

KINGDOM BOFFER ASSOCIATION



Welcome to Valhalla, Warrior!

Season 30 Boof of Combat & Etiquette - 2025 Edition, Patch B

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Acknowledgements: Many have helped work on the rule books for KBA over its 30 years of operation. We'd like to thank Savok for founding the group and running it almost single-handedly for many years. The Lords Council in the 2000s included Daemon, Dauntless, Garrick, Gyles, and Miste Wolfe, with Psi-Lance serving as President. That group catapulted the organization to new heights. We'd like to acknowledge Vierin/Beikay for his involvement with the initial KBA revamp and constant editorial support. Last but not least, Fareena, for investing many personal hours typing, dealing with Balendor's creative mind, and making this rulebook readable for the last five years—you will be missed dearly.

Welcome to Kingdom Boffer Association

First things first, welcome to the Kingdom Boffer Association (KBA)! We are a boffer combat society that provides a fun and safe way to enjoy padded melee battle games focused on team combat, which we call Factions. While we are not primarily a Live Action Role-Playing (LARP) group, those who wish to engage in such activities are not discouraged. You are free to be the valiant knight, or a cunning assassin, a wild warrior, and even the archlich spreading destruction across the land; just remember we are focused on melee combat games using padded gear and to respect others and their ability to have fun.



Participants must be at least 12 years of age to participate in regular battles. If a participant is under 12 years of age, they can take part in our Page Program, where they participate with peers under supervision or on the sidelines with their friends and family. Participants under the age of 18 must have a parent meet with the leadership within the first 4 weeks of joining. Afterwards, the parents and participants are encouraged to enjoy the activities together but are free to come and go as they please. If this is your first time playing in this style of game, expect to sign a waiver; this is mandatory, and you will be taught 'the basics' before joining in any battle games.

Again, we welcome you to the Kingdom Boffer Association! Be smart, be safe, and have fun!

Etiquette

ALL participants are subject to being reprimanded upon breach of the following rules:

- I. Participants are to be respectful to the leadership of their field and K.B.A. Staff. Information on K.B.A.'s leadership can be found on the website. They invest a lot of their free time into providing us with rules, gear, pictures, videos, website and social media presence.
- II. ALWAYS follow all laws. These include ALL park rules and regulations. No exemptions. All park's rules and regulations for all to read can be found at the park as well as the park's website. No one is to have any weapons that are not meant for our games on the field. This includes firearms, bats, knives, etc.
- III. Emotions and tempers must be kept in check. Physical fighting will not be tolerated and is an instant ban from KBA events.
- IV. Always leave the park cleaner than when you got there. These Cities allow us to use their parks for our festivities. If there is something dangerous or disgusting, tell the Field Marshal.
- V. Language and gestures considered inappropriate, including slurs, excessive teasing of other players, and unwelcome advances, are not permitted. If you observe any such behavior, please inform the Field Marshal so that it can be addressed appropriately.
- VI. We kindly ask that personal matters be kept separate from the game. Boffer is meant to be an enjoyable experience for everyone involved, and it would be greatly appreciated if we could all set aside any negative feelings while participating in play. An example includes being rude to an ex-partner's character when otherwise you'd be friends in game.
- VII. Leadership must have a designated smoking/vaping area outside of the park. All participants must use this designated area, continuous disregard for this rule by a participant will end with them being asked to leave.
- VIII. Garb is welcome as long as it does not interfere with a shot. We kindly ask that you refrain from wearing anything that might be deemed inappropriate, unsafe, or distracting. If you have any doubts, please feel free to ask for clarification before the event via email, the Discord server or message any of our social media accounts.

- IX. Council will be held twice every event, including weekly practices. Once before the start and once in the middle. The starting Council is where weapon checks will be held, waivers signed and any new participants are given instruction. The second Council will be where any announcements are made, attendance is taken and a second weapons check is held.
- X. To call a battle, a volunteer must shout the battle game name and give participants a few minutes to gather their weapons and head to the appropriate field. Once gathered, the volunteer asks the participants to raise their weapons, signifying that they are participating in that battle. The game is started once the volunteer shouts "BATTLE ON".
- XI. Weapons may be checked by K.B.A. staff at any time to ensure the safety of the game and all participants. Faction leaders are responsible for ensuring their Faction members are using legal equipment. If a weapon is DISQUALIFIED (DQed) by any K.B.A. Staff or Faction leader, it needs to be marked by tying an orange ribbon on its striking surface.

If there are any questions or concerns you have, feel free to **spea**k with us in person, post on our Discord or email us at :

kingdomboffingassociation@gmail.com



Combat Rules

General Combat Rules

- I. The honor system is in effect; participants are to call the shots they receive, NOT the ones they are giving. If someone is not taking their shots (a.k.a. Rhino-Hiding), ask the Field Marshal to watch them closely. If someone constantly calls their own shots, they will be asked to leave and revisit the rules.
- II. Participants must be honest about their status on the field (dead or not, missing limbs, etc.). Failure to do so will result in a warning and escalate from that point onward.
- III. Participants must start with a recognized Faction at the beginning of combat. Unless otherwise stated in the game-type rules, no participant can change their starting faction once battle has commenced.
- IV. Participants must be on the field with their weapons raised at the start of the battle to be in that battle. If a participant leaves the field without purpose, they are considered to have retreated and cannot reenter the battle. The exception to this is if they are helping a fellow participant who is injured or switching out a disqualified weapon.
- V. Dead participants cannot communicate tactics with live participants. If a dead participant communicates with a live participant, the dead participant is required to leave the battlefield and may not be allowed to participate in the following battle. Non-combatants also cannot communicate tactics with live participants while the battle is ongoing.
- VI. Live participants may not use dead participants or non-combatants as shields or for tactical advantage.
- VII. If a participant is purposefully avoiding combat to draw out the battle, they can be announced as having fled by a field marshal. This is to prevent unnecessary exhaustion and keep the games going.
- VIII. A Pause is a loud, verbal announcement to effectively pause combat. A Pause may be called by anyone who notices an injured participant or another emergency. If a Pause is called, you must stop whatever you are doing and drop to one knee. This is for your safety, the safety of others, and for the leadership to take control of the situation. A Pause is ended when the situation has been taken care of, and a Field Marshal calls out "Warriors ready?" and all live participants raise their weapons into the air, and the Field

Marshal calls out "Battle On." Anyone caught taking tactical advantage of a Pause will be given a warning. Any other offenses will be dealt with accordingly.

- IX. Once dead, you must signify this by immediately dropping your weapons and verbally announcing yourself as "dead." You may either leave the fighting area by placing your weapons touching your head or holding your weapons by the striking surface and walking off the field. If you do not clearly show that you are dead, plan on someone killing you again. If you plan to remain on the field after death, you cannot stand. You must be either kneeling or sitting. You can leave your gear at the site of your death if you need to run off the field and back quickly, wanting to be raised by magika. Otherwise, moving after death, unless for safety, voids any further participation in battle.
- X. A legal strike is a solid, not hard, shot to a legally targeted area. I repeat, solid, not hard; it should feel like a friendly slap. You do not need to use your strength to hit someone. This will cause injury and broken weapons. If you are caught hitting someone in such a manner, you will be given a warning and will escalate from there.
- XI. A graze, aka Butter Knife, is a shot that skims off or rubs a legally targeted area. This will not count as a legal strike. However, if you are caught not taking a solid shot as such, you will be considered Rhino-Hiding and will receive a warning. Continuous Rhino-Hiding will lead to a band from KBA events.
- XII. For all melee attacks, participants must maintain control of the weapon throughout the attack. If the participant loses control of his or her weapon before impact, the strike is counted as insufficient to have caused any damage.
- XIII. Weapons or shields may be pinned to the ground or to a participant by other weapons or shields. If a shield or part of a shield is on the ground, participants may use their body to pin it there (step on, kneel on, etc). Participants can grab any non-striking surface of any weapon. If a blunt weapon is not being swung for a strike, the striking surface can be grabbed.

Legal Striking Zones

- I. **Arm** - The arm shot is from above the wrist to the top of the shoulder socket (rotator cuff). If a participant is struck in the arm, they lose the use of that arm for all combat purposes. The arm is then considered to no longer be there, so a second shot to a dead arm would carry through to whatever is on the other side of it. For example, if the dead arm is against the participant's torso and another participant swings in and strikes it, the blow carries through to the torso, while if the arm is back and away from the body, the second blow would cut into the air.
- II. **Leg** - From just above the ankle bone to the bottom of the hip socket (hip bone), the

affected leg is damaged and cannot be used. The participant must move at a walk ONLY. No running, jumping, or moving quickly.

- III. **Both legs/Hips** - The participant must fight on their knees with weapons up to signify they are alive. Once on their knees, they can move around and fight from there if they stay on their knees. Both knees must be on the ground; the participant cannot fight from a single knee. If the battle has moved away from a participant who is missing both legs, they are allowed to stand and move towards the battle by slowly stepping heel to toe until they are within 15 feet of a live participant, at which point they must drop back to their knees. Live participants can assist other participants who have lost their legs by placing a hand on the injured participant's shoulder. A participant may lunge, but only if both knees are kept on the ground. Hip and buttocks shots have the same effect as losing both legs at the same time. Hip shots are considered from the side of the hip bone and back around to the butt.
- IV. **Lethal** - Any shot to the collarbone, shoulders, torso, armpit, back, and abdomen is lethal. If a participant is struck by a shot in these areas, they are considered dead.



Non-Targeted Areas

Non-target areas are shots participants MUST **not** go for are the following:

- I. **Head, Neck & Groin** - Participants may not intentionally strike someone in these areas. If a participant has been struck in the head, a hold must be called. If the headshot is strong enough to "rock" or significantly move the participant's head, there is no choice; the shot must be taken, and both participants are dead. Participants using headshots to block other shots or avoid death will be given a warning. Anyone suspected of targeting

either area intentionally may be removed from the field if the Field Marshals deem it necessary. It is dangerous, and we are here to have fun, not to hurt people. Anyone hit in the groin unintentionally, while it is a non-targeted area, is still dead as it is a kill shot.

- II. **Hands and Feet** - From the wrist bone to the fingertips, or the ankle bone down to the toes, no damage is received by the participant if they are holding a piece of gear. Also, if a participant uses their foot or hand to intentionally block a shot, it is considered a damaging shot, and they lose the use of their leg; the same applies if their foot is off the ground.

Legal Attack Requirements

- I. Strike a valid target area. Examples can be found on our website or above in "Legal Striking Areas".
- II. Participants must be able to see their targeted opponent(s) to strike at them. Spinning is allowed, but no "Samurai stabs behind you," "spinning blind shots," or "360-degree swings." Your opponent must be in your field of view before beginning your swing.
- III. Attack with a KBA legal boffer weapon. The participant is required to ensure that their equipment is legal for field use; this includes inspecting their gear for rips, tears, and soft spots in the padding. Follow this up with approval from Gear Checks at Council. Any projectile with a core cannot be reused during a battle and must be inspected between each battle to ensure it is safe to use.
- IV. Deliver a solid impact with the weapon's striking surface. Blows delivered to an unsuspecting participant from behind may be softened to prevent injury but should still be clearly felt by the recipient.
- V. **Shield Flashing** - If a shield has two or more layers of padding on the front face, it can be used to smack another participant. A participant may not put their shoulder into the flash, nor can they shove hard enough to make another participant leave their feet.
- VI. **Shield Striking** - If a shield has 2" or more of padding on its edge, its edge may be used to strike with. It must be checked by the Field Marshal, and the striking surface must be striped to signify that it can and will be used for striking. A participant may not put their shoulder into the strike, nor can they shove hard enough to make another participant leave their feet.
- VII. **Great weapons** - These weapons can be used to break shields as long as the Great Weapon wielder has both hands on their weapon. To do this, the wielder must deliver slashing attacks to the shield in succession. For a Light Shield, Madu, or Bow, the attacker must call out "1" and "2" while striking the shield, while a Heavy Shield requires "3." If a strike misses or is blocked by other gear, the count is reset. When a shield is broken, it must be dropped onto the ground face down with the yellow L or H on the back

exposed. Broken shields can not be used for the remainder of the battle unless otherwise specified by the battle game rules. Multiple participants using Great Weapons can now combine their counts to break shields. Great weapons are signified by a yellow horizontal stripe just above the cross guard/handle.

- VIII. **Staves** - A staff can be used to thrust with as long as it has at least 2" of thrust tip padding past the core, even though it is considered a blunt weapon.
- IX. **Throwing Weapons** - All ranged weapons require 10 feet of distance in order to engage in combat.
- X. **Chakram** - Counts as both a melee and a throwing weapon. The maximum number of Chakrams allowed for a participant to carry is 2. If a Chakram ricochets or bounces off any surface, participant, etc., it is considered to still be "live," and all shots count. It can be picked up and reused in combat.
- XI. **Javelins** - Counts as both a melee and throwing weapon, they can be used to stab but **not** slash in melee. Javelins can only be thrown once and cannot be reused during the battle.
- XII. **Throwers** can be any type of weapon or shape. The max any participant may carry is 4. They can be picked up and rethrown but are not allowed in melee.
- XIII. **Arrows** - Once an arrow has been fired, it cannot be reused during the battle. Each arrow must be inspected between battles for safety. A participant may carry as many arrows as they can fit in a quiver. This does not add protection but instead acts as an extension of the participant, and if struck, it carries through.

Illegal Actions

- I. Combat of any kind out of malice, with the intention of hurting someone, is not allowed. Using your body to attack a player, purposefully delivering strikes that are painful, using gear to trip another player, intentionally aiming for the head or groin, and failing to warn an opponent about running into terrain are examples of using malice in combat. These actions, depending on severity, will lead to sitting out of battles, being told to leave for the day, and being banned from KBA events.
- II. Participants may not intentionally charge into or trample over an opponent, or run or jump into or onto them. You can straddle an opponent but not rest your body's weight on them.
- III. Participants may not use any disabled limbs to swing a weapon or block with a shield. If a shield is used to block with a disabled limb, the blocking player is counted as dead.

- IV. Shield bashing, defined as striking hard with, putting your shoulder or body weight behind a shield flash, running through your opponent with, or using a non-authorized shield as a melee weapon, is not permitted. If a player does this, they are counted as dead and will receive a warning; continued incidents will lead to being sent home or banned from KBA events.
- V. Baseball swinging, or batting, is defined as using more strength than necessary to hit another participant. This is not permitted, and any participant caught hitting someone in this manner will be dealt with depending on the severity. See rule I above.
- VI. Not taking damage from a solid shot is also known as "rhino-hiding." This is a form of cheating and will lead to disciplinary action in the form of a warning, being sent home for the day, or being banned from KBA events.

Titles & Positions

Faction Leader

These players have chosen to lead a battlefield Faction and assist with running the group. They have the same authority as Field Marshal's to call shots they see, handle behaviour issues, and do weapon checks, and more (see Field Marshal below). Each Faction Leader is given a seat on the Council of Lords. This grants them a vote on the development of the rules for the Kingdom Boffer Association, the creation of new Factions, and the status of Field Marshal. The Council of Lords has a private Discord channel to discuss topics; each Faction Leader is required to maintain an active presence on the Discord channel to help moderate it and to be in communication with the players. Faction Leaders are often referred to as Lords, though their in-Faction title may differ from this, and should be awarded the respect of their title with in-game speech. My Lord or My Lady, or just putting the title of Lord before their name, or their in-Faction title.

Field Marshal

Field Marshals are identified by an orange armband located on their left bicep. Those who have earned the status of Field Marshal, sometimes referred to as a War Marshal, have demonstrated detailed knowledge of the rules found within the Book of Combat, Tome of Magika, and Book of Blacksmithing. They can enforce any of the rules and regulations found within those books. This means they can disqualify (DQ) a weapon they deem unsafe, and repeated disqualifications of the same gear mean they can slash the padding to ensure safety protocols are followed. Field Marshals must maintain their composure and approach situations with civility. Multiple Field Marshals can convene when necessary to make judgment calls on a player's actions, a clarification of rules, or suspected gear failure. While in battle, Field Marshals can call shots they observe but are not directly involved in, meaning if they are on the line fighting and see anyone not taking a clear shot, they can call them dead immediately. Players are not allowed to argue with a Field Marshal but can file a grievance with the Council of Lords and KBA Staff. If a situation escalates, it is prudent for another Field Marshal, or a group of them, to step in and take over while having the initial Field Marshal step away.

Magistrate

The Magistrate oversees the experience system (earned XP, XP use) for all classes, approves the apprenticeship of players, keeps track of classed players' knowledge of the Tome of Magika, verifies each classed player's spell book, and has the ability to strip players of their class for abusing the abilities or experience system. This position is appointed by the Council of Lords through a vote on selected volunteer candidates. The Magistrate station will be marked by a small banner with the hamsa on it, a hand with an eye in the palm, and the Magistrate will wear a sky blue sash with a string of silver stars of various points on it.

Lodestar

Serving as ambassadors and tutors to new players, the Lodestar helps them adjust to our game rules, develop fighting techniques, and feel welcome into the organization. Each Lodestar will be given a black favor with a white scroll on the field to wear on their belt. When new players first arrive, a Lodestar should approach them and introduce themselves, find out if they have ever

participated in boffer or LARP games, and help guide them through the hit locations, shot expectations, weapon types and their uses, plus a quick rundown of the class and magic system. It is important to point out the various leaders on the field and their specific positions, such as the Magistrate, Faction Leaders, Field Marshals, and of course your fellow Lodestars.

Knight

The title of Knight is awarded to members of an Order (see Guilds & Orders, pg 14) who have shown great martial skill and dedication to the Order's philosophies. These groups require adherence to a Code of Conduct that dictates their actions on the field of battle based on a system of honor. Not all Knights are good of heart, some are glory hounds who revel in combat or the domination of their opponents, and thus there are several Orders with varying philosophies. It is appropriate, and good etiquette, to use the title Sir before a Knight's name.

Factions



White Wolf and The Pack sit and listen as the Lords speak during Mid-Day Council.

Factions are the backbone and focus of combat in the Kingdom Boffer Association game. These teams act as battlefield units for their Kingdom and compete at weekly Battle Days to help train for inter-Kingdom wars. To found a new Faction, a player must gather followers and then request consideration from the Council of Lords. This does not mean it will be granted, as a Kingdom's population must necessitate each Faction's membership and existence. Each Faction must meet the following criteria to remain active:

- I. A Name for the Faction
- II. Alignment of the Faction: Good, Neutral, Evil.
- III. A dedicated Leader of the Faction who shows up consistently, if they are absent for 4 weeks straight without cause, the Faction will either be given to the Second in Command or dissolved. A hierarchy with at least a named Second in Command to act in their stead if absent. See Requirements of a Faction Leader below for more on their responsibilities.
- IV. A Color Scheme of at least 2 colors with heraldry representing the Faction's theme that can act as an identifier of gear and membership.
- V. Theme and Lore: each Faction should have a lore-based history and description of their purpose, ambitions, and overall theme that helps new players understand their goals and approach to combat.
- VI. Factions must have their own armory of gear for their players, this helps leave the loaner gear for new players joining the game.
- VII. A flag with base for use during Capture-the-Flag made using the Faction colors and heraldry.

Requirements of a Faction Leader

Faction Leaders must consistently attend KBA battle day events; they cannot miss more than 3 consecutive meets unless prior notice is given. We understand that life can come at you fast, but the Faction requires stability. They must help maintain an active battle force by assisting with

supplying their Faction with gear, training, and rules knowledge. One should ensure their Faction has an understanding of what their theme is, whether it be valiant champions of the light or shadowy and cruel undead. Whatever the theme is, they should help build Lore and fluff to give their members something to sink their teeth into. A hierarchy of leadership is necessary, as a Faction Leader may fall in battle or be absent at times; this gives your Faction others to look to when these issues arise. Ensure morale remains high among your followers; give rewards and acknowledgments for their successes, and encourage their growth. Being a Faction Leader isn't just about power; it's about responsibility, inspiration, and community. Lead well, and your Faction will thrive.

Faction Lands

Every faction may select an area along the edge of the battlefield at their park to meet, keep their gear, and store personal belongings. The "lands" are a representation of the faction's in-game domain; players from other teams should not enter the area with personal belongings unless invited to do so. When approaching another faction's lands, you should kneel a fair distance away and await them to acknowledge your presence and give you permission to enter. Now, it's fair game for rivals to breach this etiquette to "steal" gear, banners, or other in-game items, but it is still viewed as uncouth.

Guilds & Orders



Guilds, much like Factions, are groups of individuals united by a shared purpose or ideology. However, unlike Factions that often center around power, influence, or combat, Guilds are primarily focused on non-combat activities such as skill development, artistic expression, or adherence to a specific code of conduct. These groups foster the pursuit of mastery in a craft or discipline, with a strong emphasis on education, mentorship, and self-improvement. A Guild often operates with a structured hierarchy to facilitate growth and progression. For instance, in a knightly order, there may be a mentor-mentee system, where experienced members guide newcomers through a process of learning and advancement. The journey through these stages is not just about achieving skill, but about embodying the values and traditions that the Guild upholds.

Leadership within a Guild is flexible, with the structure often dictated by its founding members or its community. Some Guilds may be led by a revered figure—perhaps a founder or an esteemed elder—while others might be governed by a council of experienced members. Regardless of the form, the Guild's leadership is typically rooted in wisdom, experience, and a commitment to its core values.

Ultimately, Guilds create a space where individuals can grow, share knowledge, and contribute to a collective goal, whether it's advancing a craft, upholding a tradition, or expressing a shared vision. Establishing a Guild differs from the establishment of a Faction in that approval from the Council of Lords is not required, with the exception of knightly orders, which possess a status that permits them to attain class designation. Guilds must meet the following requirements to remain in good standing:

- I. The Guild name.
- II. A leadership structure.
- III. An advancement scale for its members.
- IV. Heraldry, a symbol that says yours a member.
- V. Wearable identifier, i.e. a sash, armband, headband, belt favor, etc.
- VI. Theme and Lore that explains what the Guild is and does, what their goals are, and the type of members they want.

Roleplaying & Alignments

Our game is set in a fantasy world, and we are free to be something other than ourselves for a brief time to cut loose and have fun. Some will choose to be the valiant defender, while others will opt to be a vile, backstabbing tyrant; yet both are valid and likely good people. Never take anything that happens on our fields personally; view it like a video game where the villains are there to be defeated and the other players want to win as much as you do, just maybe in a different way. Good, bad, and neutral all have a place in combat, roleplay, and political intrigue in KBA. Pay attention to how the other player is reacting to your interaction and make sure you don't cross personal boundaries. Always keep in mind that not everyone will choose to participate in roleplay elements of the game, so some may not interact how you expect and to be open about the fact you are roleplaying to ensure there isn't confusion.

What is good, what is bad, and how can someone be neutral? In our world, good players favor fair play, fight heads-up, help outnumbered opponents, despise necromancy and destruction magic, and have respect for most everyone. The opposite is true of evil characters; they are self-serving and despise being controlled. They will use overwhelming numbers, backstabbing, and even attack unarmed opponents to ensure victory. They view the Black and Red Paths as shortcuts toward their ends. Neutral characters favor neither side and act according to what is necessary to achieve what is in front of them, whatever is best for their faction and survival, political needs, and chance for victory, backstabbing a backstabber while also handing an honorable player their sword for a fair fight.

Never engage in uncouth behavior while roleplaying. Things like sexual assault are a non-starter in KBA, as well as the harming of children or other actions that may cause other players to feel uncomfortable or relive real-life trauma. There will be no warning for these actions, only expulsion. Our group is combat game-focused, so keep most roleplaying within battlefield dynamics or political intrigue between faction desires.

Remember, this is just a game where we're all trying to enjoy ourselves, so use the golden rule to temper your character's behavior when you are unsure about the actions you take.



Scenario Battle Games

Absorb

This game starts out as a Free-for-All. If you are killed by an opponent, you immediately respawn as a teammate, but only once. The person who killed you is now the Captain of your team; anyone else who is killed by your team for the first time also joins your team. If a Captain is killed, their entire team becomes part of the killer's team. If two Captains simultaneously kill each other, everyone on those teams die. The goal is to absorb all other participants into one team.

Bridge

Two lines are marked out on the ground with enough room for several players to stand shoulder to shoulder; this can be done with rope, cones, or other items. If a player steps outside of those lines they die. Victory conditions can be killing all opponents, moving an item across the bridge, or used in conjunction with other scenario battles.

Capture the Flag

Each team has a flag, banner, or weapon that the other team(s) are trying to take back to their base. Players cannot hold the flag with other pieces of equipment (shield, sword, etc.). Players cannot attack with the flag, nor can they throw it, toss it, or roll it toward allies. Players can knock the flag over as a form of defense or as a way to take it away when there are at least six players on each team. Players respawn by going to a designated location, counting to a predetermined number, then touching their flag base. Once they have done that, they are alive and rejoin the battle. To win, a team must possess both flags. In multi-team games, points are awarded for each flag captured, and once a flag is captured that team is eliminated from the battle. This game can be combined with other scenario battles to make it even more interesting.

Ditch

Teams are selected by drafting players. Then a normal Team Death Match is played. Once the battle is over, the winning team sends the first person to die on their side to the losing team, and a new battle is called.

Dodge Ball

A large square is marked on the ground with a line splitting it in half. All throwing weapons are collected and set along the line. Players are split into two teams via drafting. Players start behind their back line and can run up to grab throwing weapons once the battle is called. Players cannot throw a weapon within ten feet of an opposing player, nor can they cross the middle line; if they do, they are eliminated. If a player is hit in a legal zone, they are out of the match, forming a line at their back right corner, with the most recent player hit going to the back of the line. If a member of your team catches a weapon thrown by an opponent, the person at the front of the line returns to the game. It is the duty of the players in line to grab any weapons that leave the play area and return them to the nearest edge of play. To win, all players on the opposing team must be eliminated.

Goblin Horde

This battle game is set up with two teams battling: The Goblin Horde versus the defenders. The Goblins cannot use shields, do not have access to classes or magic, have five lives but die to any hit to a legal shot location, and come back to life by kneeling and touching their weapons to the ground while saying "Goblin #" audibly, e.g., "Goblin two!" and if hit again, they say "Goblin three!" and so on. The defenders should be outnumbered, so a 2-to-1 split is advisable. If the

defenders do not have any classed players, they can be given a defensible position. If there is a large number of players, the Goblins can call on Trolls to aid in their assault, with one or two being added to their ranks. Trolls have an extra lethal shot and can regenerate their limbs by counting; after a 15-count, they can use the limb again, but if struck, the shot carries through as if the limb is missing. After a 30-count, the limb is fully restored. Trolls also do not have access to classes or magic and do not use shields, but they should opt to take the most beneficial weapon(s) possible, like flails or halberds. The cheesier, the better.

Hunger Games

All the gear selected by the players is gathered and placed into a pile at the center of the field. Players must retrieve whatever gear they can grab, then survive a free-for-all battle with it. You can pick up the gear of slain opponents if it's something you'd rather wield. Running up to the pile is permitted, but players must slow down before getting close to ensure no one is hurt by collisions.

Infection

One or two players are selected to begin as Infected, they fight against all other remaining players. If they kill a defender, that player becomes Infected and respawns after a predetermined countdown. Infected respawn where they died on the field. The defenders can be given a time limit to survive; once they reach it, they win the battle. Alternatively, it can simply be the defenders fighting to the bitter end.

Kill 'em All

In this game, you are attempting to kill everyone else in a free-for-all. The hard part is that when someone dies, everyone they killed comes back to life immediately. Combatants must remain where they died until the battle is over.

Kings

This game can be played with any number of teams as long as the teams are large enough, usually 10 or more players for anything beyond two teams. Each team has a King who has armor requiring two extra hits to damage any location (3 total to lose a limb or die). With large groups, each team can also have a Knight who also has armor granting one extra hit to each location (2 hits to lose a limb or die). The players respawn after a predetermined countdown when they die on the field, until their King falls in combat. The game is won when only players from a single team are left standing. Mend and Restore will repair the armor on a King or Knight. Wither and Cripple both damage the armor instead of the limbs, and Destruct still kills them outright. All other abilities work as normal.

Lich's Tomb

One player is selected as the Lich. They are given a group of abilities: Zombie x 2, Seeker x 1, Fear x 2, Freeze x 1, Wither x 1, Destruct x 1. The Lich has a phylactery they hide in the park. When they are slain in combat, the Lich calls a pause in the game and returns to their phylactery to respawn. Once they reach it, they blow the horn to restart the battle, then count to 10 and respawn. To win, the Slayers must find the phylactery and "destroy it" by standing over it and saying "I cleanse this blight with fire" ten times, or the Lich must kill all the Slayers. For larger groups of players, the Lich can be given minions: undead warriors with Fear x 1 and Wither x 1, that respawn when their master respawns.

One's and Two's

Everyone groups up in pairs. When you die, you go to a designated location and wait. When another player dies and arrives at the location, you pair up and return to battle. This is a never-ending battle game meant to end the battle day with everyone thoroughly exhausted.

Ring the Bell

Five cones are set up in a line, each being 15 to 20 feet apart from each other, with a flag base equally as far away at either end. To advance forward, a cone must be touched with a body part or weapon while saying "Ring!" three times uninterrupted and uncontested. Any attack interrupts the ringing of the bell, including projectiles. Once this is done, the team that the player is part of can now advance past that cone. The objective is to take all the cones, forcing the opponents back to their base. Players respawn by going to their flag base and issuing a predetermined count out loud, once done they can immediately return to the battle.

Sabotage

A cart is placed mid-way between the teams with items inside the cart to add weight. The objective is to get the cart into your opponent's base. Players can move the cart by pulling it forward; a single player can casually walk it forward, while two can speed walk the cart. If two players pick it up, they can walk it across shortcut trails if available. When a player is killed in combat, they must return to their base, where they wait for a 30-count before respawning, once the count is over they can immediately return to fighting. Once the cart enters the opponent's base the game ends.

Siege

Similar to a Bridge battle, an area is marked out on the ground using rope or other means; this signifies a wall that players cannot pass over. These "walls" should be 10 to 15 feet apart, depending on the number of players, to represent the portcullis of a fortification. Players are drafted into teams of attackers and defenders. If archery is available, the fort can be given squares along the wall to represent archer towers; to fire the bow, an archer must stand in the square. To win, the attackers must either kill every defender or place an object behind the fort's walls. While the defenders must hold the fort until the attackers give up, this can be due to respawn limits or a timer running out. It is common for other scenarios to be added to this battle game. Teams should either be selected with a 2:1 attacker-to-defender ratio, or attackers should be given a certain number of respawns. Adding rules from other scenarios, such as Goblin Horde, adds flavor and a deeper need for strategy.

Species War

Players can select from a list of species, such as elf, dwarf, goblin, and the like. The players split up based on the species they choose and receive a special ability for the battle. A variant is to simply use Faction and grant the species ability as a flavor addition. Kingdom's will keep a list of abilities flavored to their theme.

Valhalla

Teams for Valhalla can be set up however the participants want, be it a drafted team deathmatch, pairs, Free-for-All, or Factions. Valhalla requires a non-combatant or two to judge the warriors who die in battle, referred to as Valkyries. If they judge that a combatant has died a glorious or impressive death, such as fighting multiple opponents, doing something flashy, or just barely being overtaken, then the Valkyrie can choose to respawn them. If a player is being cowardly by fleeing combat or has sullied themselves in some way, then they can be called dead or given a wound by the Valkyrie. If a player does something truly impressive but does not die, then the Valkyrie can grant them a one-time ability to help encourage their bravery in battle. This can be any spell, art, spirit, or even species ability—be as creative as you want; this scenario is for fun and glory. At any point, a Valkyrie can yell "VALHALLA!" and everyone respawns immediately.

Glossary

Batting: Battling is where a player is swinging with too much force and causing others pain with their strikes.

Belt Favor: This is usually a piece of cloth decorated or stylized to represent either a Faction, Order, Guild or other in-game group.

Core: The base of every boffer is called a core, this is a rigid piece of tubing such as PVC pipe, fiberglass rod, carbon fiber, or graphite. Shields and bucklers can also have a core, usually it is made of plastic or cardboard, but thin wood is also acceptable. Further information on requirements for this are found in the Book of Blacksmithing.

Council of Lords: This is the field leadership, composed of the Faction Leaders, and any other high ranking KBA Staff members.

Cover: This is the material over the foam of a weapon, and can be duct tape, gaffers tape, or cloth. Further information on requirements for this are found in the Book of Blacksmithing.

Faction Leader: While they may have more appropriate in-game titles, Faction Leaders are the organizer and leader of a battle group. These members reside on the Council of Lords and help make decisions for the field and KBA as a whole.

Field Marshal: These are the games referees, they speak with the authority of the Lords Council and KBA Council when dealing with game rules and disorderly conduct by a participant.

Focus: Players that have elected to take on a class use special abilities, a Focus is the weapon(s) they use to channel those abilities into attacks. Further information on requirements for this are found in the Tome of Magika.

Garb: A costume players wear to help depict their field persona's background and personality.

Goblin: A creature type used in the battle game Goblin Horde. The goblins have five lives, but die easily to any legal hit, popping up to continue their swarm tactics.

Graze / Butter Knife: These are two types of attacks that don't do damage. A graze is usually a good swing that scrapes the target with the surface but doesn't have enough of the weapon contacting to be considered solid. Likewise a butter knife is where the weapon makes contact, but not with enough force and slides around on the target. Simply touching isn't enough.

Guild: These are groups of like minded players who join together in practicing and teaching a non-combat based activity or craft, such as leatherworking, bardic performance, or even baking.

Handle: An unpadded area of a weapon designed to be held by the person wielding it, handles can be covered in duct tape, leather, or other non-harden materials. Further information on requirements for this are found in the Book of Blacksmithing.

Haft: A part of the weapon that has padding but is not padded enough to be a striking surface. Further information on requirements for this are found in the Book of Blacksmithing.

Infected: This is a status within the Infection game type, where a beginning player, or two, start out as Infected and try to eliminate the non-Infected players. When killed by an Infected the player rises as one of the Infected and continues to spread the illness.

Juggernaut: Another creature type for the battle game of the same name, this creature has invincible arms and requires multiple lethal shots to die, usually 3.

Knight: Any player can work towards becoming a Knight within a recognized Order. The title means they excelled at martial skills, have dedicated themselves to a Code of Conduct, and earned the respect of their peers.

Lodestar: Field ambassadors and tutors to new players, the Lodestar help get new players up to speed on fighting ability, rules knowledge, getting adjusted to etiquette and feeling welcome within the group.

Magistrate: This person oversees the classes of their respective field. They help track experience gains and expenditures, as well as the purchase of spells and apprenticeships of players becoming a class.

Mid-Day Council: Every battle day should have a mid-day break where everyone gathers together and the field leadership announces news, answers questions and addresses concerns. This is also when the players who wish to spend their experience on new abilities should speak with the Magistrate, after Council is convened.

Order: Orders are recognized Knighthoods, each has a unique Code of Conduct, heraldry and expectations.

Page: Youth aged players, aged 6 through 11, are referred to as Pages. They are allowed to participate on the sidelines. If a field has enough Pages they can run a Page Program, where they have their own battlefield, teams and a training regime to learn at their own pace amongst peers.

Pommel: A piece of padding attached to the end of the handle. Further information on requirements for this are found in the Book of Blacksmithing.

Respawn: A term referring to when a player comes back to life because of a game rule, this could require a count or be immediate depending on the battle game.

Rhino-Hiding / Sloughing: These are where a player ignores legitimate contact from a shot to a legal strike zone. It's simply a person cheating and no one likes it. If you want to rhino-hide, please just go somewhere else.

Mercenary: These are players who have not chosen a Faction to join.

Shot: This is another term for hitting or being struck by a boffer weapon. "That was a sick shot!"

Spar / Sparring: This is either a training session or small battle outside of the normal game play.

Sparring is often used to tutor new players and practice new techniques, or just for fun.

Squire: A player who has chosen to join an Order but is still under tutelage to become a Knight.

Striking Surface: This is the part of a boffer that is used to deliver shots to a player. Further information on requirements for this are found in the Book of Blacksmithing.

Thrust Tip: Every stabbing weapon has a 2 inch area of foam above the core's end, this is the thrust tip. Further information on requirements for this are found in the Book of Blacksmithing.

Troll: This creature type is sometimes added to the Goblin Horde battle game, they have limbs that regenerate and equipment breaking attacks (Sunder x 3).

Veteran: This is a player who has consistently participated in the group's activities for a year or more.