

BATTLEQUEST



PLAYER HANDBOOK

BATTLE QUEST PLAYER HANDBOOK

www.battlequest.pl

authors:

Krzysztof Maj
Bartek Ziolo

editor:

Krzysztof Maj

proofreading:

Bartosz Lerch
Anna Rogala
Piotr Sawicki
Mateusz Świąt
Anna Wawrzyniak
Bartosz Zawierucha

translation:

Konrad Pawelec

graphic design & typesetting:

Marcin Słowikowski

cover artwork:

Agata Sikora – Ayu Arts

coordination:

Dastin Wawrzyniak



TABLE OF CONTENTS

Intro _____	3	Equipment _____	9
Battle Quest		Costume	
What is a larp?		Safe weapons	
Warhammer Fantasy World		Tent	
Do I need to be an expert in Warhammer?		Water container and cutlery	
Basic Rules		Head cover	
		Medicine and other relevant items	
		Light source	
Sides of the Conflict _____	4	A can I and what can't I do during the game _____	10
Righteous Forces		Battle Quests	
Norsca and Chaos		Exploration	
Free Fort of Zwergburg		Trade	
		Off-topic	
		Treason	
		Spying	
		Theft	
Safety _____	5	Trade and in-game currency _____	12
Safety words		Game terrain _____	13
		Camps	
		Bastions	
		Dwarven Fort Ruins	
		Free Fort of Zwergburg	
		Sanitary Facilities	
		Where can I find the organisers?	
Your character _____	7	Game timetable _____	15
Creating your own adventure			
A living world of adventure			
How to create a character			
Magic roles			
Non-humans			
Unit registration			
Joining units			
Special offer of beginners			
Its not all about combat – non-combatant roles.			
Playing Solo			
Underage players			

This handbook provides only part of what is needed to fully understand the rules at Battle Quest. For a full picture, remember to also familiarize yourself with the **Fighting and Magic** handbook as well as the plot overview – both documents available at www.battlequest.pl.

INTRODUCTION

Battle Quest

Battle Quest is a field combat LARP, the action of which takes place in the incredible and fictional world of Warhammer Fantasy. It is a game which, for 3 days, will take you right in the middle of the conflict between the warriors of Norsca, supported by the Ruinous Powers of Chaos, and the forces of the Righteous, with the regiments of the Empire of Sigmar leading the way. As part of the game, you will be able to take the role of a member of one of the many units of either army, or an inhabitant of the neutral fort of Zwergburg. Whatever your chosen affiliation, exciting adventures, fights, battles, and experiences await you. You will be able to taste daily life in the reality of a fictional conflict, enjoy local amenities, as well as enjoy local attractions. For the bravest of you, the secretive and dangerous tunnels will also lay open – if you wish to search for more treasures and mysteries.

What is a LARP?

LARP – (Live Action Role-playing) is an activity on the border of gaming and theatre. Members improvise while playing various roles, creating a world around them and living through various situations together in real-time. Participation in a LARP means that for a while you will become part of a fantastical world, which you typically saw as though through an impenetrable window – while reading a book, watching a movie, playing a computer game. You take on the role of a hero, wear a costume, and live through adventures. Each decision you make has a direct effect on everything around you, and may have a profound impact on the world's history depending on how things develop. It's easy – just act exactly how you think the character you are playing should act.

The world of Warhammer Fantasy

The iconic world of Warhammer Fantasy was created by Games Workshop for the purposes of supporting an RPG system and a table-top figure game. The reality of this fictional world is similar to the real-world medieval and renaissance period. The majority of worlds in the fictional world have direct similarities with particular nations in our history. For example, the Empire resembles renaissance Germany, Bretonia is very much like medieval France, and the Norsemen are based on Viking culture. To this world, the creators added magic, different races (elves, dwarves, hobbits, etc.) and chaos – a deadly and mysterious force that destroys and swallows everything and anything it touches.

More about the Warhammer Fantasy world can be found in the many handbooks and rulebooks created by Games Workshop. The primary source of lore used by the organisers of Battle Quest are the books comprising the 2nd Edition of Warhammer Fantasy Role Play, published in Poland by Copernicus Publishing Corporation. But please remember that the world of the LARP follows its own rules, and the final word on anything that takes place or is allowed/permitted lies with the organisers of the game.

Do I need to be a Warhammer Fantasy expert?

Absolutely not. The Warhammer world is very rich and embracing, thus allowing almost any fantasy idea to be explained and justified. Moreover, due to the technological limitation of this world, it is also very easy to explain lack of such knowledge or understanding. After all, what would a minor footman with daily access to little more than his sword and a campfire in the Imperial camp know about the geopolitical complexities across the whole world?

BASIC RULES OF BATTLE QUEST

Field Combat LARP – a game focused on military activities, where the majority of players take on various forms of warrior/soldier roles.

Simulation-Gaming – we strive to recreate a fantastical field of battle, where there are two opposing sides at war with each other.

Non-Stop Game – the game takes place NON-STOP from the begging to the end of the larp with non breaks.

Safety – always remember that the safety of you and other players is an absolute priority.

No fighting inside camps – fighting within the boundaries of the various unit camps is strictly forbidden.

What you see is what you get – characters do not have any 'skill points', 'stats', or 'paper-based abilities'. Fighting takes place on a trust and honesty basis.

360° Illusion – we aim to recreate the Warhammer world as accurate as possible, using realistic costumes, props, effects, and equipment. To further support this, use of any modern items is NOT allowed. This includes costume elements, tools, tents, and other items.

No possibility of a peaceful resolution – Norsca and the empire will NOT agree to a peaceful resolution of this conflict under any circumstance, whether it be via a ceasefire or alliance. Recruitment of the neutral units within Zwergburg IS allowed.

Individual character creation – the organisers of the larp will NOT create character sheets or individual quests for any attendee, this is entirely up to the player.

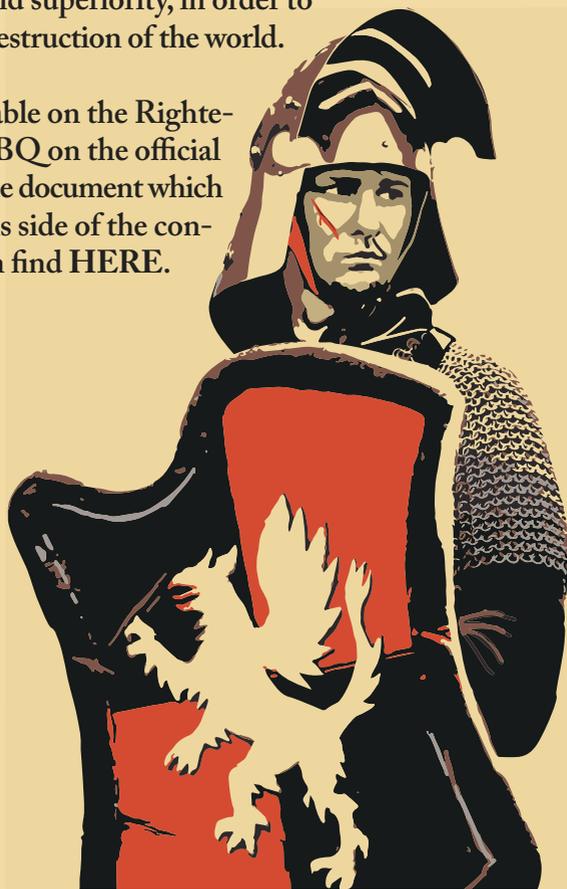
Don't be an asshole – remember that larps are supposed to be a fun game. We expect everyone to apply common sense, fair play and have respect for all other players.

No off-game debates/conversations – our rules are based on mutual respect and fair play. If you believe someone is not following these rules, inform the organisers so that they can handle the situation appropriately. Under no circumstance should you enter a debate about the rules yourself during the game. Such activity not only damages the gaming experience and immersion for yourself, but also anyone who might be in the area and can oversee/overhear the exchange.

RIGHTEOUS FORCES

Righteous Forces are an alliance of various broadly civilised nations, under the command of the most advanced and largest one of them all. Despite working together to defeat a common enemy, however, the sides are largely divided among themselves. Army regiments from various kingdoms, nations, and principalities. Dwarven engineers protecting ancient traditions. Village militia forcefully conscripted into units by the nobles that rule them. Mercenary groups seeking a quick way to get rich during war while also having roucouus fun. Proud elves, who find that working alongside humans is but a necessary slight on their purity and superiority, in order to stop to total destruction of the world.

More is available on the Righteous Forces at BQ on the official website and the document which focuses on this side of the conflict – You can find [HERE](#).



SIDES OF THE CONFLICT

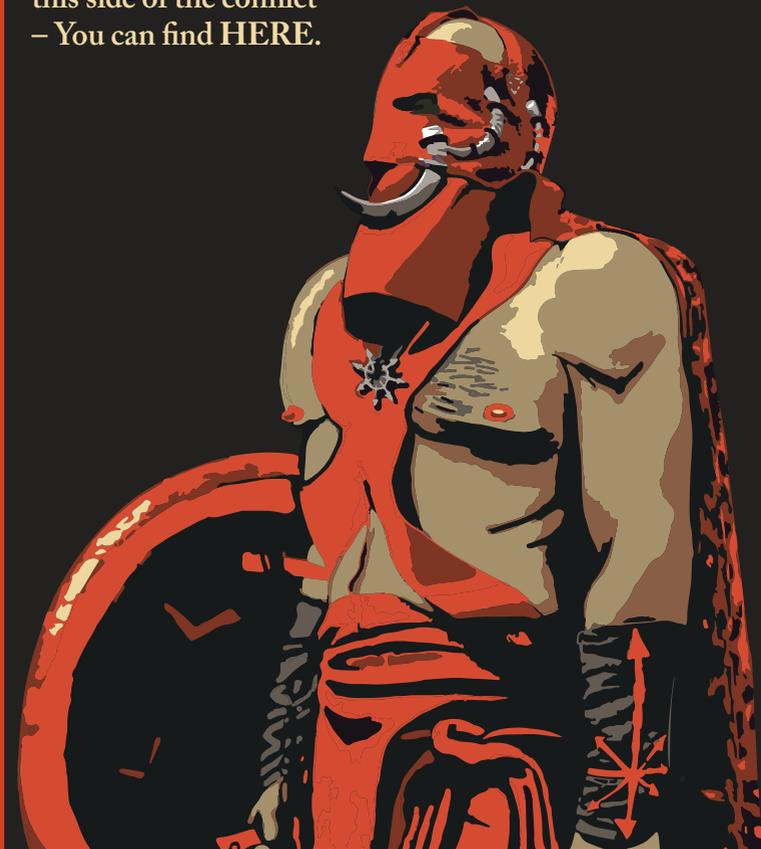
FREE FORT OF ZWERGBURG

A village founded by a mysterious mage known as Master Keniger. It is inhabited by various refugees seeking a relatively safe place to start a new life. The Free Fort of Zwergburg declares absolute neutrality from all sides of this conflict, and offers access to various attractions such as a tavern, marketplace, and the pleasure house..

NORSKA AND CHAOS

Norsca and Chaos are the armed forces of the villages and tribesmen who settled on the northern borders of the Imperial province of Ostland. They are seen by the Empire and its allies as worshippers of the Ruinous Powers and invaders. In order to challenge Imperial aggression, however, Norsca had to search for very unlikely alliances. Because of this, it is not surprising to anyone to see various races and cultures in the Norscan camps – often of very dubious motivations.

More is available on the Norsca and Chaos faction at BQ on the official website and the document which focuses on this side of the conflict – You can find [HERE](#).



SAFETY

BQ is a game which is meant to provide as much fun and adventure as it is possible to all players. We take the safety of all those present very seriously, and have gone to great length to secure the area of the larp. During the game, each main camp will have access to a trained medic, ready to help in the event of an accident or any serious ailment. We have also given great attention to the weapons used at the larp.

During the game, please take note of your safety as well as that of other players. Be wary of uneven terrain and rocks, make sure you have comfortable shoes with thicker lining to protect your ankles against sprains/breaks. When leaving the camp at night, make sure you take a source of light with you. Even if you intend to remain in the dark, light may be needed in critical moments. NEVER run in the dark, it is VERY easy to run into a tree or fall into a hole in the ground.

Always carry water with you. Dehydration can and often does lead to nausea and heat-stroke. Protect your head from the sun during the day, and do not forget to use some form of defence against ticks and mosquitoes. Lyme disease is a very real threat, do NOT underestimate it.

WARNING

even when following all of the above rules, it is possible for unfortunate accidents to take place. Larp fighting is a 'contact sport', and by participating in it, you must be aware that there is always a risk of injury – much like during amateur football.

People who are reported to the organisers for not respecting the above rules and safety guidelines may, at the discretion of the organisers, receive a warning. A second warning may lead to expulsion from the LARP.

In the event where a person causes a very major threat to the safety of anyone in the game, the organisers reserve the right to expel such a person from the terrain of the larp immediately.

Consume alcohol responsibly. When under the influence of alcohol, you do not just endanger yourself, but also those around you. You lose control of your own strength and swing during fights, and increase the chances of tripping on the uneven terrain. Also, do not hold back from warning those under heavy influence of alcohol that they may be acting out of order. If the warning does not help or stop them, and the person becomes a threat to anyone – immediately inform the organisers.

Remember about mutual respect and empathy towards other players. What may not be offensive to you, may be to another person. If you think someone may be feeling uncomfortable in a given situation, back off. ALWAYS respect the safety words, not just in combat but also in social interactions.

Handle pyrotechnics and fire very carefully. Remember that we are playing during the height of summer, and it takes very little to start a major fire. That is why it is STRICTLY FORBIDDEN to handle open flames (torches or fireplaces) outside of designated areas. Never use pyrotechnics in closed rooms, or on dry surfaces. Do not leave fires unattended, and if you believe a fire is dangerous – try to put it out immediately and inform the organisers as soon as possible.

When fighting using larp weapons, remember to control your strength. Try to use safe ground when engaging in a fight and avoid uneven terrain. More on fighting is available in the **Fighting and Magic** handbook.

SAFETY WORDS

For the comfort of players at BQ, we make use of the mechanic of safety words red-yellow-green. The use of these words should be relatively common, as thanks to them we will know whether the person we play with is comfortable with the level of interaction taking place. During the game, any person can say (in English) one of these words – and all those who hear it, should act accordingly:



GREEN

Lets go further. The scene taking place can be escalated further. In practice, this often means that we can take things to the next level, and it is even expected to do so unless we respond with 'yellow', for example.

Example: Kasia, playing her character, grabs Paweł by the arm and begins to shake him violently, causing him pain. Paweł uses the word 'green'. Paweł likes more pain. Kasia can continue to shake Paweł, and she can do things that might cause him additional pain or can further encroach upon his privacy..

YELLOW

Let's please keep the intensity where it is. The Scene taking place is at the right level of intensity but should not be escalated. In practice, this means we either do not continue the topic that is being discussed at the time or we do not escalate the violence that is taking place.

Example: Kasia, playing her character, grabs Paweł by the arm and begins to shake him violently, causing him pain. Paweł says 'yellow'. Kasia can continue to shake Paweł, but she should not do anything that might cause him additional pain or could further encroach upon his privacy.

RED

I do not want this, please stop immediately. The scene, in which the players is taking part, is for some reason to intense or the person no longer wants to take part in it. The reason for the word 'red' should immediately be eliminated, and the game should proceed as though the word 'red' was never used and the unfortunate scene never took place.

Example: Kasia, playing her character, grabs Paweł by the arm and begins to shake him violently, causing him pain. Paweł says 'red'. Kasia should at this point immediately let go of Paweł, and not enter into any physical contact with him until the end of the scene.

YOUR CHARACTER

Creating your own adventure

The organisers of Battle Quest do not create personal characters for participating players. No personal quests of objectives will be provided, nor will there be any dependencies between individuals created. What is given, is limited to the overall plot outline, acceptance of the various units attending, and building various missions and high-level objectives for people to complete.

If you believe that participating in a particular plot may be fun – go for it. Of course, keep in mind respect of other players and the rules set out by BQ. If in order to take part in a plot you believe you may need something that you do not have, or you are not sure if it is even possible – contact the organisers. They are bound to help you somehow.

A living world of adventure

Our objective is to create a living and believable world. One, in which you can feel as though you are part of something bigger. Where the camps are alive, everyone has a role and a place in the society. Where, in order to achieve something, you actually have to do it yourself. Where you can fully embrace the world around you.

During Battle Quest, there will be lots of time for fights, tactical plays, and epic battles. You will not be short of places to explore, derelict ruins, or spy games. And after all this, you will have time to rest in the tavern, relax in the shade as your food rations are prepared, challenge someone to a duel in the arena, tasting various drinks by the fire with your friends, and many other past-time actions.

The game will be non-stop. This means, that each participant will eat, sleep, and even go to the latrines in character.

How to create your character?

As we already mentioned, players create their own characters at BQ. Remember, however, that your character has to fit into the world of Warhammer and must be aligned to one of the sides of the conflict.

When creating your character, forget about 6 foot dwarves or goblins wearing military trousers. Moreover, this goes beyond physical attributes of players or the way the costume looks. At Battle Quest, there is in place for elite halberdiers with no halberds or bretonian princes looking like rat-catchers. If your costume doesn't immediately show your profession/standing, something went wrong at some point in character creation. If you want to play a rat-catcher posing as

a bretonian prince, the best you can expect is the flogging of a lifetime. We hope to create a true 360° illusion, and that would not be possible if the character in the world do not look like who they are.

Magic Roles

There are two types of magic-using roles, which players can play at Battle Quest after clear agreement and acceptance from the organisers. Don't worry though – these are extremely rare and highly specialised, comprising but a tiny fraction of participants. These roles include additional abilities for the characters, however most importantly, they add a number of duties on account of playing such unique roles within the mechanic of the game. These roles are Clerics and Mages.

If you want to play one of these two roles, you must accept all the associated functions and duties, and send your character using the special character form. The number of such specialised roles is very limited, meaning only a finite number of players will be allowed to play such characters. The primary reason for this is due to the world we play in – educated or magic-wielding characters are extremely rare.

More information about specialist roles is available in the handbook **Fighting and Magic**

BQ is a LARP for you, if:

- ☐ You like fighting in larps using safe weapons,
- ☐ You like creating your own character,
- ☐ You do not need a rich plot or a complex web of relations to have a good time,
- ☐ You prefer simple rules over complex gaming mechanics,
- ☐ You can about and actively support high quality props and costumes during larps.

BQ is not a LARP for you, if:

- ☐ In order to enjoy the game, you need a complex web of relations and activities created by the game organisers,
- ☐ You need a character sheet written by the organisers,
- ☐ You prefer mechanics over simple what-you-see-is-what-you-get solutions,
- ☐ In larps, you do not care about high quality props, costumes, and paraphernalia.

Non-humans

Humans aren't the only intelligent creatures in the world of Battle Quest. Elves, dwarves, hobbits, beastmen, orcs, vampires, humanoid rats (known as Skaven) – to name but a few. Each race has a number of unique characteristics, cultures, rituals, beliefs, and norms.

As part of the game, you can join a unit which brings a particular race together. Remember, however, that this could pose a serious challenge. In order to maintain the quality of the game, you must look and act as a member of the race you decided to portray. In order to be an elf, for example, you need more than just prosthetic pointy ears – you need an appropriate costume and props. Being an orc goes beyond painting your skin green – you need a mask that changes the look of your face, powerful armour, and specific weapons.

If you would like to join such a unit, we highly recommend you contact the commander of the particular unit you wish to join. That way, you will be able to learn not just the expectation placed on you and your costume, but also support and tips relating to your preparations.

If the character you play has a thick skin or a different armour equivalent, your costume must reflect this. It is important, however, that it provides a real and physical form of protection from hits with safe weapons. Armour cannot be replaced by glyphs or any form of 'force field'.

Registering Units

If you want to register a unit with some friends, or you have enough things to equip a full unit, let the organisers know as soon as possible! On **the website**, you can find a special form to do this – in there, we ask about some specific details pertaining to your unit and a simple overview of what you plan to do.

The organisers help each unit as much as possible in terms of props, items, logistics, additional activities, missions, exploration, and all other things that may improve the quality and the game for all members of the unit.

It is important to remember, that the internal structure of the unit is solely and completely up to its members.

The means that it is up to the players how they will act, what is their approach to their leadership and to the main leaders of the units, who will be their direct commander, any internal relations, which missions they plan to complete... in short – we highlight this again and again – players have absolute freedom in the creation of their own adventure (of course within the overall parameters of the larp)

Joining a unit

We encourage joining pre-existing units. On **our website**, you can find the tab 'factions', and within it, descriptions of the various units that are registered with us as well as their allegiance. Firstly, choose the unit which you like and one which clearly states that it accepts new members. Next, contact the unit commander, and discuss how you might want to join the group. Each unit description has a link to the relevant Facebook group.

If you don't know which unit to join, make sure you write on the general Facebook group for all BQ participants – "Karczma u Kenigera". We are sure you'll receive loads of invitation and offers!

You don't have time for all this? This is your first time, and you don't want to invest money into equipment before you're sure this is the kind of fun you like? We have designed special 'Starter Packs' for precisely this type of situation. More about this in the next section!

SPECIAL OFFER FOR NEW PLAYERS

Battle Quest is a game friendly to new players. We, however, don't end this with just a statement. We have a special offer for such players.

Any player that does not have their own equipment is allowed to make use of such a pack.

All you have to do, is purchase the 'Starter Pack' ticket, and you will receive:

- ☐ a full costume comprising of trousers, shirt, and gambeson (to be returned after the game)
- ☐ appropriate weaponry, such as a sword or another fighting implement (to be returned after the game)
- ☐ a specially prepared part of your factions campsite, designated only for those with the starter pack, all prepared by the organisers
- ☐ a unit commander, always played by an experienced player whose role is specifically to ensure new players can find it easy to enjoy the game and get involved in plots they will enjoy most.

Units designed for new players can be found among other units on our website.

Its not just about about fighting – non-combat characters

Battle Quest is a game aimed at action and conflict. However, even the most bloody of wars, had many non-combatants on the front lines. Nobles, advisors, shamans, camp assistants, quartermasters, explorers, scholars, escapees, cooks, medics, clerics, mages... and many, many more.

Such characters are vital to ensure the reality of this world. This is why we don't just allow such character to be played, we plan to create a wealth of plots where such characters will be able to flourish and enjoy the game most.

Playing Solo

If you want to play alone, you do not need to register to any unit. In the form, you need to choose which side of the conflict you claim allegiance. This option is most appropriate for those playing bards, artists, mages, clerics, diplomats, scholars, and traders. You can also play a knight-errant or an ogre that is terrorising the area.

Underage players

BQ is a game for those who are at least 16 years old. If you are underage, during registration you must provide written permission for you to take part in the game from either one of your parents or your legal guardian. During the game, there must always be an adult person who is responsible for your actions and safety. Lack of either of these steps, will lead to you not being allowed to play or take part in the game.

parent's declaration/ guardian's declaration

EQUIPMENT

A common question asked, is 'what should I actually bring with me?'. Thanks to the list below, you should be comfortable in the belief you won't forget anything. This list isn't absolute and finite, of course. Any participant is allowed to bring whatever they see fit, so long as it fits the world and is permitted according to the rules of BQ.

Costume

Your costume should not just fit the character you play, but also not break any of the larp rules. At Battle Quest, we do not allow any modern clothing during the game. Your costume should at the very least effectively imitate relevant clothing. So leave your polo shirt and jeans in the car, and enter the game in a flax shirt and trousers. Or whatever else you deem appropriate.

Remember – larp organisers have the right to ask anyone considered to be wearing inappropriate clothing (including modern elements) to leave and change.

Special attention is given to footwear. 'Fantasy' or 'Historic' footwear can often be difficult to find, but what is far more important than looks in this case – is safety. Do not worry if you plan to wear military boots or sports shoes (ideally without any bright colours – black or brown, and above the ankle ideally) – and if they really are too modern, cover them with cloth or something similar.

Safe weapons

Battle Quest is a combat-heavy larp, where fighting plays an important role. However, only approved safe weapons may be used – from a number of pre-approved producers and latex-based home-made weapons (which must be approved by the organisers during registration on-site). PCV and lagging-based weapons or other replicas that do not conform to standards of quality or safety will not be allowed. Don't worry though – your character doesn't have to keep reaching for their weapon all the time, so a weapon is not something that is necessary to have with you all the time.

It is possible to hire an approved safe weapon for the duration of the game. You can do this on our [online shop](#) in the 'hire' tab

Tent

Battle Quest is a game that takes place non-stop (including at night), this is why you will need an appropriate place to sleep. As part of your camp arrangements, you can set your tent so long as it conforms to quality standards and game rules. Remember – modern tourist tents are NOT allowed at Battle Quest, they cause too much visual pollution.

If you don't have a place to sleep – contact the unit you will play with. We also offer tent rental on our website for the duration of the game.

Water container and cutlery

Battle Quest takes place in August – one of the hottest months in Poland. Dehydration is a major threat, which is why each player should have a water container with them all the time. It can be a glass bottle, leather water-bag, or metal canteen – it's important that it does not look modern (must conform to game rules). Each camp, as well as Zwergburg, will always have access to clean drinking water, available to anyone.

Apart from a water container, you should have your own bowl (wooden, for example), and cutlery. These will be very useful if wanting to have a meal in the field before your next mission. Don't worry too much, though. The tavern in Zwergburg is fully stocked, and whenever you order something there – it will be served on in-game plates and with appropriate cutlery.

Head cover

Another item that may help greatly with dealing with the heat, is some form of headwear. Appropriate hats or caps may provide the shade needed, and will protect against overheating or even heat-stroke. If you don't have anything like this, don't worry! A bandana or even a simple piece of cloth wrapped around the head can help as well!

Medicine and other relevant items

If you must take any kind of medicine some-time or regularly, make sure this is ALWAYS with you and that you do not forget to take it. Moreover, it is worth having sunscreen with you (again – to protect against the heat and sun), and some form of spray against mosquitoes and other insects (due to the terrain where the larp takes place)

Light source

Battle Quest is a game which takes place at night as well. The terrain may be dangerous, which is why we always recommend having an appropriate source of light available. Of course few things spoil the immersion of a dark and evil crypt more than a flashlight which shines with the strength of a thousand suns. This is why we recommend lanterns specialist lamps (some of which use delicate LED lighting) – or, if nothing else is possible – candles for static and secured locations such as campsites. For your safety, we also recommend you have a small flashlight, but note this is only to be used in emergency situations.

WHAT CAN I DO AND WHAT CAN'T I DO DURING THE GAME

Battle Quests

Battle Quest is not just the name of our larp, it is also the type of gaming system we use as part of it. During the game, the headquarters of both sides of the conflict will be informed of tactical activities, the completion of which will have a direct effect on the conditions of the final battle. The role of the HQ staff is to choose the appropriate units to each mission.

Battle Quests will typically fall into one of these categories: escort, hold the position, search and retrieve, traps/ambush, tactical diversion activities.

Exploration

'They say, that the walls of the dwarven fort are full of mystery, secret tunnels, and dark corners. In the ancient mine shafts, you can find an almost mythical mineral. A mineral gladly purchased by the various inhabitants of Zwergburg – or exchanged for goods or services. Remember though, there are many who decide to try their luck, and the dwarven ruins are full of danger and beasts...'

What's this about? Well, during the game, you will be able to find pieces of a special 'mineral' (what this 'mineral' looks like, you will find out during the game). The 'mineral', is something you will be able to exchange in Zwergbug at a special stall – items provided to us by our sponsors. Items purchased at this stall using this 'mineral' will be owned by the player who buys them – you will be able to take them home with you after the game! But of course, nothing stops you from using this 'mineral' for bartering with other players or as currency to purchase services!

Off-topic

We hope to create a fully immersive gaming world. Nothing spoils this as much as loud conversations that are not in-character – so called ‘off-topic’ conversations. If you really have to talk about family life, smoke a modern cigarette, or discuss the World Cup – find a secluded and private place, ideally outside of the game grounds.

Each camp, as Zwergburg, will have a special organiser’s tent – the inside of which will be off-game, and in specific circumstance you can go inside and use this area. Whether to just rest for a moment, if you need a quick return to reality, or need to do something ‘modern’ (such as make a phone call).

Treason

During the game, NO UNIT is allowed to betray the side of the conflict they are allied to at the beginning. Units stationed in Zwergburg are allowed to hire themselves out to either side of the conflict, however once a deal is agreed and a mission is agreed – they are NOT allowed to betray the paying side under any circumstance. After completing the agreed mission, they can end their loyalty and change sides for the next bidder.

A single player may decide that for plot reasons, they want to leave the unit they are in, or even change sides. If, however, it turns out that a player joined a unit with the intention to leave and in any way effect the units or sides chances of victory – such an action will be deemed as cheating and the player may receive a warning or even be excluded from the larp entirely.

Spying

It is allowed to observe, sneak up on, and spy on the activities of enemy camps and/ or units. The identity of the spy must be possible to be found out in-game, and no player is allowed to use any off-game symbols of conversations to gain information.

It is forbidden to join or give the clear impression of joining a unit with the intention of spying on them for the opposing side.

Theft

Due to the high monetary value of equipment used by players, ‘in-game theft’ is strictly forbidden. This includes various items, such as in-game currency.

There are three exceptions to this rule:

1) If the person that is being robbed clearly agrees to part with their personal items, we are allowed to take it away in-game – but it is our responsibility to return the items to their rightful owner at the end of the game.

☒ **Example:** Defenders of the Faith, a mercenary marauder group, prepares an ambush on a path. Edward, a lonely trader, walks into the trap. Edward, in exchange for his life, willingly and personally offers his back with gold. Players in this situation **CAN** take the gold, and can do with Edward as they please.

☒ Defenders of the Faith, a mercenary marauder group, prepares an ambush on a path. Edward, a lonely trader, walks into the trap. He begins to run away, but doesn’t stand a chance and is soon skewered by the marauder’s arrows. When searching the body, they find his bag of gold. The players **CANNOT** take the gold from his body.

☒ 2) Items that **CAN** be stolen, will be clearly marked with a red piece of cloth, available from the organisers. Such items **MUST** be returned to the rightful owner after the game.

☒ **Example:** Defenders of the Faith, a mercenary marauder group, prepares an ambush on a path. Edward, a lonely trader, walks into the trap. He begins to run away, but doesn’t stand a chance and is soon skewered by the marauder’s arrows. When searching the body, they find his bag of gold which is marked with a red piece of cloth as an item which they can take. The players **CAN** take the bag with gold from his body.

3) ‘Minerals’ found on the game terrain **CAN** be stolen.

TRADE AND IN-GAME CURRENCY

During the game, players will be allowed to trade using in-game currency that has actual monetary value. There will be one or more types of coin, with the necessary symbol on them.

For in-game currency, you will be able to:

- ☐ purchase beer, wine, other beverages, as well as food in the taverns available (drinking water is provided by larp organisers)
- ☐ buy equipment from various traders. Items purchased this way become personal property of the person purchasing it.
- ☐ sell or buy various services – from shoe cleaning and cooking food, to the allegiance of whole mercenary units. It is important to note that on both sides of such trade, there will be players. Organisers or NPC are NOT allowed to accept in-game currency for their actions.
- ☐ use the money in any way you personally deem appropriate

In-game currency can be purchased in each camp as well as in Zwergburg.

WARNING:

- ☐ In-game currency **CANNOT** be stolen, forcefully taken, or in any other way 'snitched' from any player.
- ☐ In-game currency provided by the organisers has equal value in PLN (Polish Zloty)
- ☐ Each player without exception begins the game with the same amount of in-game currency – ZERO. Each player is able to change this by purchasing in-game currency before the game or during the game at the appropriate locations.
- ☐ Once the game is finished, it will be possible to exchange in-game currency into real-world monies.

To help everyone relax – the game does NOT intend to move towards any 'pay to win' model in any way:

- ☐ in-game currency **CANNOT** be used to purchase any special items, such as alchemical mixtures, magic amulets, artefacts, or any other item that may effect the game
- ☐ in-game currency **CANNOT** be used to purchase information, maps, gossip, or any additional insight into the plot from staff or
- ☐ in-game currency **CANNOT** be used to bribe or purchase the services of any NPC, staff member, or any being/creature under the commands of the organisers.
- ☐ The characters status in-game will **NOT** in any way be affected by the amount of in-game monies they have, and there will **NOT** be any locations in the game that are controlled by NPC's or organisers that will only be available by paying for entry or having a sack of coins.
- ☐ Organisers do not foresee **ANY** events or game aspects that will require additional payments.

GAME TERRAIN

The game takes place in the area of Fort Prusy and Fort II, and on the military training ground between the two locations. The borders of the game terrain are marked by the organisers. There will be a number of key locations, described below.

Camps

The two main locations are the two camps. They will be permanently in-game, which means constant world simulation with no chance for off-game conversations or activities (except inside the aforementioned organisers tents). Camp structure, tent layouts, and other positioning will be decided and announced before the larp on-site with unit commanders and organisers. Due to safety concerns and game fluidity, it has been

decided that the camps are strictly non-combat areas. NO combat of any kind is allowed inside the camps.

This means that no fights can take place there, whether during the day or night. No surprise attacks, assassinations, or theft of resources. We are aware, however, that these are attractive elements of the game, which can lead to wonderful adventures and experiences. This is why each camp will have a special part, known as a Bastion. More on this further down.

Camps should be teeming with life, and they should be places where players rest and sleep – but also do a number of things key to their characters. Whether political arguments, military exercises, or ritual dances by the fire – this is what the camps are for. What goes with this – is that if you want to place the unit camp outside of these areas, this must be agreed with the organisers first.

Bastions

Each camp will have its Bastion.

The camps of the Norsca and the Empire will each have a special location, in which (unlike in the camp itself), military activity can take place. These ‘Bastions’ will be represented by small camps prepared by the organisers, located about 100 metres from the centre of the camp.

For the existence of the Bastions to ‘make sense’, it has been decided that a number of rules must be introduced – please read on.

The Bastions will hold the military standards of each of the two sides (appropriately marked), and the theft of these will have major prestige value for the success-

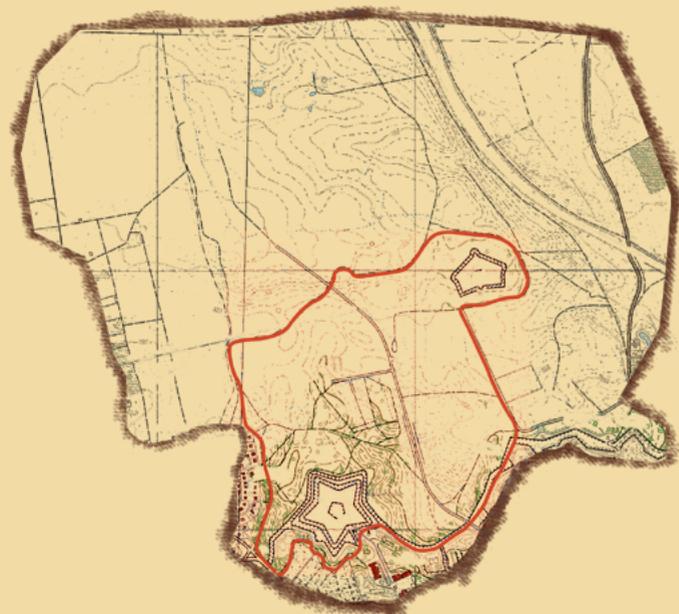
ful thieves. They can be stolen from the Bastion and then moved to your Bastion. The standards can ONLY be stored in the Bastion. In the event, where a Bastion contains both standards, only the standard of the side who lost theirs can be stolen – you cannot steal both at the same time. Another attack is only possible when both sides have a standard in them.

We are aware that the constant protection the Bastion may seem an unattractive activity in the long-term. Because of this, we have decided that the standards (and thus, the primary reason to attack this location) will ONLY be hung up after dark (around 22:00), and will hang there until the morning (around 5:00).

Capturing the flag, much like completing Battle Quests, will have a direct effect on the conditions of the final battle.

Dwarven Fort Ruins

The ruins of the dwarven fort are the former location of Zwergburg – currently deserted and full of danger. This is the location where you can find the mythical ‘mineral’, which can be exchanged for equipment. It is an area created for combat and exploration. Please remember that this area is rich with uneven terrain and holes. We plan to mark as much of this as possible, but that does NOT excuse anyone from lack of common sense. Be careful when in this area. Most important, be careful in the tunnels, which you should not enter without appropriate lighting and under no circumstance should you use pyrotechnics in there.



TERRAIN MAP

Free Fort of Zwergburg

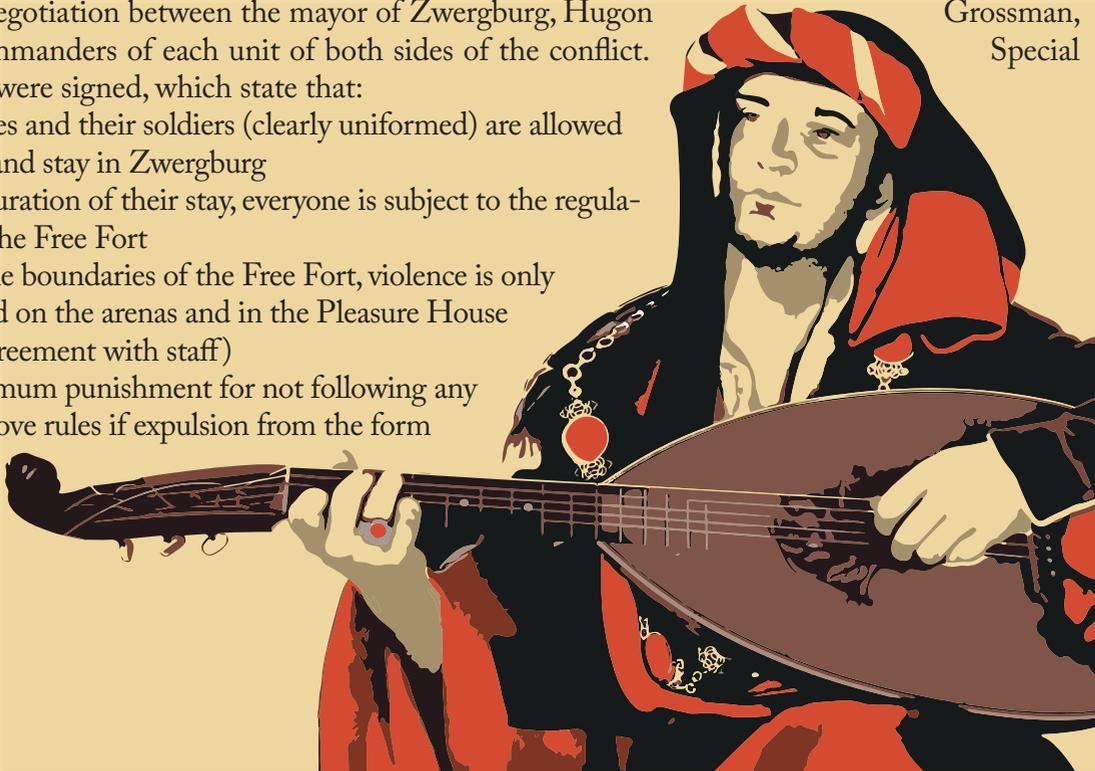
In the game, there is a neutral location, where there is a complete ceasefire in effect from both sides. There are a number of unique locations in the fort, including:

- ☐ the tavern, where you can exchange in-game currency for drink, or food – or relax by the fire, singing songs and listening to the bards. Perhaps a tale or two from the wider world even?
- ☐ merchant and craftsman stalls, where you can exchange in-game currency for items and equipment which later become the personal property of the player.
- ☐ a specially prepared arena, where you will be able to take part in duels or in the fighters tournament,
- ☐ a shooting range, where you can try your skills with a bow – and enter the archery tournament
- ☐ the Pleasure House, where warriors will find peace and relaxation from battle and combat,
- ☐ notice board (for everyone's use, including players), where you will find various commissions, missions, and information from the organisers.

Within the grounds of Zwergburg, there is a permanent ceasefire. This, however, is the effect of in-game agreements – meaning it CAN be knowingly broken by players. So long as they are willing to face the consequences of their actions, of course. The current situation is the result of a series of rounds of negotiation between the mayor of Zwergburg, Hugon Grossman, and the commanders of each unit of both sides of the conflict. documents were signed, which state that:

- ☐ signatories and their soldiers (clearly uniformed) are allowed to enter and stay in Zwergburg
- ☐ for the duration of their stay, everyone is subject to the regulations of the Free Fort
- ☐ within the boundaries of the Free Fort, violence is only permitted on the arenas and in the Pleasure House (upon agreement with staff)
- ☐ the minimum punishment for not following any of the above rules is expulsion from the fort with no possibility of return

Grossman,
Special



ZWERGBURG – IN-GAME RULES

1. NO VIOLENCE – Within the grounds of the Free Fort of Zwergburg, only those directly permitted by the Mayor may use violence for the purposes of order enforcement. If you seek the resolution of a conflict, speak to the Mayor. The only exception from this rule is within the arena, where anyone is allowed to settle their matters through trial by combat, so long as both parties agree to this.

2. NO ALLIANCES – The residents of Zwergburg have no allegiance to either side of the ongoing conflict, and will not attack the units of either side, whether in the Free Fort or outside of it. Those, who are found to be in any way active participants of the ongoing battles in the region, will be immediately banished from the Free Fort, or punished by other appropriate means.

3. NO CHAOS – Access to the Free Fort is forbidden to anyone who has visible signs of corruption by the Ruinous Powers. Identifying and showing those who are tainted by chaos, will be heavily rewarded by the Mayor.

4. NO AGITATION – It is not permitted to perform any form of political demagoguery or call for the conversion of one's faith on the grounds of the Free Fort. It is also forbidden to perform public religious rites or prayers.

5. NO STEALING, NO CHEATING – All suspected of stealing or acting in any way against the private property of another being, will be subject to an inquiry at the behest of the Mayor and according to the laws of Zwergburg. Those found guilty, will be severely punished.

6. ONE LAW, ONE JUDGE – The only source of law in the Free Fort, is its patron and protector, Master Koeniger. In his name, oversight and enforcement of the law is performed by the Mayor Hugon Grossman, supported by the Council. Sentences passed by him are final and absolute.

The Free Fort of Zwergburg was originally designed as a location where participants of Battle Quest can rest and relax from the ongoing conflict around them. A neutral ground, where you cannot fight, and a place where (unlike in the two camps), people can sleep without needing an affiliation to either side of the war. Those wanting to come to BQ because they simply like larps, the Warhammer world, but do not want to actively fight. Equally, for logistical reasons, it is a place where people can eat, drink, purchase items, or simply – take a shower.

We would like this overall character of the Fort to stay, while at the same time having some sort of in-game reason for there to be a completely neutral location in the middle of a major conflict between the Empire and Norsca, and one which does not give either side a strong enough reason to be invaded or burned down – whence the chosen laws.

The neutral area (much like all of Battle Quest) can only function properly, if the participants of BQ themselves respect the laws and rules. Apart from being a place for various types of specialist activity, it is also a neutral ground to have interactions with members of the opposing army that aren't simply fights. Thanks to this, you can enjoy aspects of the war outside of camp-life and combat.

The staff and crew of the Free Fort are members of the game exactly like anyone else. This means that they will act and react to various events based on their own free will. So it can happen, that someone who breaks the laws of Zwergburg will not be allowed back inside.

Sanitary Facilities

The organisers provide access to off-game sanitary facilities in the vicinity of the camps. Moreover, showers are available in the grounds of Zwergburg.

Where can I find the organisers?

The organisers will always be available to participants, at any point of the night or day.

Each camp will have a special organisers tent (the inside of which is off-game, meaning when entering it you will be your non-BQ self and not your character), in which you will be able to find:

- ☐ quartermaster – a person who can help with logistics and camp preparation (they will know the answers to various questions around sanitary facilities, props, in-game currency, and water)
- ☐ - plot organisers team member, who is in constant contact with the rest of this team and is fully responsible for the various things to do with the history of the game and its plot. (They are there for subjects such as plot ideas, questions, explanations, or plot assistance)
- ☐ - medical help – a specialist trained in medical help (first aid), with the necessary equipment. (in the event of accidents, bruises, or any serious injury sustained during the game)

The main HQ of the organisers (including the main storage warehouse) will be in one of the buildings within Zwergburg.

GAME TIMETABLE

THURSDAY 09.08.2018

10:00 – Registration and workshops (compulsory for ALL participants with NO exceptions)*
21:00 – Game Start

FRIDAY 10.08.2018

Non-Stop Game - 24h

SATURDAY 11.08.2018

Around 17:00 – The ending of the game with the final battle between 16:00 and 18:00.

After the battle, off-game afterparty until the break of dawn and beyond. In Zwergburg.

SUNDAY 12.08.2018

Camp cleaning, farewells, carriages

*registration and workshops will also be available in the hours of 18:00 - 22:00.

