

LARP Combat Techniques

Our combat system is a *lightest touch* system. This means that any contact with an opponent is considered a hit. Speed and accuracy win battles. Trying to hit hard makes you slower and less accurate, and besides being dangerous to other players is more likely to get your character killed.

Individual Tactics

Defense

The triangle: If you hold your weapon in front of you with the point at about forehead height, you can parry most attacks quickly and efficiently by moving the hilt of your weapon but leaving the point where it is. This way, your weapon remains in position to block the next attack.

Footwork is every bit as important as armwork. You should be constantly moving toward your opponent to attack, and moving away immediately after. It's good to parry an attack, but it's even better to be out of the way where it can't reach you. You should practice footwork until you are sick of it, and then practice it more!

Spellcasters: Lob damage spells at the enemy. AOE spells if you can avoid hitting your own party.

Rogues: sneak behind enemy and waylay whenever possible.

Offense

If there are multiple opponents, try to choose one that you feel that you will be most effective against. (But remember that every opponent needs to be engaged by someone!)

Obviously, the ultimate goal is usually to kill your opponent with a hit to the torso. However, it is almost always best to disable your opponent's weapon arm first. This leaves your opponent unable to attack you (and at a disadvantage on defense) while you follow up with an attempt to kill them. Your target priorities are:

1. **Weapon arm:** this renders your opponent unable to attack you and severely hinders their ability to defend.
2. **Torso:** *Immediately* after hitting your opponent's weapon arm, try to slide or ricochet into their torso immediately. Think of "weapon arm-dead" as a single, two-part action.
3. **Legs:** only go after the legs if you can reach them and are unable to hit your opponent's weapon arm or torso. Your opponent will still be able to fight, but will not be able to move around.
4. **Non-Weapon arm:** this is your lowest priority, but any hit is better than none.

Spellcasters: always look for opportunities to cast AOE spells. Otherwise, either try to take out minions or weaken the BBET (Big Bad Evil Thing), depending on which spells will be most effective.

Rogues: Use stealth to get behind the enemy. Waylay whenever possible. Set traps.

Healers: find a safe spot or shadow one of the shields.

Group Tactics

It is difficult to fight a battle on multiple fronts. Therefore, you want to surround your opponents, and prevent them from surrounding you. Watch for opportunities to flank your opponents, and be on guard against their doing the same to you.

Area of effect spells are powerful. Try to stay far enough apart that:

- an AOE spell cast by your opponents will not affect your entire group
- an AOE spell cast by one of your party members can affect your opponents without targeting group members

Coordinate magical attacks with weapon attacks. Hitting your opponents while they are distracted by being hit with a spell means they are less able to defend or counterattack.

Make sure more than one person in the group has healing abilities, whether that be in the form of spells, potions or scrolls. Healing your healer is the medical equivalent of wishing for more wishes.

If someone in your group is being stealthy, *don't watch them*. Even if your opponent can't see the stealthy person, they *can* notice which way you are looking.

Formations

These are guidelines. Of course, every battle is different and unique. Keep your wits about you!

Defensive

- Shields in the front.
- Long weapons like spears/pole arms right behind the shields. These fighters call for the shields to move forward or hold position as needed.
- Healers among the people wielding pole arms so they have cover (while healing and to protect them).
- Spellcasters behind or among people with pole arms (depending on their ability to throw spell packets).
- Fighters with two weapons look for invaders and engage them 1:1 (or 2:2).
- Two-handed weapons cover the flanks.

If you are on defense, keeping your line of shields intact is the priority, because these are the people who keep the rest of the party alive and fighting. Close up gaps and heal shields ASAP.

Offensive

- Shields in front (gaining ground & forcing the enemy to retreat at the command of spears/pole arms).
- Spears/pole arms behind the shields, taking advantage of any openings.
- Fighters with two weapons try to get behind the enemy.
- Fighters with two-handed weapons attack the enemy's flanks to herd them together.
- Spellcasters watch the big picture. Damage spells at first, but as soon as the two-handers have herded the enemy together, hit them with AOE spells.

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Last update: **2021/10/03 18:12**

