

Standard Combat Games

These are some of the standard games we play at Training. All Hundred Swords players should be familiar with the rules for these games, as it saves on on-field arguments.

Highlander

1. Highlander consists of a series of one-on-one duels.
2. Each player has three hit points, which resets at the beginning of each duel. Armour does not count.
3. On a hit, stop and restart the fight.
4. When one fighter reaches 0 hit points, they leave the field. The winning fighter seeks another opponent.
5. Mutuals do not count.
6. Bows and thrown weapons are not allowed. There are no clerics or mages.
7. There Can Be Only One. The last person on the field wins.

Last Man Standing

1. Last Man Standing is an all-in melee. There are no teams, and backstabbing is encouraged.
2. One hit point only. If you are hit, drop to the ground. If it is not safe to drop where you are, move to somewhere safe before dropping.
3. While down, watch the person who hit you. When they go down, you get back up and rejoin the game.
4. When you stand, count to 3 slowly. During the three-count, you may not hit or be hit. Commence the count immediately after standing.
5. Bows and thrown weapons are not allowed. There are no clerics or mages.
6. OPTIONAL: Zombies. You can hit people when you're down, though you may not move from where you are. If you hit someone while you are a zombie, you get back up and rejoin the fight as normal. When you go down, count to 3 slowly. During this count, you cannot attack.
7. The last fighter on the field wins. That person has necessarily defeated everyone else on the field.
8. OPTIONAL: To wrap the game before one fighter has defeated everyone else, LAST LIFE is called. All fighters stand and the game restarts. When you go down, you leave the field.

Team Deathmatch

1. Team Deathmatch is the most basic of group combats.
2. Available fighters are divided into two teams. Shields, poles and skirmishers are divided equally between the two teams. All players have 3 hit points - armour does not count.
3. The two teams fight until one team is utterly destroyed.

4. OPTIONAL: Edge Of The World. The admin running the game may define edges to the playing field. If a fighter steps over the Edge Of The World, they are dead and must leave the field.

Risk

1. Risk is a game of taking and holding objectives.
2. Available fighters are divided into two teams. Shields, poles and skirmishers are divided equally between the two teams. All players have 3 hit points - armour does not count.
3. Five points are laid out in a line with an equal distance between them.
4. The two end points are respawn points for the two sides. The three points in between them are objectives.
5. To hold an objective, your team must have a player standing on that objective.
6. To take an objective, your team must hold the previous objective. You cannot skip objectives - you must take and hold all of them.
7. The game ends when one team takes the other team's respawn point. To do so, they must be holding all other objectives.
8. When a fighter is reduced to 0 hits, they must return to their respawn point for a count of 10. When the count is complete, they may rejoin the fight. There are no clerics.

King Of The Hill

1. King Of The Hill is a game of siege warfare.
2. One team is smaller than the other. Each player in the smaller team has more hit points. For example, if the fighters on the larger team have 3 hit points each, the fighters on the smaller team have 5 each. Armour does not count.
3. The smaller team is the defending team. The larger team is attacking.
4. The smaller team holds a circular area and must defend it against attackers.
5. If the attackers have a fighter in the circle, and no defenders are in the circle, then the attackers win.

Humans Vs Vampires

1. Most players begin the game as humans. A small number are vampires. The exact number depends on the total number of players, but 1 vampire for every 10 - 15 humans is suggested.
2. The vampires' objective is to turn all the humans into vampires. The humans' objective is to avoid becoming vampires for as long as possible.
3. Players may wear armour for additional hit points. There are no clerics, mages, archers or throwing weapons allowed.
4. When a human is killed by a vampire, they go down for a ten-second count. At the end of the count, they rise as a vampire and join the vampire team.

5. If a vampire is killed by a human, they go down for a ten-second count, then rise and continue trying to kill and convert humans.
6. A vampire may not pretend to be a human. They must signal to their victims their status as vampires (by hissing, growling, doing a vampire walk, etc) before attacking.
7. A time limit is set at the beginning of the game. The exact time depends on the number of players. If there are any humans left when the time limit expires, the humans win the game. If the vampires kill and convert all of the humans within the time limit, the vampires win the game.
8. OPTIONAL: Daywalkers. A certain number of players may be designated as Daywalkers. They are vampires, but they begin the game hidden amongst the humans. They can reveal themselves at any time during the game. They must reveal themselves before attacking as per rule 5 above.