by Council in an up or down vote.

Member: A person of a Fighting company who is in training to be a Guild Member.

Referee: The Referee and their word is law.

VC makes use of particular scenarios and games to further hone our skills, keep morale high, and increase the enjoyment of the player base.

Kill: A kill is counted when a person receives a blow to the chest/back and crown of the head. Once killed, you must vacate the field, and remain silent until the end of the game, or should the game call for it, until you are resurrected. Remember, The dead don't speak.

Wound / Limb: A Wound or Limb shot is when an extremity such as the arm or leg is hit with a weapon. That limb becomes disabled. In the case of an Arm Wound, That arm is no longer allowed for use in blocking or wielding a weapon and is considered to be missing. A second shot to the same limb counts as if the limb were not there, and the blow would have carried through to the body of the target, thus a kill. In the event of a leg wound, that leg is considered to be disabled, and the wounded person must drop to one knee. Walking in that case is no longer possible and the person must walk on their knees, or hands and knees as the situation permits. It is considered a kill to take multiple wounds to the same leg. Two wounded limbs counts as a kill.

Graze: A Graze is a strike one might receive that is light compared to a normal strike. A Graze generally doesn't slow the velocity of the intended strike and only barely makes contact with the target player. A Graze might also be a strike that doesn't make contact with the player, but only

With clothing or garb. Use your best judgment in calling a Graze, as it will encourage players to swing harder in order to punctuate their strikes. A Graze is not counted as a Wound or Kill.

Strike Zone: melee Strike Zones are the legal areas a player may attack, and attempt to make contact via a padded weapon these are the Torso From the groin and hips to the base of the neck and edges of the shoulders, crown of the head(only with Light weapons see Weapons), legs, and arms of a player. Arrows Strike Zones include all above and the neck and head/face.

Hold: If a Hold is called, all combat on the field stops, any swing in progress is halted and all players take a knee. The hold is usually in response to someone taking an injury, or to sort out some manner of issue on the field.

Lay On: Lay On is called to begin or resume combat. (Usually a call of “Stand if you can” will precede a call of “lay on.”)

Subsection - Combat:

The sport of Boffer Fighting involves swinging a foam padded weapon and making contact with another individual. There are a few No Zones that are considered non-target areas, and strikes to these areas are illegal and will not count against the person receiving them. These zones include the Hand on weapon, Feet on ground, face and neck. The face/neck especially can be accidentally struck, and each fighter should take care to avoid this strike zone. A hit taken to the face/neck will not be counted as a Kill unless hit with a thrown weapon or arrow. In the event of an accidental face/neck strike, the other player may be stunned, or momentarily disoriented. a Hold may be called. Thrown weapons and arrow shots to the neck, head, and face count as a Legal kill.

Hands and feet are not counted as strike zones as many weapons do not have a basket hilt or other way of protecting the hand from impact. Hands not holding a weapon cannot block an attack, or that will be considered a loss of limb. Feet are also treated the same way, a foot on the ground struck by a weapon is not considered a valid target and combat will continue. A Foot drawn up as an attempt to avoid or block an attack will be considered a valid hit if struck in this manner. Persons suspected of intentionally striking these illegal areas may receive warnings or other disciplinary action.

VARGAR COMPANY INC. HANDBOOK

(For combat mechanics and game play rules see the document VC Rules of Engagement.)

Weapons: This is a simple overview, for construction you must attend a build day and be given a copy of the VC weapon specs. (Weapons are not easy to build and instruction is required to save new Members time, money, and aggravation.)

(To be updated by whoever has been assigned Weapon Specs)

Allowable weapons on the Field of Battle are Sword, Shield, Mace, Axe and any variant of the above, assuming they are built with the safety of other players in mind. properly built projectile weapons are allowed on the field including Arrows, and javelin. Thrown weapons of any make are generally acceptable so long as they have only rubber garden hose as core. The weapon must be covered in foam and of a density that cannot cause injury when thrown. Legal weapon materials and specs are being updated all the time, and should you have a question regarding the construction or legality of a weapon on the field, contact a Referee, Guild Member or captain.

Light Weapons: One handed swords 10oz or less balanced just above the handle. All other 1 handed weapons must be 9oz or less. These weapons must be less than 4 foot long. These weapons are legal for head shot kills (only the crown of the head.) Color coded White.

Medium Weapons: One or two handed weapons that weigh more than a Light Weapons and less than Heavy Weapons. Not head shot legal.

Heavy Weapons: Two handed weapons must be 4 feet or longer, must weigh 24 ounces or more. Three solid hits swung with two hands breaks a shield. Each hit must be called out HEAVY. The recipient shield-person must call out the hit number 1, 2, or 3. If the

shield-person had 1 previous heavy hit from a different sword-person they would count the aforementioned strike and start the count at 2.

Cores:

VC allows for the following construction materials in striking weapons. Kitespar, Graphite, Bamboo, Carbon Fiber, fiberglass, and possibly other technology as it becomes available, tested, and approved. No weapon may have a metal core, or be comprised of solid wood. All weapon cores must be capped with foam horse pill/biscuit to avoiding push through of the core through the end of the foam.

Padding:

Padding materials include yoga, gym floor, Camp Foam, or like style open celled and micro celled foam. The Foam should not be rigid and have some give when pressed upon, but resilient enough not to break down quickly. Cloth, Toilet paper, or bubble wrap are not legal padding materials.

Covering:

Cloth covering, latex, or plasti-dip is mandatory, seams are not put to the outside of the weapon and any bindings such as strings, clasps or toggles are not a part of the striking surface.

Flails:

Flails are only for experienced members, and require approval of team captain to use.

Shields:

Shields may be constructed of any material including Wood, Plastic, hard foam, though no metal shall be used as the core material. Shields should be padded with the same

safety concerns as any other weapon, as collisions may occur with other players. The shield should have at least 1.5" layer of camp foam on the broad exposed side, and a ring of 2" foam around the edges. Handles may be any material so long as it is secure and not exposed to any but the holding player. Use good judgment in fastening the grips or other securing bonds to the shield. Avoid injury to yourself by using too long bolts, or sharp or unsecured bonds. Punching a pair of holes in the core material and running a heavy line or rope through is a good way to make a shield hand hold.

Shields can be broken and must be dropped after 3 hits from a Heavy weapon. Shields with poor covers will be given only 1 Heavy hit. Shield checking is a short charge from 3 to 4 steps away from an opponent, this may be done to all sides of an opponent. Shield bashing is charge from 4 to 20 steps away, this can only be done to the front of an opponent facing you. This move is discouraged if the recipient is less than 60 pounds or your weight class unless agreed to beforehand. Shield kicks to the front of the shield are allowed, but only if the recipient is standing. Edging is striking an opponent with the edge of the shield this is seen as too close to punch weapons and is not allowed.

Consult a Referee, Guild Member or Captain before building a nontraditional, or fantasy weapon. While Cool, Nunchaku are not practical as they fall under the category of a flail. Fist weapons, shield / sword hybrids, Claws are not allowed.

Section 2: Codes of Conduct:

((I strongly recommend Fighting companies create a specific code of Conduct for their house. Players of this game are expected to act with honor, respect, decorum, and a reasonable amount of grace. Interpersonal tension, rivalries and disagreements will happen, but aggressively arguing, non-game related fighting ((Fisticuffs)) or general poor behavior will not be tolerated. At the end of the day, this is a game meant to be fun and recreational. We pride ourselves on having a low drama atmosphere and will do everything in our power to ensure that culture. If ever a person or the actions of a person are called into question, consult A Referee, Guild Member or Captain nearby,

and let them handle the issue. Never try to intervene on your own. You may be asked by the person in authority to accompany them to address a grievance, as that's only fair and proper to the accused.

Non Combatants: Some Fighting companies may choose to give authority to Non Fighting members. These persons have responsibility to their Fighting companies, and potentially to the Kingdom in administrative, Recruiting, Publications, public relations, and other group focused work. See a Captain for more information. While these persons may not have a ruling or authoritative presence over the field of Battle, they should be valued, honored and respected for the work they do, and should someone of a Non Combative rank need to speak with you or rebuff a poor behavior, realize they do speak for the Kingdom as a whole and should be taken seriously.

Final word on Code of Conduct. : Respect yourself, and the others of the field. Should a problem arise, address it with a cool collected head, and if necessary don't be afraid to seek out others of the group to resolve any issue of protocol or of interpersonal natures.

Section 3: Games within the Game.

The VC makes use of several games including Daneball, Fighting companies Battles, Three Man, Ring the bell, Lich lord, and others. These games will have the rules explained before each. If there is ever a question about the rules, or particulars of a game, ask the Referee who's leading the game.