

Administrative Board Clarification: Weapon Striking Surface Grabbing and Restraining

Intent and Reasoning:

The rules governing weapon striking surface grabbing aim to balance safety and fairness during gameplay. While grabbing weapons is permitted, it is important to address situations where players exploit unclear rules, such as pinning weapons with their limbs or torso to gain an advantage. This clarification ensures consistent application of rules, prioritizes safety, and maintains the spirit of fair play.

Current Rules Summary:

- Grabbing an opponent's weapon is permitted.
- Grabbing the striking surface of the weapon (including the wider non-striking portion of swords) results in an immediate wound to the arm.
- Grabbing the striking surface of one's own weapon also results in an immediate wound to the arm.
- Wielders of a staff may grab any portion of their weapon without penalty.

Clarification:

This rule has caused confusion, particularly regarding the use of limbs or torso to pin weapons and whether this applies to legs. To resolve these ambiguities:

1. If a player grabs or pins the striking surface of a weapon (using hands, legs, feet, or torso), they immediately sustain a wound to the respective limb(s).
2. If the player has armor, they may allocate damage to the appropriate armor points of all limbs or body parts involved in pinning or restraining the striking surface. Once the armor absorbs the damage, they may continue to restrain the weapon without further injury to themselves.

This clarification will remain in effect until reviewed at the March 2025 Althing.