

# Das Drachenfest

Schlachten- und Belagerungen



Codex Belli

# Das Drachenfest

## Schlachten und Belagerungs- Regelwerk

### Codex Belli

Version 2.0

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## Chapter 1

Dear Players, dear Gate builders, dear fellow GMs,  
what you are reading right now is the revised edition of the rules of battle.  
Many of it's adaptations are based on your multiple and constructive feedback.  
Devising a new set of rules is always based on past experiences. For the "Codex Belli" they were mostly acquired in 2015 and especially the years before.  
Our professed goal is to facilitate the most enjoyment possible for all players, while putting in place as little regulations as possible.  
e.g. in the years up until 2014 it was forbidden to shoot ballistically using bow and arrow. Last year we allowed it and had exceptional results with it. The only conclusion possible was to allow it this year as well.  
We especially found need for adjustments in the rules for golems and for sieges.  
We developed new concepts, we hope you'll enjoy them and that they'll enrich your game  
We removed last year's rules for pavises, you'll only find some guidelines for the durability of grand shields.  
The building regulations were removed as well, as they are now discussed with your camp building coordinator.  
It is still possible, all things considered, for little imperfections to slip into a work like this. Should you become aware of such difficulties, please let us know in the aftermath of the event, so that we're able to further evolve these rules.  
We will be monitoring the developments happening during this DrachenFest and those to come and will refine the rules according to your feedback. For this purpose all constructive help is welcome.  
With your aid we'll (hopefully) be able to find an optimal solution for everyone.

Enough talk.  
Let's tackle it together.  
Your DrachenFest - BattleTeam

## Chapter 2- Ambic

This set of rules is to be applied on the german Larp-event „Das Drachenfest“, organized by Wyvern e.K.

It is designed to regulate all battle- and major combat situations [Großkampfsituationen] happening during the „DrachenFest“, but it is not an independent rule system and merely enhances the general rule system in regards to a few specific points.

Therefore it does not change or alter the general combat rules stated in chapter 7 of the main rulesystem.

## Chapter 3- What is new?

As stated before the primary focus was on new regulations for sieges and golems. Gate buildups are no longer granted points but a timeframe instead, the same goes for siege weapons.

The timeframes are calculated with the use of a easy-to-use table, allowing everybody to recalculate and understand our classifications.

Golems can now be used in more flexible ways, which is the second big addition to the rules.

Parts that were hard to understand or implemented into actual play (e.g. the rules about pavises from 2015) have been adjusted or eliminated.

## Chapter 4 - General rules

There are a few general regulations we feel necessary to apply on our experience and play with each other during the DrachenFest.

However, we feel inclined to say that we would prefer regulating as little of the play as possible; but we are also aware that there have been several issues and complications in the past that we want to clarify and finally settle with these rules.

### **The first Rule is:**

**Take care of yourself, your gear and especially your fellow players!**

A little tip:

Wear helmets. Not only do they look good, they also protect you.

### 4.1 - Age limit

The Drachenfest is a Larp intended for the whole family, which makes mutual thoughtfulness and tolerance nessecary as well as certain obligations.

Therefore we will keep transparent rules of age limit for battle and combat situations and enforce them during the game.

These rules are nessecary because we had problems with violations of legal responsibilities in the past and such violations force our players into a situation of potential endangerment of minors; a situation we want to avoid at all costs.

Please read all about it in Chapter 5 regarding the different battle types.

Our referees are advised to clarify your age if need be.

Violation against our age reglementations will be sanctioned with a reprimand (especially regarding the duties of legal guardians) and can lead to being expelled from the event.

Please spare both yourself and us this unpleasant situations.

Thoughtfulness should never be a one-way street.

**Beware: Crossbows – even when used with LARP-arrows – are regulated by the german weapons law and are not to be used by minors!**

## 4.2 - Notes on behaviour

In addition to the points given in the general rulebook (don't drink and fight, take care of each other, slow down hits etc) the way we deal with each others is very important.

Battle situations may heat up, fellow players may overreact or become frustrated. Thanks to adrenaline, these are things very hard to control.

If you notice your opponent or another player overreacting or being driven by negative emotions please try to calm him down and, if nessecary, consult a referee. Things like yelling at each other, insults or physical aggression will not help to calm down any situation and only make matters worse.

Calming gestures can help a great deal and asking another player to be more careful will not interrupt your play too much, wether concerning your opponents or your own battle row.

Take care of each other!

Play together, not against one another!

Don't take insults thrown at you in character the wrong way.

Insults that are obviously out of character are not to be tolerated and will be sanctioned by the referees.

The following is a true story that happened to one of our referees:

*„During a siege led by camp 'violet' against camp 'brown' that was fought very heated and with lots of tension I observed two players from camp 'violet' standing next to the wall and yelling insults that were obviously out of character at the violet players; and having a lot of fun doing it aswell. I asked them about it and told them the other players might feel insulted by them, get angry and force the battle to become more aggressive that way and they told me it was boring without a little bit of beef. I asked them to keep it down and move away from the battle, which they did reluctantly.“*

Hopefully you see what we mean. Provoking (OT-) behaviour can influence the mood and situation and result in a battle being fought harder or more dangerously. Sending the players away was the right decision by the referee.

**Please remember your opponent is only an emotional, human being like you, and the above mentioned behaviour does not help generating a play that is relaxed and free of prejudices.**

OT – defamation of a whole camp is also part of this. A statement like „those violet players are all idiots“ doesn't do any justice to all the fair players being present.

### 4.3 – Checking weapons and arrows for safety

There is no official safety check for your weapons and arrows on the DrachenFest. You are responsible for the security of your own weapons and therefore for the safety of your fellow players.

Arrows are uncontrollable after they are fired. **For that reason, it is very important to check them before they are fired.**

This also means arrows you constructed yourself. These arrows are allowed if they have no obvious flaws (e. g. damaged shaft or an arrow head with a diameter less than 5 cm).

You are never allowed to destroy arrows of other people, even if you deem them dangerous or damaged. Otherwise you could be charged for damaging other people's property. Please just give them to a referee.

**If a weapon or arrow is damaged and unsafe, you should immediately remove from the game and put it away into your tent.** The referees will randomly test weapons and, if they are damaged and unsafe, remove them from the game. Please remember, referees cannot gather lost property, they will refer you to the city center.

After sieges, fired arrows will be gathered at the camp's stockade.

#### 1. *Marking of arrows*

We advise you to mark your arrows with your complete OutOfGame name and your camp to more easily find it again after a battle

#### 2. *Firing back arrows*

Fired arrows can be shot back after you thoroughly checked them for any damages. If you are unsure about the safety of an arrow please confer with a referee or remove the arrow from the game.

### 4.4 – Ballistic firings

A subject we discussed for a long time is "ballistic firing". We mean by that the firing of arrows in a high curve (e.g. over a stockade) without seeing the target. At last year's DrachenFest we had very good experiences with ballistic firing, so this year we will again allow ballistic firing during daylight. We reserve the right to disallow ballistic firing at any time if it proves to be problematic.

### 4.5 – Charging

Charging (running into the enemy at full speed to shove them aside) is also very often a point of hot debate. Our point of view is clear:

To intentionally charge into an enemy is strictly forbidden and will be reprimanded with a double penalty and you will be removed from the ongoing battle.

If you are not further away than 2.5 meters from your enemy you can simulate a charge and move closer to your enemy but only if you don't exert real physical force.

The only exception to that is if you are fighting under special freefighting rules.

## 4.6 - Freefighting

If you do “freefighting”, a lot of the normal fighting rules are suspended. In “freefighting” everything all parties agreed upon is allowed (e.g. charging). Freefighting can only happen between players or groups of players who have prearranged it and have their battle marked as a freefighting battle via the freefighting banner (four parallel white swords on black background). Freefighting battles will not be supervised by battle referees and happen at one’s own peril. No freefighting is allowed during a siege or the final fight.

## 4.7 - Climbing of stockades

Characters with the ability (guild skill) to climb stockades are able to enter enemy camps without using the gates. This must be acted out in some way. Please inform your own camp referee about your stockade climbing attempt, she will inform the referees of the other camp via radio or accompany you. During a siege you cannot attempt to climb over the stockade of the enemy camp.

## CHAPTER 5 - Battles of the Drachenfest

The DrachenFest is a battle oriented big larp event and at its core are the spectacle and clashes of big armies, wafting banners, epic battle marches and big speeches from sergeants, there are arduous sieges of experience and great victories to be won. All of these are core elements of the DrachenFest and should be preserved as such. A lot of players come, aside from the unique game experience, especially for the player-vs-player battles. They have done this for many years.

The referees, especially the battle-referees, are looking forward to these battles as you do. Their main job is therefore to facilitate battles and to secure a safe battlefield. They see your safety as their primary responsibility and will try their utmost to protect you from unsafe places, escort “wounded” (real or ingame) players from the battlefield and they even sometimes catch an arrow with their own head to keep it from hitting you.

They have experience with hits to the head, unfair hits and even with big armored warriors “up close”. The battle-referees know how it feels to stand in the first row of battle.

You can count on them. They know every challenging situation and know how to interpret the flow of battle. Our team has done this job for years and still evaluate every battle and improve their work. Every battle is always critically observed by a very experienced coordinator. Referees are always connected by radio and can therefore react very fast to different situations.

Even though, we are still humans (surprise!). There we are not perfect. Please keep that in mind.

As said, our job is to facilitate your battles. For that reason, we will try every method to keep a battle going. We will almost never cancel a battle or interfere in



other ways in the game. If we do that, it is an absolute necessity and there are no more alternatives.

## 5.1 – The term “battle” at the DrachenFest

To differentiate a “battle” from a “skirmish”, based on the number of participants, is not easy. For that we would like to refrain from hard rules, but give you guideline.

Any armed conflict on the DrachenFest is called “battle” if there are at least 80 persons participating.

It is easy to distinguish that from skirmishes if only 30 people are participating, but the line is getting blurrier if other players interfere in mounting numbers in such a skirmish.

For that reason, if a skirmish grows to big, it will be redefined as a “battle” and the following rules come into play.

We distinguish between three types of battle at the DrachenFest:

Battle on the field, Siege and Final Fight.

## 5.2 – Battle on the field

A battle on the field (sometimes called “honour fight”) is a planned or spontaneous battle between camps (either part of the camps or whole camps).

If camps plan such a battle, they have to inform their camp referees as soon as possible.

Participation in a “battle on the field” is free for people over 16 years of age.

Players, who are younger than that will be removed from the field and their guardian will be held accountable.

## 5.3 – Sieges

A siege is an attack of one or more camps against another camp. In this attack, the attackers have to overcome the defensive works of the defenders, with the use of siege weapons.

Marching to the defending camp, attack on the defensive works and actual fight in the defending camp are all counted as parts of the siege.

Because of the special situation during such a siege, players under the age of 18 years are not allowed to participate in the battle or to remain in the vicinity (20 meters) of the defender’s gate.

Players under the age of 18 years are allowed to help by bringing water or tending to injured characters, etc. They still have to stay on the outer fringe of the battle and have to leave as soon as the fighting wanders in their direction.

Players under the age of 18 years who are found on the battlefield will be removed from it and their guardian will be held accountable.

**As soon as the defender’s gate is opened, the camp’s battlefield has to be free from all obstructing and/or dangerous objects.**

Only players on the camp's battlefield are allowed to participate in this final defense of the camp.

To fight between tents or anywhere else besides the official camp's battlefield is forbidden.

The border of the camp's battlefield will be secured by the referees. If someone is or goes behind the referees, they are "out".

Siege weapons of the defending camp have to stay at the border of the camp's battlefield for the whole siege. If ordered by a referee, they have to immediately be removed.

## 5.4 - Final Fight

The Final Fight is the last battle of the DrachenFest, where all warriors of the dragon camps meet each other on the battlefield.

**Players over the age of 16 years are allowed to participate in this battle.**

Players under the age of 16 years who are found on the battlefield will be removed from it and their guardian will be held accountable.

As in sieges, referees will mark the border of the battlefield (10 meters in front of the camps) and players who leave the battlefield are "out".

## 5.5 - Battles at night, "battle break", "commando actions"

Fighting in the dark is interesting for a lot of players. At the same time, they are more accident-prone and all participants have to be more attentive.

For that reason, all Battles (Battle on the field, sieges) as well as Rituals (outside of the camp) are only allowed until 01:00 o'clock (AM).

Every action which started before 01:00 (and we will be very strict with this time limit) can be finished.

This "battle break" begins at 01:00 and stays in effect until 09:00 every morning.

The purpose of this break is to give players and referees the ability to regenerate and rest. It is forbidden to start a siege during that time.

The only exception is the first night, there the battle break will begin at **02:00 o'clock**.

"Commando actions" (conflicts which don't fall in the category of battles, but could be relevant for the final outcome) are still possible in the night. The referees have to be informed at the planning stage and the referees should at all times be informed about the number of participants.

## CHAPTER 6 - Gates and defensive works

### 6.1 - Defense points according to the battle rules

#### **General information:**

Every camp is only allowed to have one gate. Smaller secondary gates were in the past not usable (unsafe InGame as well as OutOfGame) and are not allowed.

Stockades (camp's walls) have to extend at least 5 meters from the gate to be counted as a stockade/wall. *A stockade made from sticks or branches can also not be counted.* For the purpose of denying entrance to the camp, even a rope can be used, but it will not count as a stockade and will therefore net no points for the defensive works.

You should always avoid building trip hazards.

Every camp has to have a special "camp's battlefield" (this is where the fighting happens after the destruction of the defense, see above). A camp's battlefield has to be free of obstructions and the size is dependable on the number of players in the particular camp.

As a rule-of-thumb, we recommend 1 square meter per person for this battlefield.

**In any case, a camp's battlefield should have at least a size of 15 meters x15 meters.**

### 6.1.1 - CORE TERMINOLOGY

#### a) Amount of time

##### **Siege count**

This is the strength of the whole defensive works. The siege count number is the amount of time which is needed for the (InGame) destruction of the defenses if they are attacked by one siege weapon (with the least rank). **The minimal amount of siege count is 30 minutes.**

##### **Siege time**

This is the actual duration of a siege (from siege weapon set-up until destruction of the defenses). This is calculated by the referees by comparing the actual siege weapons on the field with the current siege count of the defending camp. **The minimal duration for the siege time is 15 minutes.**

#### b) Buildings

##### **Defensive works**

The sum of all buildings which can be used during a siege to actively and directly defend the camp.

##### **Gate**

The gate is a lockable opening in the defensive works, which is used as the camp's main entrance.

##### **Stockade (wall)**

Everything which blocks the way of characters in the camp and obstructs view of the camp.

By the rules, a rope can be used as a way to block movement into the camp, but for the amount of defense points only stockades built according to this rules will be counted for the defense points.

##### **Wall walk**

The wall walk is the walkable area of the stockade and/or the gate inside the defensive works. Archer platforms and the like are also called wall walk.

Dependable on the amount of wall walks more points can be accrued for the siege time.

## Decoration

We distinguish between civilian and military decoration. A gate can have as many decorations as possible, but only 6 separate decorations will be counted for an improvement of the siege count.

### *Military decoration*

This are elements with or without function which are of military function. Popular examples would be murder holes, arrow slits or portcullis.

### *Civilian decoration*

This are elements of an aesthetic nature which have no military application whatsoever. Popular examples would be paintings, plants, clocks or sculptures.

## OutOfGame-Security

Elements of the defensive works which are only used for OutOfGame security issues. Popular examples would be panic exits or emergency breaking points (in the gate).

### 6.1.2 - Table of points (siege count)

<i>Element</i>	<i>Additional siege count per number</i>	
	<b>1</b>	<b>2</b>
Gate	+15	
Stockade	+15	
Wall walk	+10	+15
Decoration (mil.)	Per element +5	
Decoration (civ.)	Per element +5	
OutOfGame-Sec.	+10	

### 6.2 - Improvements of gates and stockades

The improvement of defensive works via mundane (woodworks) or magical means has been annulled.

### 6.3 - Repairing defensive works

If defensive works are attacked, they get damaged and lose siege count. The exact amount of lost siege count is determined by the battle referees after the battle.

To repair the defensive works, a group of several characters have to work at the defensive works simultaneously. At least one of the characters has to have the guild skill “master builder”. If he works alone he needs an amount of time equal to amount of lost siege count, but at least a minimum of 15 minutes. For every additional person the repair time is reduced by 5 minutes.

*Example: The defensive works of the pink camp has a siege count of 60 minutes and they were completely destroyed. If the master builder works alone, he needs 60 minutes to repair them again. If five people help him, he only needs 35 minutes (60 minutes – 5x5 minutes = 35 minutes).*

Every repair has to be registered with the camp referees.

#### 6.4 – Spying on other camp’s defensive works

To find out the siege count of another camp’s defensive works, a character with the skill “wood work” has to observe for at least 5 minutes the targeted defensive works. He also has to survey the inside and the outside of the targeted defensive works. After that, he can get the siege count from the camp’s referee. Players should show the referee their character sheet to ensure them about their possession of the “wood work”-skill.

A character with the guild skill “master builder” only has to observe the defensive works from the outside, but still for at least 5 minutes.

#### 6.5 – Exemplary defensive works (amount of siege count)

- a) Camp A has a simple gate with two doorwings and 10 meters of stockade. (= 30 minutes, gate and stockade present)  
They also build a platform inside of the stockade. (= + 10 minutes, wall walk rank 1 present)  
They decorate the stockades with thorns and paint the doorwings. (= + 5 minutes (mil. decoration) + 5 minutes (civ. decoration))  
Siege count = **50 minutes**
- b) Camp B has a barbican and 20 meters of stockade. (= 30 minutes, gate and stockade present)  
They build a wall walk over the complete length of the stockade (= +15 minutes, wall walk rank 2 present)  
They decorate gate and stockade with murder holes, hint at a portcullis in the barbican and build a few arrowslits. (= +15 minutes for mil. Decoration)  
Because they have a sculptor in the camp, they build a few sculptures for the stockades. (=5 minutes for civil decoration)  
For the security of their fellow players a safety mechanism is built into the barbican. (+ 10 minutes for OutOfGame-Security)  
Siege count: **75 minutes**

## Chapter 7 - Siege weapons and pavises

Introductions:

Siege weapons must be interacted with continuously in order to work and to damage the defensive works. The amount of time which is subtracted from the siege count (to get the actual siege time) depends on the level of the siege weapons.

For the whole effect, the siege weapons have to be present at the start of the siege.

For siege weapons who arrive later, see **7.1.6**.

For the siege weapons to work, they have to be targeted at the gate and projectiles have to either hit the defensive works or fly over them. Projectiles who hit the ground in front of the defensive works will not be counted and (if that is the only siege weapon) the time between the missed shot and the next regular hit will not be counted again the siege count.

More siege weapons shorten the siege time accordingly. If more than one siege weapon is used during the siege, at least half of them have to continuously target the gate and hit (see above).

All siege weapons have 10 hit points per level and can be damaged by two-handed weapons, gunpowder barrels, magic and golems.

The use of siege weapons – especially projectile siege weapons (artillery) – is only allowed by the registered siege weapon crew.

### 7.1 - Siege weapons and levels

Weapons have to be completed before the official TimeIn or they cannot be used for this year's DrachenFest.

#### 7.1.1 - Table of siege weapons

	<i>Subtracted time per level</i>			
<i>Weapon</i>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
Battering ram	1	5	10	25
Golem	5	10	10	15
Cannon/Catapult	10	15	20	25
Trebuchet	25			
Ballista	5	10	15	20
Sappers	15		20	
Gunpowder barrel	5			

## 7.1.2 - Battering ram

Battering rams have to be used by 4 characters simultaneously. How this characters do it, is in the responsibility of the players.

Battering rams must be recognizable as such, so they must consist of a body and a head.

Battering rams of level 1 and 2 can be carried.

All battering rams have to be as secure as other LARP weapons. Wooden battering rams are not allowed.

The gate shouldn't be hit OutOfGame.

Levels:

Level 1:

Battering rams which fulfill the minimal requirements (see above) but are otherwise relatively simple.

Level 2:

Battering rams who clearly exceed the minimal requirements (embellished head, for example).

Level 3:

a) Carried battering rams which are even more embellished than level 2 battering rams or have additional effects

b) Driven battering rams where body and head look really massive

Level 4:

Driven battering rams with additional embellishments and special effects

## 7.1.3 - Projectile siege weapons (artillery)

### **General information:**

Every piece of artillery has a special weapon crew and only they are allowed to use that particular weapon. When the siege weapons are checked in, this crew has to be registered with the referees. To use the siege weapon, the shooter has to have the skill "siege weapons".

A siege weapon who hits a character will do 5 direct damage to the character's hit points.

If a projectile is deflected with a shield, the shield is destroyed and the projectile will still do 3 direct damage to the character's hit points.

Levels of siege weapons:

### 1. Catapults/Cannons

Level 1 – small cannons / small catapults (max. height of 1 meter)

Level 2 – medium cannons / medium catapults (max. height of 1,3 meter)

Level 3 – large cannons / large catapults (max. height of 1,6 meter)

Level 4 – very large cannons / very large catapults (height over 1,6 meter)

### 2. Trebuchet

According to the trebuchet size the trebuchet will be classified at the DrachenFest.

### 3. Ballista

Level 1 – Small ballista

A ballista which shoots normal LARP arrows/bolts or other small projectiles

Level 2 – Medium ballista

These are ballistas which have a more stable or embellished construction than small ballistas. Also ballistas with a multishot option are classified as this.

Level 3 – Large ballista

Large ballistas are heavy and big (at least head-high) who shoot special munition.

They need at least 2 persons to be fired.

Level 4 – Very large ballista

These are massive constructions which are a lot bigger than a “large ballista”. They need at least 3 persons to be fired.

#### 4. Gunpowder barrels

Gunpowder barrels can be used to improve the work of sappers. To work properly, at least 1 portion of “explosive powder” has to be used. More information can be found in 7.3.

#### 7.1.4 – Improving siege weapons

Neither by magical means nor by craftsmanship can siege weapons be improved at the Drachenfest 2016.

#### 7.1.5 – Repairing siege weapons

For every 10 points of damage a siege weapon has taken, at least 10 minutes of repair time is necessary (please act out the repair). Depending on the construction material of the siege weapon either the skill “wood work” or “metal works” is necessary.

#### 7.1.6 – Additional rules regarding the use of siege weapons

##### a) *Additional siege weapons after the start of a siege*

Is the gate already being attacked, later added siege weapons cannot do their full amount of “damage” to the siege count.

Every additional siege weapon instead reduces the siege time only by 5 minutes.

Battering rams (level 1) and sappers are excluded from that, they have to be at the siege from the beginning.

##### b) *Losing siege weapons*

If siege weapons are lost or removed during a siege weapon, their impact on the defender’s siege count will be halved. This is independent from how long the siege weapon was already present at the siege.

##### c) *Siege weapons in the final fight*

Siege weapons can be used in the final fight.

The weapon crew is responsible for their weapon and its security. This is the reason, the whole crew has to be registered.



The crew must be permanently in the vicinity of the siege weapon and must ensure that the presence of the weapons doesn't cause accidents.

For that reason, listen carefully to referee's instructions, because they have a better overview over the whole battle.

Every camp can take one siege weapon or golem with them into the final fight.

Rentable golems or siege weapons count against this particular limit.

We reserve the right to change this rule at any time.

We also reserve the right to ultimately remove a siege weapon from the battlefield, in case of dangerous situations. In this case, the referees will form an emergency corridor for the siege weapon and the weapon crew. Crew and weapon then have to leave the battlefield. If we arrive at this decision, no further discussions are possible, because this will be a security decision.

## 7.2 - Sappers

A character with the guild skill "sapper" can weaken defensive works without using siege weapons.

To do that, a sapper has to work together with a group of other characters (they have to possess the skill "wood works") and the group has to continuously damage the gate with appropriate tools and/or gunpowder barrels. This constitutes a level 1 sapper attack on the gate.

If the sapper group use at least two additional gunpowder barrels the sapper attack is improved to a level 2 attack.

A sapper who also has the guild skill "master builder" and doesn't use gunpowder barrels can further shorten the siege time, for 5 minutes.

All this can be done in the vicinity of the gate, in an area of 10 meters around the gate.

## 7.3 - Gunpowder barrels

Gunpowder barrels improve a sapper attack. To work properly for a sapper, the barrel has to contain at least one portion of explosive powder.

If the gunpowder barrels is used without a character with the guild skill "sapper", for every barrel 5 portions of explosive powder is necessary.

Every character in the vicinity of an exploding barrel (5 meters distance) suffers from a rank 10 "gust of wind".

A siege weapon or a golem, who suffers from an exploding barrel, loses 25% of its maximum hit points for every portion of explosive powder used in the whole explosion.

## 7.4 - Magic

Magic users can use a rank 10 "energy ball" to further shorten the siege time. At least 5 magic users have to work together in a group to subtract 5 minutes from the siege count.

After the magicians did that, they can regenerate normally, they don't have to cast continuously. But they can only shorten the siege time every 15 minutes.

“Energy balls” with the ranks 1-9 have no effect.

Siege weapons and golems take “rank x 2” damage from every “energy ball”.

## 7.5 - Pavises

Pavises are an efficient protection against arrows, but they are susceptible against attacks from siege weapons, golems and magic. If a pavise is hit three times by one of these attacks, it is destroyed.

## 7.6 - Calculation examples for the siege time

- a) The defender's camp has defensive works with a siege count of 60 minutes. The attackers have 2 catapults (level 2) and begin the siege. The actual siege time will be 30 minutes (60 min. siege count - 2 x catapults (15 min.) = 30 min. siege time).  
If another level 2 catapult arrives at the siege, instead of lowering the siege time by further 15 minutes, it only lowers the siege time by 5 minutes (to a siege time of 25 minutes, counted down from the start of the siege).
- b) The defender's camp has defensive works with a siege count of 45 minutes. The attackers have 2 catapults (level 2) and begin the siege. The actual siege time will be 15 minutes (45 min. siege count - 2 x catapults (15 min.) = 15 min. siege time).  
Additional siege weapons will not change the siege time any more because the minimum siege time of 15 minutes is already reached.

## CHAPTER 8 - Golems

**The battle rules don't give special guild skills (e.g. shield breaker) to golems.** If a golem wants such a skill you have to check that with your camp referee, the particular guild referee and finally with the battle referees.

The golem checkin will happen together with the siege works checkin. A golem must be easily recognizable as such by other players. Because golems with their abilities are very powerful magical creatures, the battle referees will impose high visual requirements for the recognition of golems. **Because of that, it is necessary that the battle referees reserve the right of evaluation and classification of golems.**

A golem has to have (besides the golem player itself) a player as a driver at all sides besides himself. The driver player has to always be in visual range and hearing distance (without using technical instruments).

The driver is also responsible for InGame orders. If the **driver is disabled or leaves** the golem, the golem will **shut down**.

It is not possible to have more than one driver.

OutOfGame the driver player is also responsible for counting golem hit points and the wellbeing and security of the golem player.

Golems can get one of four levels during checkin:

Level 1: Light Golem

Level 2: Medium Golem

Level 3: Heavy Golem

Level 4: Heavy Golem with light, sound and other FX effects

During checkin the golem owner has to decide if he wants a battle or siege golem. The golem has to be clearly colormarked (cloth badge or sash) in red for battle golems and green for siege golems. Once decided, this choice cannot be changed for the duration of the DrachenFest.

### 8.1 - Battle golems

Battle golems can attack characters, siege weapons and other golems. The golem inflicts "level +1" damage per hit. Battle golems can only be damaged by two-handed weapons, siege weapons, magic or other golems. They have 15 hit points per level.

### 8.2 - Siege golems

Siege golems can damage camp gates, siege weapons and other golems. According to their level, they shorten the time needed for the siege, as shown in chapter 7.1.1. The damage they do to siege weapons and golems is the following:

Level 1: 2 damage

Level 2: 5 damage

Level 3: 10 damage

Level 4: 15 damage

Siege golems can only be damaged by siege weapons, gunpowder barrels, magic or other golems. They have 15 hit points per level.

### 8.3 - Golem repair

For every 15 hit points the golem lost it has to rest for 30 minutes. The complete resting duration depends on the lost hit points.

## Chapter 9 - Final words

New rules always mean changes for all players. We always try to keep a proper game balance in sight and will reevaluate this changes after the DrachenFest. For that we need your feedback. We therefore ask you to actively work with us to further shape this rules. Constructive criticism is one of the core elements to our improvement.

So please help us to make all battles to what they should be: Epic and momentous events, which will be remembered for years to come.

In this spirit we wish you a lot of fun and beautiful battles on the DrachenFest!

Your DrachenFest Team