

## Non-Combatants in Eventyr

We all want LARP to be as inclusive as possible and there may be those that do not want to or are unable to take part in the combat element in the system. To support them and ensure their enjoyment there is a non-combatant role, this role has the following rules applied to it. If you are a non-combatant you are expected to remove yourself from combat and make the fact you are non-combatant obvious. If no other way of removing yourself from combat is immediately obvious, non-combatants can put both hands in the air and walk to safety saying the words non-combatant. No other actions can be taken while you have your hands in the air, nor whilst you are in the combat area (i.e. within touching distance of combatants).

Non-combatants:

- Must wear an orange armband clearly to show they are a non-combatant
- May not be dealt or deal physical blows.
- Can cause and be affected by spell effects and damage.
- Can be affected by "Point Blank" calls from those using missile weapons

If you as a non-combatant are the only player still alive in a combat situation, you should take guidance from a referee; if a referee is not immediately present, go to GOD immediately.

Players who are not considered combat safe (e.g. children who have not been combat approved, or adults who have had too much to drink) will be issued with a non-combatants armband. Anyone who has been told to wear an armband **MUST** do so at all times whilst they are in costume. Anyone found to be in contravention of this may be made to leave the site with no warning, nor refund. This is to protect the safety of others. If you have been issued an armband during the event, and feel it is no longer required, you are welcome to visit GOD to have your combat safety assessed.