

Recruit Orientation

This orientation for new recruits should take about half an hour. All new recruits should go through this orientation at their first Training, as it covers pretty much all of the basics.

Talk #1 - The Rules (Important)

1. It's a game. We're all here to have fun. If at any point you're not having fun, stop playing.
2. Read the rules. Seriously. Read them and understand them.
3. Eye protection is mandatory. No eye protection, no play.
4. No head hits. No groin hits. Hits to the hands and feet don't count.
5. No body checking, tackling or grappling. No shield bashing.
6. Take your hits. Play truthfully and honestly, and don't try to cheat.

Prac #1 - Single sword

1. Slow free sparring. Good technique, rather than speed, is the goal. At least three bouts each, with different opponents. Single sword only, to one hit. Stop on hit and restart fight.
2. Signal readiness to commence fighting by touching swords.
3. Don't argue about hits. If in doubt, take the hit.
4. Mutuals: One-on-one duelling, such as Highlander, mutuals do not count. You haven't won if you're dead. Most other times, mutuals count.
5. Tip: Going for legs leaves upper body vulnerable.
6. Tip: Do not attack opponent's weapon - attack their body.

Talk #2 - Hit points and armour

1. All players start with three hit points. When you get hit, you lose one. Call out the number of hits you have left. When you are out of hit points, leave the field. In games with Clerics, drop to the ground (kneel, crouch, or hold weapon above head) and wait to be revived. If it is not safe to drop where you are, move somewhere safe before dropping.
2. Arrows do two hits. Thrown weapons and all melee weapons do one hit. Spells do variable damage, depending on the spell.
3. If you hit someone in the head, you take 1 hit as a penalty.
4. Armour adds hit points. Body armour = +2. Arms = +1. Legs = +1. Face and/or head = +1. Costume = +1 Fully armoured = 9 hit points total.
5. It is your responsibility to count your hits. No-one will do it for you.
6. If you hear someone calling STOP STOP STOP, something unsafe is happening and you must freeze where you are while the situation is resolved - even if you are in the middle of a strike. When the situation is resolved, do not start fighting until RESUME is called.

Prac #2 - Group fighting

1. Divide recruit pool into two equal groups. Include shields or dual wielding simple weapons if desired.
2. Each fighter has three hit points regardless of armour.
3. Fight. At least three bouts.
4. Tip: Do not race off on your own as this leaves you vulnerable to being ganged up on. Stick with your friends.
5. Tip: Look for opportunities to attack opponents who aren't directly in front of you.
6. Tip: When facing against two opponents, try and line your opponents up so that they cannot outflank you. All fights that start fair eventually become uneven.

Talk #3 - Exotic Weapons

1. Single handed swords, short weapons, shields and coreless throwing weapons are Simple weapons. Anyone can use these in any game at any time. Single handed swords and short weapons are defined on the Rules note of the Facebook page. Maximum length is the defining criterion.
2. All other weapons, including all maces and axes, all two-handed weapons, flails and bows, are Exotic weapons.
3. Exotic weapons require additional training and may not be used in game until you have qualified. At least two training sessions are required before qualification, which must include both group fighting and one-on-one training with someone who is qualified on that weapon.
4. Qualification involves demonstrating to an Admin that you can use a weapon safely. Not "effectively", "safely". The standard method is to fight one-on-one consecutively against a variety of opponents.
5. Mages, Battlemages and Clerics are also considered Exotic - you must qualify by demonstrating an understanding of the magic rules and have your spells vetted by an Admin.
6. Distinction between Training and Game. Games have stricter rules. You can use Exotic weapons in Training, in order to work towards qualification. Games also have a minimum costuming standard which does not apply at Training.

Prac #3 - Join in

1. Whatever the group is doing.
2. Listen to the rules at the beginning of the game. Ask questions if you need to.
3. Know who your teammates are.
4. Honesty, Respect and Fair Play.