

## Non-Combatant (Orange Headband)

Some players may have medical need to refrain from taking part in the physical combat pieces of the games. This section of rules are in effect for those players who choose to be “non-combatant”. Please be aware that W.A.R. Accelerant is a play at your own risk game and it cannot be guaranteed that you will not be struck with a boffer type weapon or spell packet during normal play. If you absolutely cannot be struck in a manner consistent with the normal rules of the game, please do not attend until you are well enough to not be at risk.

At check in of the event, the non-combatant player (referred to as NC for the remainder of this section) must notify the check-in staff that they will be playing the event as an NC character. The check-in staff member will verify that the player understands the rules pertaining to them and they must don their orange headband at that time. (Players must supply their own orange headband) The check-in staff will make sure the event staff is notified that NC characters will be in attendance and event staff will include the rules for NC player/characters in their pre-game NPC speech. Once declared as an NC, you will remain in that status for the entirety, you cannot decide at a later time to take part in combat.

You are considered nearly defenseless in-game and may create your own story as to why this is the case.

The following rules will apply:

### NC Player/Character Rules

1. You must wear an orange headband at all times during game play
2. You have the Trait: “Orange Headband” during the entirety of the event
3. You may not take any offensive actions
4. If combat breaks out in proximity to you, you must immediately remove yourself to a physically safe area
5. If struck for any reason, you must immediately declare “No Effect and Go to Spirit by Orange Headband” and move to a physically safe area. This will audibly declare your status to the attacker who must immediately stop their attack.
6. Once in a safe place you should then “Purge Spirit by Orange Headband”
7. You may not use spells during a combat encounter but may use them after combat is ended or if you are out of the immediate combat area. IE: Combat is outside and you are inside, you can heal or cast protective spells to somebody who comes inside.
8. You are affected as normal by standard “By my Voice”, “By my Gesture” or “By my Gaze” effects
9. You may use defenses vs. Voice, Gesture or Gaze attacks and cast spells upon yourself
10. Any affects delivered “to Orange Headband” bypass any ability or defense and must be taken and acted upon. This will only be applicable in very specific instances as described further in this section.
11. You may participate in voluntary modules “mods” in a roleplay only capacity. If you choose to go on these mods, you will accepting Fate of Party. IE: If the whole party dies and resurrects, you will also die and resurrect.

Note: the phrase “physically safe area” means you are at a safely out of the way of combat and won’t easily be hit by swinging weapons or fast moving bodies. You are not required to run away or completely vacate the area. This may require you to move as combat shifts.

## PC Player/Character Rules

1. You may not strike an NC player/character with a weapon or packet attack
2. Use the "Caution" and "Emergency" rules to help look out for NC players
3. If you wish to kill an NC character and could normally do so, you may point at them and "By my gesture, Death to Orange Headband". This is, in all in-game ways, exactly as if you attacked anybody normally.
4. You may only touch cast spells on an NC player/character
5. You may point at a suspected NC and deliver "By my gesture, expose Orange Headband". This is only for clarification purposes and may not be used mess with a player/character

## NPC Player/Character Rules

1. You may not strike an NC player/character with a weapon or packet attack
2. If you unrealizingly attack an NC and you hear them state "No effect, go to Spirit by Orange Headband", immediately stop all attacks and check that they are OK. Call "Emergency" if necessary
3. You may deliver Voice, Gaze or Gesture attacks normally
4. If you could normally attack/kill the character, you may instead point at them and "By my Gesture, Death to Orange Headband"
5. If unclear if a player is NC, you may point at the player and deliver "By my gesture, expose Orange Headband". This is only for clarification purposes and may not be used mess with a player/character. This may especially be used in low light situations and may be used more than once if needed.

## Watcher Rules

1. As a watcher, you can use the Trait: Orange Headband to enact a safety measure at any time you feel the NC player may be in danger. IE: Send them to Spirit etc.

"Normally attack or kill" refers to situations where you could probably kill a defenseless character with little problem. IE, walking alone, ambushing from behind, they are trapped in a room after all defenders have been dropped, etc. This doesn't mean that if the NC is across a field or in a room behind a line of defenders you can point/kill them.

Lastly, if you as an NC are killed "to Orange Headband" and you dispute the situation, please talk to the event staff or a Director. They will be happy to discuss the situation and remedy it if necessary.