

BATLSMAK Rules

(by Cray Z. Fish and Yeah Rite, August 2005, revised March 2007)

Rules of Conduct

1. No person will ruin the game for others through dangerous or unfair actions.
2. No person will touch anyone else's GEAR or Body without permission.
3. No GEAR may be brought onto the FIELD, unless a JUDGE approves of its safety.
4. No player may be forced to fight, nor prevented from forfeiting a Turn, or a Match.
5. The JUDGE is responsible to ensure that the MATCH is fair and safe. He may:
 - a. Allow or Remove any player or any piece of GEAR from play.
 - b. Rule any player HIT or OUT, and add or remove TURNS, or restrict use of POWERS.
 - c. Shorten or extend any time count in a MATCH, or rule a MATCH ended or continued.
 - d. Nobody may attack the JUDGE during a MATCH.
6. The HOST is responsible for promoting the game. He will:
 - a. Arrange for safe and clean FIELD, BENCH, and BASES.
 - b. Arrange MATCHES, whether for practice or tournament.
 - c. Appoint qualified JUDGES, and may remove abusive JUDGES.

Basic Game

The MATCH begins when the JUDGE signals "LAY ON" and ends when one team yields, or at JUDGE's order. On signal of "HOLD," all players will stop fighting and await further orders.

The BENCH = Waiting area - No fighting allowed. Store unsafe GEAR at the BENCH.

The BASE = Team's Check-in area. Approved GEAR may be stored and retrieved from here.

The FIELD = Approved Fighting area.

ONE FULL COUNT = Basic measure of time. Generally 5 minutes.

ONE TURN = The right to leave the BENCH, enter the FIELD and join the MATCH.

A team will yield if its players have no TURNS remaining. Usual starting count is 4 Turns.

Wait One Full Count at the BENCH, check in at the BASE, then call "Ready" before starting a new TURN.

Gear

GARB = Ancient, Renaissance or Themed attire, Belts and FAVORS as needed.

FAVOR = colored cloth larger than a 12-oz soda can, worn on the belt. ID for CLASS.

WEAPON = Padded device used to BLOCK or HIT. Limit one per hand. Must not cause injury.

Core - Must be sturdy, have no sharp edges. Should be hollow. PVC and bamboo OK.

Padding - Must be at least as thick as the core is wide, prevent contact with the core.

"Swat" surfaces - at least 1.5 feet long, and as thick as the core is wide.

"Poke" surfaces - at least 2.5" wide, and at least as thick as the core is wide.

Cover - For appearance and to trap loose parts. Tape is OK. Cloth is preferred.

Types - *Short* - 2 feet or shorter. Poke only.

Light - 2 feet or longer.

Great - as Light. Heavier than normal, Head 5 or more times wider than the core.

Limit 1 per player. Ignores Armor. Puts SHIELDS OOP - see below.

SHIELD = Flat or Round, 1" thick padding on face and edges. BLOCK only. Limit one per player.

A Shield is OOP if it Blocks a Great Weapon 3 times.

Scoring

HIT = Firm or Loud contact of a Weapon on a Good Target. A HIT legally started may be finished.

GOOD TARGETS = These penalties last from the HIT until cancelled, or until player is OUT:

Arm or Leg - that limb may not be used for fighting or moving.

Torso - from hips to shoulders - the player must drop all Gear, and may not move.

Head, Neck, Hands, Feet, and any limb grounded at the knee or elbow, may not be HIT.

GRAZE = Light or Garb-only contact - Not a HIT.

BLOCK = Contact on Weapon or Shield - Not a HIT, unless Firm contact reaches a Good Target.

UP = Not HIT yet. May use all arms and legs, and move freely around the FIELD.

OUT = Taken two HITS, yielded, sent back to the BENCH. May not attack or be attacked.

When OUT, a player must signal OUT by covering his head with his hand,

OUT-OF-PLAY (OOP) = Gear that may not be used. If Gear is declared Out-Of-Play

for any reason, it must be brought to the nearest BASE for inspection before re-use.

Advanced Game

Gear

ARMOR = Blocks HITS. Armor can't Block SEIGE, BALLS, or GREAT Weapons.

SOFT ARMOR = 8 oz or 1/8 " thick Leather. Blocks the first HIT received, where it covers.

HARD ARMOR = more than 1/2 the surface area is covered in / reinforced with 18 gauge or thicker Metal.
Works as Soft Armor, plus Blocks all MISSILES (unless they carry Bands)

MISSILE = Launched by one player. Built per Weapons, and see below. No quantity limit.

HITS on Good Target when it stops or noticeably changes course.

Blocked with Weapon or Shield. OOP on contact with Ground or large fixed objects.

BOLT: Fiberglass, plastic, metal, or taped wood with 2.5" wide by 2.5" thick padded head.

NO METAL POINTS. Bolts may not HIT with the shaft, or be thrown or used to Poke by hand.

Must be launched by tension, torsion, or air device of 35 pounds of force or less.

NO EXPLOSIVES. The Launcher may be used to Block once, then it is OOP.

THROWN: All padding, bigger than a fist. May be weighted with granules.

Cannot be used to Block. May HIT on any surface.

JAVELIN: Fully padded Solid or Hollow core, should be lighter than most WEAPONS.

May Poke or Throw to HIT (point-first only), or may be used to Block.

SIEGE = Larger than a person, requires any 2 players to use. Put OOP per Shield.

Puts any Player OUT, and all Gear OOP, on a HIT, GRAZE, or BLOCK.

A SIEGE MISSILE is launched from a SIEGE device, and is larger than a person's head,
HITS as a SIEGE device until OOP per MISSILE rules.

CLASSES = A Player may only play one Class per Match. Gear listed is optional.

POWERS = Bonuses for CLASS. A player may only use the Powers of his current Class.

To use: Hold the appropriate Gear in an otherwise empty hand.

Call - loudly state the Power's name at least twice, and speak for 5 seconds or more.

The Player must keep both feet planted until finished Calling, or he must start over.

Deliver the Gear to its target by tying or throwing.

Power is only active, and costs paid, when the Call is finished.

BALL = a color-coded padded rag ball, larger than a Fist, with a tail. Unlimited re-uses. 1 Ball / Ball Power.

1 Ball active per player at a time. Balls HIT or are OOP per MISSILE rules, but need not be returned to Base before re-use. On a Block, a Weapon or Shield is OOP.

On a Graze or HIT, affects the target as indicated.

BAND = a color-coded cloth, visible from 10 yards. One use per TURN. 1 Band / Band Power.

Limit 1 Band per player at a time. Active while carried by a Player, until dropped, or Player is OUT.

Colors: Red / Yellow - Offensive bonus. Blue / White - Defensive bonus.

CHANTS = No GEAR - instead, requires one empty hand. One use per Match.

AUTO = Always active, No call necessary. Notify the nearest Judge or Opponent if questioned.

Fighter

Requires: Judge and Host approval

Gear: Any Weapon, Shield, Javelin, any Armor

Power: REINFORCEMENTS - 1 Extra TURN per Match. AUTO

Expert Power: FIRE BASH - one Great Weapon per Match, acts as FIRE BALL for one swing. Red BAND

Archer

Requires: Judge and Host approval. Approved Launcher

Gear: Short or Light Weapons. Bolts and Launcher, Soft Armor

Power: STRONG ARROW - one Bolt per TURN ignores all Armor. Yellow BAND

Expert Power: FIRE ARROW - one Bolt per TURN acts as a FIRE BALL. Red BAND

Runner

Requires: Judge and Host approval. Blue Favor

Gear: Short or Light Weapons, Thrown Missiles, Javelins, Soft Armor

Power: HASTE - Only 1/2 count between TURNS. AUTO

Expert Power: SANCTUARY - player may not be HIT unless carrying Weapons or Missiles. White BAND

Caster

Requires: Play any other Class at least twice. Yellow Favor

Gear: Short Weapons or one Light Weapon. BALLS, BANDS

Power: MAGIC - Pick any 5 from below. Do not Duplicate. Must carry list of picks. AUTO

Expert Power: MORE MAGIC - Pick 5 more - total of 10. Do not Duplicate. AUTO

Special

Requires: Judge and Host approval, Purple Favor, Appropriate Garb

Full written Class description. Gear and Powers will vary. See Special List

Expert

Requires: Play all other Classes at least twice, then Win 1 special Match. Black favor

Gear: As any one Class above

Power: Plays as another single Class, and may use the corresponding Expert Power.

MAGIC LIST

Balls

- Power Ball (Blue) or Thunder Ball (yellow)
Target Player is HIT.
- Stoner Ball (grey/brown) or Freezer Ball (white)
Target Player is OUT, without loss of a TURN, all Gear is OOP.
- Fire Ball (red)
Target Player is OUT, loses a TURN as usual, all Gear is OOP.
- Medicine Ball (light-colored with Red Cross mark)
Cancels the last HIT on contact, restores DOWN player to UP. No effect on OUT players or Armor.

Bands

- Ball Block (White Band) - Carrier is not affected by Balls.
- Circle (White Band) - Carriers may not be affected by anything, but may not move around or fight.
Multiple Players may share this Band, but must stay close and carry it together.
Ends when a Carrier starts to walk, crawl or roll.
- Defense (White Band) - Blocks the first HIT from Weapons or non-Siege Missiles.
- Kaboom Guard (Red Band) - Carrier puts any player OUT by any non-missile contact. Carrier is then OUT.
- Offense (Yellow Band) - One Weapon acts as a Great Weapon.
- Zombie Guard (Blue Band) - After Zombie Guard is called, the next player to run out of TURNS will carry this band - returning to the FIELD as a ZOMBIE. One use per Game.
If multiple players call Zombie Guard, ZOMBIES will be assigned in the order called.

Chants

- Armageddon - The Match becomes a Chaos-Res match, until Armageddon ends.
(every-man-for-himself, heal-on-kill, alive-when-avenged) Any player still OUT when Armageddon ends remains OUT as normal. Otherwise, no TURNS are lost.
If a player wins by Chaos-Res rules before Armageddon ends, he wins the whole Match.
Caster must Call for at least One Half Count, then put his Weapons OOP.
Ends when the caster is OUT, or when caster gets a weapon.
- Break Mind - Target must play as a non-Expert Fighter until OUT. TURN count is unchanged.
- Command - Target must accept & perform a One Full Count mission from caster, or be OUT.
The mission must have a definite, achievable objective, and be survivable.
The caster may state the terms of the mission, even if he is OUT at the time.
- Drop Magic - Target player must drop all Bands.
- Exchange - Target player gives up an appropriate number of TURNS to play one SPECIAL CLASS (caster's choice) for one TURN. No effect If the player has too few TURNS available.
Target player must put on proper Class Garb. call until player is done changing.
- Honor - 2 target players must fight or have a contest of skill, wits, strength, or chance.
They may not be attacked, and they may not be affected by outsiders.
Winner gains 1 TURN. All targets return to the BENCH, losing a turn if OUT.
- New Years Day - Cancels all Armageddon, Command, Honor, and Warrior's Paradise currently in effect.
- Recall - Target player returns to the FIELD, is UP, and may continue his previous TURN.
Any Gear put OOP remains OOP. Notify the nearest JUDGE.
- Restore - Target player gains an extra TURN. Notify the nearest Judge.
- Warrior's Paradise - No player on the FIELD may use any Power or Expert Power except New Years Day, and any active Power except Armageddon is cancelled, until Warrior's Paradise ends.
Caster must Call for at least One Half Count, then put his Weapons OOP.
Ends when the caster is OUT, or when caster gets a Weapon.