

IMPERIAL MANUAL

OF COMBAT

THE EMPIRE OF CHIVALRY AND

STEEL, INC

VERSION 8

2

Table of Content

IMPERIAL MANUAL OF COMBAT VERSION 8.0

THE EMPIRE OF CHIVALRY AND STEEL, INC

I. CONVENTIONS OF COMBAT – THE FOLLOWING RULES APPLY TO ALL COMBAT

WITHIN THE EMPIRE OF CHIVALRY AND STEEL.....5

A) AUTHORITY5

B) RULES REGARDING APPAREL AND ARMOUR IN ALL COMBAT5

C) RULES REGARDING WEAPONS AND EQUIPMENT IN COMBAT5

D) AGE LIMITATION.....5

E) CONDUCT OF COMBAT5

II. THE MARSHALLATE8

A) MARSHALLATE RANKS.....8

B) MARSHALLING RESPONSIBILITIES.....8

C) MARSHAL GUIDELINES.....9

D) TESTING DEVICES – BEFORE ANY COMBAT BEGINS, ALL ARMOUR AND WEAPONS MUST BE CHECKED

FOR SAFETY AND TO INSURE THEY CONFORM TO THE RULES OF COMBAT. A SIMPLE TAPE MEASURE OR

RULER WILL WORK FOR THIS, BUT THESE ITEMS ARE VERY UN-PERIOD AND DETRACT FROM THE APPEARANCE OF THE EVENT. THEREFORE, IT IS SUGGESTED THAT A SIMPLE PIECE OF WOOD OR METAL BE

USED, WITH THE MEASUREMENTS NEEDED ALREADY MARKED (PREFERABLY BURN-ETCHED) ON THE TESTER. ALSO, MAKING ONE END A BLUNTED 3/16" X 1" WIDE END WILL MAKE THE TESTING OF

ARMoured COMBAT HELMS MUCH EASIER (AND THE STEEL SWORDS, FOR THAT MATTER . . . !) A SIMPLE ITEM TO MAKE, BUT VITAL FOR THE MARSHAL TO PERFORM HIS/HER DUTIES.

AND, OF COURSE, A LOOK OF

AUTHENTICITY SHOULD ALWAYS BE STRIVEN FOR.....9

E) AUTHORIZED ARMOUR AND WEAPONS TESTING PROCEDURE – THERE WILL BE THREE LEVELS OF AUTHORIZATION, PRIOR TO APPROVAL, FOR WEAPONS AND ARMOUR DENOTED AS FOLLOWS,9

III. RULES FOR SHINAI COMBAT – PLEASE NOTE THAT SHINAI IS CONSIDERED A

TRAINING FORM FOR ARMoured COMBAT.....9

A) RULES THAT APPLY SPECIFICALLY TO SHINAI COMBAT.....9

B) ARMOUR STANDARDS10

C) SHINAI WEAPON STANDARDS10

IV. Rules for Synthetic combat

A. Rules that apply to Synthetic Weapons combat.

B. Weapons approval and standards.

C. Armor standards.

V. RULES FOR RAPIER COMBAT10

A) RULES THAT APPLY SPECIFICALLY TO RAPIER COMBAT – THRUSTING ATTACKS AS WELL AS DRAWCUTS ARE ALLOWED IN RAPIER COMBAT AS SUCH BLOWS ARE CONSIDERED AGAINST UNARMoured OPPONENTS.

.....10

B) RAPIER ARMOUR STANDARDS.....10

C) RAPIER WEAPON STANDARDS.....	10
VI. RULES FOR ARMoured COMBAT	11
A) RULES THAT APPLY SPECIFICALLY TO ARMoured COMBAT	11
B) ARMoured COMBAT ARMOUR STANDARDS.....	11
C) ARMoured COMBAT WEAPON STANDARDS.....	12
VI. RULES FOR MISSILE COMBAT.....	14
A) RULES THAT APPLY TO ALL FORMS OF MISSILE COMBAT.....	14
B) MISSILE EQUIPMENT SPECIFICATIONS.....	14
3	
VII. EXTRA APPROVED WEAPONS AND EQUIPMENT.....	16
A) SHINAI	16
B) RAPIER	21
C) ARMoured COMBAT	22
VIII. DEFINITIONS.....	23
A) THESE DEFINITIONS ARE INTENDED ONLY AS A REFERENCE GUIDE TO HELP ILLUSTRATE MEANINGS, RULES AND IDEALS USED IN THIS MANUAL.	23
B) DEFINITIONS.....	23
IX. MARSHALLING AND EVENT GUIDELINES	24
A) MARSHALLING ETIQUETTE – MANY PEOPLE CONSIDER THE DUTY OF MARSHALLING A TOURNAMENT OR MELEE TO BE A TEDIOUS AND UNNECESSARY JOB, ESPECIALLY IF THEY ARE UNABLE TO FIGHT BECAUSE SOMEONE HAS TO DO IT. THIS IS UNTRUE! MARSHALS ENSURE THAT NOT ONLY ARE THE FIGHTERS UNINJURED, BUT THAT THE RULES ARE BEING OBEYED SO THAT EVERYONE HAS A GOOD TIME. BUT HOW EXACTLY DO YOU MARSHAL A COMBAT EVENT? THE FOLLOWING WILL HOPEFULLY ENLIGHTEN AND INFORM YOU OF THIS MOST IMPORTANT ACTIVITY.....	24
B) POINT ALLOCATION – ALL REFERENCES TO POINTS ARE SUBJECT TO THE LEGES IMPERIUM AND THE IMPERIAL MANUAL OF MINISTRY, WHICH TAKE PRECEDENT. ANY RULES HEREIN ARE SUBJECT TO CONFIRMATION IN THESE TWO PRECEDENTIAL DOCUMENTS.	25
C) SAMPLE TOURNAMENT AND MELEE SCENARIOS – AS NOTED EARLIER ECS TOURNAMENTS ARE LIMITED TO SINGLE OR DOUBLE ELIMINATION OR ROUND ROBIN FOR THE BASIS FOR CONDUCTING A LIST. HOWEVER, THERE IS STILL VAST LEEWAY FOR MARSHALS TO HOLD DIFFERENT STYLES AND METHODS OF TOURNAMENTS. SOME EXAMPLE TOURNAMENTS AND MELEES ARE DESCRIBED BELOW. PLEASE REMEMBER THAT JUST BECAUSE ELIMINATIONS ARE REGULATED FOR TOURNAMENTS, MULTIPLE ELIMINATIONS IN A TOURNAMENT SCENARIO ARE STILL POSSIBLE. IN SUCH INSTANCES WHERE LISTS REQUIRE MORE THAN DOUBLE ELIMINATION (SUCH AS A SWISS 5 DESCRIBED BELOW), THE LIST MUST FIT THE PARAMETERS OF A MELEE (I.E. 8 ENTRANTS) AND POINTS ARE ALLOCATED AS A STANDARD MELEE INSTEAD OF A LIST TOURNAMENT. FOR THE TOURNAMENT SCENARIOS, IT IS ALSO STATED WHETHER OR NOT THE TOURNAMENT CAN COUNT AS A KNIGHTLY LIST. IF THERE IS ANY QUESTION AS TO WHETHER OR NOT A SCENARIO CAN COUNT FOR A KNIGHTLY LIST, THE CROWN, WITH THE CONSULTATION OF THE KNIGHT COMBATANTS PRESENT, WILL DECIDE.....	25
X. RULINGS OF THE MARSHALLATE.....	27
A) THE FOLLOWING IS A LIST OF APPROVED COMMERCIAL WEAPONS FOR USE IN RAPIER COMBAT. IN GENERAL HEAVY REN BLADES ARE TOO STIFF FOR OUR PURPOSES. THEY ARE SPECIFICALLY DESIGNED AND USED FOR LIGHTLY ARMoured COMBAT, WHICH EMPHASIZES THE CUTTING ATTACK AS DONE IN SMALL SWORD OR SIDE SWORD COMBAT OF THE EARLY RENAISSANCE. THESE WEAPONS ARE DIFFERENT FROM SCHLÄGER BLADES, WHICH ARE DESIGNED FOR RAPIER RECREATION – A TIP THRUST HEAVY STYLE WITH LESS EMPHASIS ON THE EDGED ATTACKS. MOST SCHLÄGER BLADES ARE SUITABLE FOR OUR USES. THE FOLLOWING BLADES HAVE BEEN PERSONALLY USED AND COMPARED FOR EQUIVALENCY. SOME SPECIFY WHICH LENGTHS ARE EQUIVALENT. THIS IS DUE TO SOME MANUFACTURING DIFFERENCES IN DIFFERENT LENGTH BLADES. HOWEVER, MANY OF THE MULTI-LENGTH BLADES ARE MADE BY TRIMMING LONGER VERSIONS DOWN TO SIZE, THUS NOT REALLY CHANGING THE WEAPON'S QUALITY.....	27
B) THE FOLLOWING IS A LIST OF APPROVED STEEL, LEATHER AND PLASTIC EQUIVALENTS FOR VARIOUS ARMoured COMBAT PIECES.	

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4

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5

I. CONVENTIONS OF COMBAT – The following rules apply to all combat within the Empire of Chivalry and Steel.

A) Authority

i) The interpretations of the rules of this Manual are the purview of the Marshallate and the Imperial Estates. Appeals of decisions are to be transmitted to the next immediate higher level in writing as noted below from lowest to highest.

(1) Marshal in charge of the combat at the event where the interpretation is required.

(2) The Constable of the Territory (if applicable) where the interpretation occurred.

(3) The Crown Marshal of the Kingdom where the interpretation occurred.

(4) The Crown(s) of the Kingdom where the interpretation occurred.

(5) The Imperial Minister of Combat.

(6) The Imperial Estates.

ii) No member of the ECS is entitled to deviate from the procedure outlined in this Manual regardless of rank or office nor allowed any modified equipment save for testing variants approved per the testing subsection in the Marshallate section.

iii) The Marshal overseeing the combat at an Event is the FINAL authority regarding the safety of a combatant on the field. If the Marshal feels at any time that a combatant is fighting in an

unsafe manner the Marshal has the obligation to eject said combatant from combat activities for the duration of the Event.

iv) The right to participate in Rapier and Armored Combat is an earned privilege. If any fighter

exhibits unsafe behavior on the field the Crown Marshal has the right to withdraw such

privileges and return the fighter to Shinai level until 50 points are earned, or the Crown

Marshal feels safety is properly exhibited. Such reduction does not affect the member's

combat points. However, the 50 shinai points earned in this remedial period are not included in the member's combat point total. Note: if safety problems persist, the Crown Marshal may

withdraw all fighting privileges for 90 days appealable as noted above.

B) Rules Regarding Apparel and armor in All Combat

i) A cup and supporter must be worn at all times by male combatants. Female combatants are strongly encouraged to wear groin and breast protection.

ii) **It is recommend that** all skin be covered by at least cloth, and more resilient material is recommended in all Combat activities of the ECS.

iii) Kidney protection is recommended, but not required. A kidney or weightlifting belt is ideal.

C) Rules Regarding Weapons and Equipment in Combat

i) All equipment allowed on the field shall be in good working condition as determined by the Marshallate before use in ECS combat activities. Weapons which are damaged or unsafe will

be banned from the field by the presiding Marshal.

ii) No weapon which weighs over 5 ½ lbs. shall be used upon the field without the prior approval of the Crown Marshal.

iii) No weapons, armor or other items for which specific rules are not included within this

Manual shall be used at any official event or gathering of the ECS unless said item has been granted Level 2 testing approval.

iv) All swords are considered double edged. Strikes with the flat of the blade are invalid and

repeated strikes with the flat of the blade are grounds for expulsion from the field.

v) No shield, buckler or sword-shield shall be used as an offensive weapon. Shield pushing as

defined in the definitions section is allowed.

D) Age Limitation

i) The minimum age for a fighter shall be 13 years of age. They must have turned into the Lists

Officer or Crown Marshal a signed and NOTARIZED form of consent from their parents of legal guardians until the age of majority (18 years of age) has been reached.

ii) No underage fighter shall be allowed to advance to Rapier or Synthetic Weapons until the age of 16 years has been reached.

iii) No underage fighter shall be allowed to advance to Armored Combat until the age of 18 years has been reached.

E) Conduct of Combat

i) The standard for behavior for combatants on the field is that of PERSONAL HONOUR. In this regard, all behavior and interpretations will default to the most honorable and safe condition for all combatants

ii) ECS combat activities may only take place if overseen by the Crown Marshal and/or their duly authorized deputy as well as a qualified observing fighter. Another duly authorized Marshal may take the place of the observing fighter.

(1) The Marshal shall not participate in any melee in which they are overseeing the combat as primary Marshal.

(2) The observing fighter or secondary Marshal should advise the Marshal on any questions regarding blows, etc. that occur within the combat activity.

(3) The primary Marshal and the other observer are encouraged to stand opposite each other and perpendicular to the fighters whenever possible so as to cover both angles of the fighting adequately.

iii) If the Marshal observes an unsafe situation during combat, they will call "HOLD!" to stop the combat.

(1) Upon hearing the cry of "HOLD!", the combatants must go down to one knee and hold their weapon over their head until the Marshal resolves the unsafe situation. The fighters will also echo the cry of "HOLD!" so that all combatants in all areas of the field are able to hear it. Fighters will not move around but remain in place. It is also dishonorable to discuss tactics during a hold, and fighters are urged to refrain from conversation as the Marshal may have messages they need to convey to the fighters.

(2) When the Marshal is ready for combat to renew, the Marshal will call "FIGHTERS RISE!" Combatants return to their prior stance but do not engage in combat until the Marshal calls "CONTINUE!" or equivalent to resume combat. Note that a hold does not cure wounds. A fighter that is legged or armed before the hold is still wounded and must maintain their original condition.

(3) Blows started before a hold is called will be considered valid. Blows started after a "hold" is called are invalid.

iv) The amount of force in a blow will be the minimum amount of force necessary for an opponent to acknowledge that they have been struck, If there is any doubt, fighters are encouraged to calibrate with each other prior to engaging in combat.

Note: any fighter using excessive force may be considered unsafe and ejected from the field.

(1) Blows taken upon the body of the fighter during combat will be judged as killing, wounding or disregarded.

(a) A killing blow is any clean (unblocked) blow that lands upon the head, neck, torso or groin as depicted in Figure 1.

(b) A wounding blow is any clean (unblocked) blow that lands upon an arm or leg as depicted in Figure 1.

This is defined as 2 inches above the knee for a leg and 2 inches above the wrist for the arm.

This only counts for a hand holding a weapon.

A hand that isn't holding a weapon is still a wounding blow.

When an arm is wounded, it's recommended that you place the arm behind your back.

This serves to prevent unintentional use of the missing arm.

When a leg is wounded, go down to your knees.

You may stand and fight with one leg held up this is considered unsafe (not recommended).

You can still move across the field by placing your hands on the ground and swinging your legs forward, or moving on your knees.

You may also move by dragging the injured leg behind you.

You may not get up and walk to the new location, unless the terrain is broken or in some other way hazardous to the fighter.

(c) A blow is disregarded due to landing in an area that is not a target (wounding or killing) or if the blow connected due to "powering through" a defense, or there is a dispute between the combatants about the blow landing at all.

Note: if a hand without a weapon or defensive device is used to parry in combat or is hit at all, it is a fully legal target.

(2) Thrusting attacks are only blocked by a shield, buckler or another body; Otherwise they must be cleanly deflected or dodged.

(a) The tip of a thrusting weapon is considered damaging until it ceases its offensive movement (usually forward/pushing motion).

Even when the edge of a thrusting weapon is stopped, the tip is considered damaging until the attack is defeated or successful.

(b) Pining is allowed with all thrusting weapons. Note: an arrow is a missile weapon and therefore does not pin.

See the definition of pinning in the definition section.

(3) Barring safety issues, the fighter receiving the blow is the final arbiter of a blow's validity.

(4) NOTE: Any uncertainty as to the validity of a blow MUST be brought to the attention of the Marshal at the time of the dispute.

No credence will be given to the questioning of blows by combatants after significant time has passed from the occurrence of the combat.

(5) A proper kill from behind is to place the blade of your weapon or haft of your pike across the shoulder of the opponent, extending into their visual range and declare loudly, "You are dead from behind, my Lord/Lady!"

At absolutely no time shall any combatant attempt to strike another combatant from behind!

(a) Note: the above process is to ensure safety. The combatant performing the death from behind **MUST** take their time.

(b) This is not a race to see how many people you can kill from behind at one time.

(c) The combatant performing the death from behind must be careful when running at the person from behind.

- (d) When you approach within 5 feet of the person, slow to a walk and perform a proper death from behind.
- (e) The combatant receiving the death from behind must also be safe.
- (f) When you see the weapon in front of you, don't spin around and try to defend against the death.
- (g) Defend yourself from blows coming in from the front, wait until the combatant has finished the death from behind and then accept the death appropriately (i.e., fall to the ground). If you sense the person behind you at the last second, DO NOT spin around and fight.
- (h) ACCEPT the death from behind. Realize that combatant could have easily killed you already if not for taking the time to perform a safe death from behind.
- (i) Also be aware, that if you are facing a fighter and then turn from them, so that they are no longer in your field of view, you may still be hit by that combatant, no combatant shall deliberately strike an opponent from behind, but if you are hit, it is YOUR fault.
- (j) Combatants shall not keep turning from one opponent to another waiting only long enough to ensure that the combatant behind them doesn't have time to perform a death from behind, just to turn back to the combatant behind them for the sole purpose of avoiding having to fight both combatants at once.
- (k) If a combatant is facing another combatant and turns to run, the pursuing combatant shall not hit them from behind.
- (l) Instead, if they still wish to pursue the other combatant they will chase after the combatant. The fleeing combatant shall be considered dead when the pursuing combatant is able to place their hand upon the fleeing combatant (like touch football).
- (m) Archers perform a death from behind by placing the tip of an arrow over the shoulder of the other combatant.
- (n) Two weapon fighters are not allowed to perform 2 deaths from behind at the same time.
- (o) Combatants using a rubber band gun shall perform the death from behind as a melee fighter. After a death from behind they must wait 15 seconds before performing another death from behind, or before shooting.
- (p) This is to adequately simulate the time necessary to reload the weapon. If the gun is equipped with a parrying blade, the gunner may shoot immediately as they are assumed to have killed their opponent with the blade, leaving the shot unfired.

v) Conduct of a List

- (1) In lists, circling an opponent who is on their knees is prohibited save for adjustments authorized by the Marshal to insure safe and fair standards.
- (2) When any combatant loses his/her footing in a list, a hold shall be called.
- (3) Absolutely at no time shall a combatant attempt to strike another combatant who has fallen to the ground! In melee combat only, the standing combatant may choose to declare victory by saying, "You are dead on the ground, my Lord/Lady!" Or they may allow their opponent to rise and continue the combat.
- (4) Only weapons appropriate to that specific fighting style will be allowed on the field.
Note: Marshalling staves are exempt from this.
- (5) Every combatant shall maintain control over his/her temper at all times! Loss of temper by a combatant is considered an unsafe situation by the Marshal!
- (6) Note to all combatants: combat does not end until a hold is called, or all opponents are visibly dead. Please remember to FALL DOWN when you are killed! This greatly adds to the realism of our HISTORIC RECREATION, and prevents you from receiving multiple blows after you are dead!
- (7) REMEMBER! We're all here to have fun and enjoy ourselves Keep that in mind at ALL times.

II. THE MARSHALLATE

A) Marshallate Ranks

- i) The following ranks shall be the standard for Marshallate officers throughout the Imperium.
Kingdoms may modify the titles, but modifications must be period in nature and appropriate to the jurisdiction.
 - (1) The chief combat officer for a County or lower estate, or at an event shall be known as **Marshal**.
 - (2) Estates may add their designation to the title (i.e., a Barony could have a "Baronial Marshal", etc.)
- (2) The chief combat officer for a March, Duchy or Principality shall be known as **Constable**.
- (3) The chief combat officer for a Kingdom shall be known as **Crown Marshal** or Crown Minister of Combat.
- (4) The chief combat officer for the Empire shall be known as the **Imperial Minister of Combat**.
- ii) The above comprises the Marshallate of the Empire of Chivalry and Steel.
Kingdoms shall maintain their own Marshallate but such are subject to the Imperial Minister of Combat as stated above.
all subject estates may maintain their own Marshallate subject to the kingdom or crown Minister of combat.

B) Marshalling Responsibilities

- i) It is the responsibility of the marshal to ensure the safety of the combatants and noncombatants.
Towards this end, the marshal needs to be aware of the populace around and make sure that no one gets too close to the fighting to avoid injurers.
- ii) In order to ensure the safety of combatants upon the field of combat, the marshal has the authority to declare the validity of a blow if there is an irreconcilable disagreement between the fighters.
- iii) The marshal has the OBLIGATION to ensure that everything runs smoothly upon the field, If this entails talking with a fighter about their power, their acceptance of blows, or anything else, do so IMMEDIATELY and privately.
- (1) Don't try and embarrass the fighter, just take them to the side, tell them politely about the problem and help them correct it if necessary.

- (2) If they don't correct the problem, or seem to be making an effort to correct it, the marshal MUST remove them from the field for the rest of the event.
- (3) After that point, the Marshallate should keep an eye on the fighter and do everything possible to correct their difficulty. If it becomes obvious that the fighter will not or is not able to correct their problem, they can be permanently removed from fighting.
- (4) While the standard on the field is still one of personal honor and it is the fighter's responsibility to call their own blows, This does not preclude the marshal from calling blows or taking other steps necessary to ensure proper conduct on the field.
- iv) The above is not to eliminate the marshal's capability for interpretation or compassion; it is to give them the authority and to make them aware of their obligations to the rest of the fighters around them. Part of the marshal's responsibility is to not only ensure the safety of everyone on the field, but also ensure an atmosphere that promotes the enjoyment of everyone on the field. If it is necessary for one fighter to be disciplined and even removed from the fighting to ensure the enjoyment and safety of everyone else, then this is the marshal's job.

C) Marshal Guidelines

- i) The office of Marshal requires them to not only insure that the qualifications are upheld in letter, but also in spirit. A Marshal has the right to refuse any armor or weapon he views as unsafe or illegal, even if it fits the letter of the rules.

Any discussion of reasons why should be done promptly and concisely.

No argument should be tolerated, no matter the rank of the combatant.

If there is still a conflict, the matter should be taken up to the next highest authority per the authority section.

- ii) Another recommendation is to try to emphasize the use of equipment with a look of periodness.

A Marshal should not allow the use of any gear that is covered in strangely colored tape, is made of plastic, or otherwise detracts from the period appearance of the ECS combat activities.

Naturally, if such is required from a safety or testing issue such must be the excepted.

A measure of proper appearance should be regulated.

- D) Testing devices – Before any combat begins, all armor and weapons must be checked for safety and to insure they conform to the rules of combat.

A simple tape measure or ruler will work for this, but these items are very un-period and detract from the appearance of the event.

Therefore, it is suggested that a simple piece of wood or metal be used, with the measurements needed already marked (preferably burn-etched) on the tester.

Also, making one end a blunted 3/16" x 1" wide end will make the testing of Armored Combat helms much easier (and the steel swords, for that matter . . . !). A

simple item to make, but vital for the Marshal to perform his/her duties. And, of course, a look of authenticity should always be striven for.

- E) Authorized Armor and Weapons Testing Procedure – There will be three levels of authorization, Prior to approval, for weapons and armor denoted as follows.

LEVEL 1 – To start the procedure, a member goes to his local Crown Marshal/Constable and shows them the schematics of the armor or weapon idea.

With preliminary approval by the Crown Marshal, the person develops the item and tests them at ECS activities (non-point earning). The Crown Marshal should notify the Imperial Minister of Combat as soon as possible of Level 1 testing authorization.

LEVEL 2 – Upon the recommendation of the Crown Marshal, the item may be authorized for

Level 2 testing, this allows the item to be used in all ECS combat events save wars with the approval of At least of 2/3rds of fighters and the Marshals present.

LEVEL 3 – When the Crown Marshal is satisfied that the item is safe, the Crown Marshal will request the Imperial Minister of Combat to advance the item to Level 3 testing. When the Imperial Minister of Combat agrees, the item may be tested at all events throughout the Empire.

FINAL APPROVAL – When the Imperial Minister of Combat is satisfied with the safety of the item after testing, they may recommend the item to the Imperial Estates for final acceptance and inclusion in the Imperial Manual of Combat as a permanent weapon or armor item of the ECS.

III. RULES FOR SHINAI COMBAT – please note that shinai is considered a training form for combat.

A) Rules That Apply Specifically to Shinai Combat

- i) There ABSOLUTELY shall be NO thrusting in shinai combat except for weapons that are specifically approved for that purpose.

B) Armor Standards

- i) Armor required for shinai combat

(1) A minimum of fencing or 350 N or better mask, Be careful in your selection of a mask some masks do NOT protect the throat area sufficiently and you may be required to add supplemental throat protection.

(2) Back-of-the-head protection. Either a hood made of heavy cloth, leather or rigid aventail or equivalent approved by the marshal.

(3) Thick, padded gloves of either leather or clothe. Welding gloves are a good example.

(4) Additional armor required for all melee combat:

A Gorget – that covers the entire neck area (larynx and cervical vertebrae especially) extending down below the collarbones in front and below the C-6 in the rear must be covered by either, metal or a (pre-approved) rigid material, suitably padded to minimize impact transmittal to the neck.

- ii) Recommended armor for shinai combat – it is encouraged that those wishing extra protection wear more appropriate padding if desired.

C) Shinai Weapon Standards

- i) Shinai shall be of the commercially available, four-slat type only.

ii) Shinai's of up to size 40" are allowed. Any shinai that exceed this length are considered 2- handed weapons and are subject to all rules involving 2-handed weapons.

iii) Shinai's are being used to simulate period European steel combat swords.

They are considered to have two edges (the string is to be used as the back edge at all times) both of which may be used to strike your opponent(s).

IV. Rules for Synthetic combat

- A) Rules that apply to Synthetic Weapons combat.
- B) attacks that are appropriate to the weapon type you are using are allowed such as thrusting, hacking, slashing etc.
- C) All weapons must be approved by the Imperial combat marshal see appendix for current list.
- D) Armor requirements for Synthetic combat. Shall be the same as Rapier combat.
- E) heavier padding is highly recommended.
 - ii) There is an additional requirement that participants wear heavy hand protection, such as hockey/lacrosse gloves, steel/plastic gauntlets or approved equivalent.
 - iii) Additional protection may be worn at the discretion of the participant. This sort of protective equipment is not proof against blows.

V. RULES FOR RAPIER COMBAT

A) Rules That Apply Specifically to Rapier Combat – thrusting attacks as well as draw-cuts are allowed in rapier combat as such blows are considered against unarmored opponents.

B) Rapier Armor Standards

i) Armor required for rapier combat

(1) All armor required for shinai combat.

(2) a gorget

(3) A padded gambeson or (pre-approved) equivalent. This gambeson is to be made of a minimum of two layers of cotton batting and covered by heavy broadcloth.

Commercially available fencing jackets meeting Olympic fencing standards are also acceptable.

Females are required to have an additional 2 layers of padding (or pre-approved equivalent) extending over the entire breast area.

NOTE: If the gambeson is of sufficient padding and coverage, elbow and possibly kneepads may not be required.

Please speak to the Crown Marshal/Constable or their duly authorized representatives to get final approval.

(4) Knee and elbow pads. Commercially available sports pads, while highly protective, distract greatly from a medieval appearance.

Note: Such should be covered with cloth or period material.

ii) armor recommended for rapier combat.

(1) Some period style helms are available that are built especially for rapier combat, but they must be specifically approved by the Crown Marshal/Constable.

(2) For female combatants, additional breast protection is extremely recommended.

C) Rapier Weapon Standards

i) The basic weapon for rapier combat is the "Schläger" rapier blade with an oval or diamond cross-section.

ii) Rapier blades shall be capped in a semi-permanent, sturdy manner with a commercially available archery rabbit blunt of at least 3/8" diameter.

An acceptable method of attachment is bright colored electrical tape of good quality wrapped first around the tip of the blade itself to provide a tight fit for the blunt.

After the blunt is placed on the blade, place several wrappings of dark electrical tape around the bottom edge of the blunt and the blade to prevent removal by your opponent's blade. There shall be no less than 1/16" or more than 1/4" of colored electrical tape visible below the ending of the black electrical tape securing the blunt.

Another acceptable method is to use the above method with any two contrasting colors of electrical tape.

iii) No hilt shall have any sharp or pointed projections of any kind that would be hazardous to the user or their opponents.

VI. RULES FOR ARMoured COMBAT

A) Rules That Apply Specifically to Armored Combat

i) To promote and enhance safety and authenticity on the field, armor shall be made to appear as period and/or authentic as reasonable possible.

ii) There is ABSOLUTELY NO thrusting in armored combat except for weapons that are specifically approved for that purpose.

iii) There will be no obvious gaps in armor (soft spots) that in the opinion of the marshal presents excessive risk to the combatant.

iv) All armor shall be suitably padded with pre-approved material.

B) Armored Combat armor Standards

i) armor required for armored combat

(1) Helms

(a) Helms shall be constructed of mild steel of no less than 16 gage or (pre-approved) equivalent material.

(b) All joints and seams shall be constructed in one or more of the following methods:

(i) Welded on the inside.

(ii) Welded with a single bead that extends through both surfaces.

(iii) Lap joints welded or brazed at the edges of both pieces.

- (iv) Riveted with iron or steel rivets no more than 2 ½" apart or with (pre-approved) equivalent riveting techniques.
 - (v) A securing method approved as safe by the Crown Marshal of the Kingdom to include such things as perforated plates, etc.
 - (c) Any bars used in the face guard shall be of steel not less than 3/16" diameter or (preapproved) equivalent. A perforated 16 gage plate is also acceptable.
 - (d) All visors in the face guard shall be attached and secured in such a way that there is minimal chance that they will become detached or become open during normal use.
 - (e) There shall be no major internal projections; minor projections of necessary structural components shall be padded. All metal shall be free from sharp edges.
 - (f) All parts of the helm that normally come in contact with the wearer shall be padded with a minimum of ½" of resilient or closed-cell foam, or the equivalent, and shall be suspended in such a way as to prevent injurious contact with the wearer.
 - (g) All helms shall be equipped with a chinstrap or other means of preventing the helm from being dislodged during combat.
The chinstrap must be of sturdy material.
 - (h) Helmets shall not allow the entry of a testing device of 1" wide and 1/8 " thick and shall extend a minimum of 1" below the bottom of the chin AND jaw line when the head is held erect.
- (2) Neck armor** – the entire neck area (larynx and cervical vertebrae especially) must be covered down below the collarbones in front and below C-6 in the rear by:
- (a) A mail or heavy leather coif, lined with a hood or pre-approved equivalent thickness of resilient padding;
 - (b) A metal gorget or a gorget of pre-approved rigid material, suitably padded to minimize impact to the neck; or
 - (c) A mail or heavy leather camail or aventail securely suspended from the helm, work over a padded coif and extending well out onto the shoulders in such a way that it is held away from the neck.
- (3) Body armor**
- (a) Torso – the torso shall be covered by one of the following items or pre-approved equivalent equipment, as well as an underlying padded gambeson or pre-approved equivalent.
Note: extra care should be given to the protection of the shoulders.
 - (i) Brigandine – heavy leather or heavy canvas or pre-approved equivalent, with metal, plastic or leather plates spaced no farther than 1" apart.
 - (ii) Ring mail – heavy leather or pre-approved equivalent, with stiff metal rings of a minimum diameter of 1" and a maximum diameter of 2 ½" and a minimum of 12 gage riveted or sewn securely in such a fashion that will prevent them from coming loose with normal usage, spaced no farther than ½" apart.
 - (iii) Chain mail – made of a minimum of 14 gage steel or brass brazing rod or wire using a minimum pattern of four-on-one with a maximum inner ring diameter of ½" with pre-approved allowances for larger patterns.
 - (iv) Scale mail – using a minimum of 16 gage steel or pre-approved equivalent and a minimum plate size of 2" x 3" with 33% overlap (the longer length being overlapped).
 - (v) Plate – made of a minimum of 18 gage steel or pre-approved equivalent.
 - (vi) Chest protection for female combatants, breast armor in the form of a single piece either outside or under other armor. Rigid torso armor satisfies this requirement, i.e. plate. Separate breast cups are PROHIBITED, as they can be more dangerous.
- (b) Arm armor**
- (i) The forearm from wrist to elbow shall be covered by a pre-approved rigid material.
 - (ii) The elbow shall be covered by a minimum of 16 gage steel cop or pre-approved equivalent.
Steel elbow cops with fan or spade blades projecting upwards from the outside surface of the elbow joint are strongly recommended.
 - (iii) The upper arm from elbow to shoulder point shall be covered by a minimum of heavy leather (8-10 oz.) or pre-approved equivalent.
 - (iv) Torso armor shall overlap with arm armor. If it does not, separate shoulders matching minimum upper arm requirements are required.
- (c) Hand and wrist armor** – the outer surfaces of the hand (including the back and the base of the thumb) and the wrists of both limbs must be covered by gauntlets made of rigid steel 16 gage plates or pre-approved equivalent material secured to heavy gloves (See Shinai armor for glove specifications.)
- (d) Groin armor** – the groin must have the standard cup for males and for females a hockey pelvic protector or pre-approved equivalent. Either must be covered by a minimum of medium weight (4-6 oz.) leather or pre-approved equivalent material in a skirt fashion that reaches mid-thigh. This can be an extension of the torso armor.
- (e) Leg armor**
- (i) The upper leg from groin to knee on both legs must be covered by heavy (8-10oz) leather or pre-approved equivalent.
 - (ii) The knee shall be covered by a minimum of 16 gage steel cop or pre-approved equivalent.
Steel knee cops with fan or spade plates projecting rearwards from the outside surface of the knee joint are strongly recommended.
 - (iii) Sturdy steel-toed boots or shoes or equivalent armor that covers the foot and the remainder of the unprotected calf must be worn.
 - ii) Recommended armor for armored combat – In regards to the gap that will result in most armor in the armpit area, it is strongly recommended that an individual cover the area with roundels, leather, chain, or pre-approved equivalent. This gap has a very high potential for serious injury!
- C) Armored Combat Weapon Standards**
- i) Steel swords**
- (1) Swords shall be made of hardened steel or pre-approved metal. Note: the recommended temper is steel that is between 40 and 45 Rockwell. The objective is to insure that the blade will not break and injure anyone on or off the field.
 - (2) The minimum weight for a blade shall be 2 ½ lbs. with a maximum weight of 5 ½ lbs.
 - (3) The minimum width of for the blade shall be at least 1".

- (4) The minimum thickness of the blade shall be 1/8" tapering to no less than 1/16" at the edge.
- (5) All blades shall have a rounded tip conforming to the following:
- (a) Minimum width of 1" within the 1/2" of the tip.
 - (b) Tip rounded to at a minimum 1/2" arc/curvature. See Figure 2.
 - (c) All blades with quillions shall have these made of at least 3/8" metal or pre-approved equivalent. Any protrusions may not be sharp or pointed as this may increase the possibility of injury.
- Hands must have adequate protection regardless of the type or existence of quillions or basket hilts on swords.

VII. RULES FOR MISSILE COMBAT

A) Rules That Apply to All Forms of Missile Combat

- i) Combatants using missile weapons will be tested and authorized by the Marshallate before being allowed to participate.
- ii) No missile will be fired at any person whose back is turned to the missile combatant.
- iii) Period style quivers may be used to hold missiles, however, they do not count as armor and any blow from a shinai or another archer which strikes them shall be accepted as if the blow landed upon the person.
- iv) No weapon is proof against missiles, only rigid defensive items are proof against missiles (i.e., shields, bucklers, etc.).
- v) All body targets are the same as in the conventions of combat. Any deflected missile does not kill or wound a combatant.
- vi) Missile combatants are allowed to act as standard combatants as well, however, there is no blocking or thrusting with the missile equipment.
- vii) Any missile combatant without another weapon or form of defense is considered dead when an opponent is within 5' of them.
- viii) The use of shields must be allowed on the field.

B) Missile Equipment Specifications

i) Bows – prior to acceptance, all bows shall meet the following standards:

- (1) Bows to be used for this type of combat shall not exceed 30 lbs. at 28" of draw .
 - (2) Only period style recurve or straight bows or crossbows made of wood and/or fiberglass may be used.
- No compound or other modern bow designs may be used for combat.

- (3) No modern sighting equipment or aiming equipment may be used on any bow used in combat.
- (4) Fish scales are recommended for the determination of proper poundage.

ii) Arrows for shinai combat – all arrows shall meet the following standards:

- (1) Commercially available target arrows rated for bows of 70 lbs. pull or greater with a shaft diameter of not less than 3/8" and not tip other than the flat end of the arrow.
- (2) The tip of the arrow shall then be capped by a small game blunt head (rubber) or Marshallate approved equal.
- (3) The game blunt shall then be covered by a minimum of 5" long by 2" diameter of 2 lb. closed cell foam. (Blue camping mats work well.) This foam tip shall be attached by PVC/ rubber electrical tape in such a manner as to allow full compression of the foam tip without constriction for the uppermost 2" section.
- (4) The entirety of the arrow shaft, from base of the fletching to the base of the of the small game blunt and foam tip shall then be wrapped by a minimum of 2 layers of fiberglass reinforced strapping tape applied in opposing (cross-grain) layers.
This will then be covered by at least one layer of PVC electrical tape. Note: aluminum and fiberglass arrow shafts are exempt from this requirement.
- (5) No finished arrow shall exceed a top to nock total length of 33" in any case.
- (6) No arrow shall be fired at any person within 15' of the missile combatant.

iii) Javelins for shinai combat – all javelins shall be constructed in the following manner:

- (1) The shaft shall consist of a plastic golf tube with the head constructed of a minimum of 2" diameter resilient foam at least 2" thick and attached to the closed end of the golf tube with electrical tape or fiber strapping tape. Fins made of cardboard may be attached to the opposite end from the tip of the javelin to provide flight stability using strapping, electrical or duct tape.
- (2) No javelin shall be artificially weighted without the prior consent of the Crown Marshall/Constable.
- (3) Minimum range for javelins in thrown range (i.e., the javelin must leave the throwers hand before it hits the victim). Javelins are not to be used as a stabbing/thrusting weapon.

iv) Rules that apply only to rubber band guns – rubber band guns shall meet the following requirements.

- (1) Rubber band guns are a rapier weapon only. Rubber band guns may be used only in melee battles or in Prize tourneys. Rubber band guns may not be used in lists for points or be used to win a knightly list.
- (2) The minimum rubber band gun range will be point blank range (i.e., the barrel of the gun may be placed against the body, but not the mask, of an opponent and fired) except for the head.
- (3) Rubber band guns may not be fired at any target whose back is turned to the gunner.
- (4) No weapon or shield is proof against shots. If a shot is deflected off a weapon or shield, then the hand is considered to have been so badly damaged that it is no longer useable.
- (5) Rubber band gunshots are considered pinning. (See definition section.)
- (6) All body targets are the same as in the conventions of combat. Any deflected shot that strikes a second combatant does not kill or wound that combatant.

(7) Gunners are allowed to act as standard combatants as well and parrying with the gun is allowed, though not recommended unless the gun has been reinforced.

(8) Rubber band guns are not to be loaded before the "Lay On" is called.

(9) Gun and shot specifications

(a) Gun – the draw weight of the rubber band gun shall not exceed 30 lbs. Only period style rubber band guns may be used. No modern sighting or aiming equipment may be used.

(b) Shots

(i) All shots shall be made from 3/16" inner diameter by 1/16" wall thickness natural rubber surgical tubing. 5/32" by 3/64" is also acceptable.

(ii) The shot ends shall be held together with two zap straps (cable ties). If you use the ones with the small metal clip inside (Ty-Rap brand) you need only one. Alternatively, shots may be held together with a dry wall plug and epoxy.

(iii) All external projections must be encased with heat shrink tubing.

(iv) It is recommended that shots be made with bright colors or tape so that they can be located after firing.

VIII. EXTRA APPROVED WEAPONS AND EQUIPMENT

A) Shinai

i) Shinai Defensive Equipment

(1) Shields

(a) Shields shall be constructed of 1/2" plywood or pre-approved equivalent with a minimum of 3/8" thick closed cell foam or rubber hose securely attached all around the edge of the shield and does not exceed 1000 square inches.

(b) Shields shall be used for the blocking of blows only. No charging or shield punching is allowed.

(c) Shields are capable of blocking any number of missile weapons except Rubber Band Gun shots. See the Rubber Band Gun section for rules on shields.

(2) Sword-Shield

(a) Sword-shields shall be constructed from two standard commercial shinai in good condition by removing the leather handles and interweaving the two handle slat components in such a manner that the entire original handle length of one shinai is combined with the entire original handle length of the second shinai. Tape the entire original handle area with three crisscrossing layer of strapping tape covered with a layer of electrical tape, friction tape or leather to ensure weapons component stability. There shall be a basket hilt shield mounted over the handle area of the sword-shield not less than 9" by 9" or a 9" diameter round, or more than 12" by 12" or 14" diameter round. This basket hilt is subject to the construction requirements for a standard buckler, except that the optional materials or 1/4" polypropylene or ABS plastic is allowed. There shall be an additional requirement that the basket hilt be securely and permanently attached to the sword-shield. The sword-shield shall not exceed 72" in length nor shall it be less than 25" in length.

(b) An alternate sword-shield shall be constructed from one standard commercial shinai at least 45" in length in good condition. The leather handle shall be removed and replaced with an additional end plug and leather cap. The shinai shall be restrung. A basket hilt or buckler as described above shall be mounted over the middle of the shinai creating a handle area. The basket hilt or buckler handle must be permanently secured without unduly compressing the shinai slats.

(c) Sword-shields within the confines of ECS combat are strictly and only to be used for defense with no thrusting allowed and are subject to the restrictions of shields.

ii) Alternate Shinai Weapons

(1) Bastard (Hand and a Half) Swords and Great Swords

(a) The method of construction for this type of weapon consists of the use of a standard shinai, a 4' length of closed cell pipe insulation and a piece of 1" dowel no longer than 18". The end cap and leather handle portion of the shinai is not used in the construction. See Figure 3.

Shinai slat

Dowel

Quillions

Pipe insulation foam

Figure 3 – Bastard Sword

(b) The dowel shall be inserted at least 8" into the pipe insulation. The insulation will then be entirely wrapped with electrical tape, wrapping the dowel in such a manner as to securely fasten it to the insulation. At this time, the shinai slats shall be placed around the insulation as shown, making sure to leave at least 2" of foam sticking out past the bottom of the shinai slats. The slats shall be securely taped to the closed cell foam at 3 places minimum with electrical tape. While securing the slats, care should be made to not overly compress the insulation. Quillions shall then be secured to the sword covering the place where the shinai slats, insulation and dowel meet.

(c) The use of this weapon is to be governed by the same rules for normal shinai as to the type and strength of blows that are given or received.

(d) A Great sword is an alternative to the bastard sword, which follows the same basic design specifications. The differences are as follows:

(i) Great swords are limited to a total length equal to the eye height of the fighter using it. This entails using a handle dowel longer than the 18" used on a bastard sword. See Figure 4.

(ii) Great swords MUST have a Ricasso beyond the quillions, which covers the blade end of the connection between the handle dowel and shinai slats. See Figure 4.

(iii) Great swords are two-handed weapons and as such are subject to the rules of two-handed weapons. See the definition section for rules on two-handed weapons.

(2) Cutting Polearms

(a) The method of construction for this type of weapon consists of the use of two standard shinai slats, a length of dowel or broom handle no longer than 6' and a piece of ½" by 3' closed cell foam pipe insulation. See Figure 5.

(b) Both shinai slats shall be wrapped with two crisscrossing layers of strapping tape.

Place the insulation over 1 slat in such a manner that at least 4" of foam sticks out past the end of the slat. Tape the insulation to the slat and completely wrap the insulation with electrical tape. Completely wrap the other slat with electrical tape.

Tape the slats securely on opposite sides of the dowel with at least 1' of slat on the dowel. Fold the extra insulation over the top of the non-insulated slat and securely tape them together using electrical tape. The maximum length of the blade cutting above the dowel shall be no more than 2 ½'. The padded shinai slat is the blade and shall be the only thing used to strike and opponent. Any other blows do not count and shall NOT be deliberately thrown.

Figure 4 – Great Sword

Figure 5 – Cutting Polearm

(c) An alternate method of attaching the shinai slats to the dowel is to use a 1 ¼" by 1' long PVC pipe. Tape the shinai slats to the PVC pipe instead of the dowel. Shave the dowel down so that it securely fits into the PVC pipe. Either secure the PVC pipe with duct tape or with two ¼" by 2" clevis pins and 2 hitch pins as described in the thrusting polearm section. This allows the polearm to collapse down to two sections for ease of transportation.

(d) Pole arms may not be swung with both hands together in a baseball swing manner.

Hands must remain at least 6" apart during the use of this type of weapon. Swinging the weapon more than 90° and/or any thrusting is expressly forbidden.

(e) A polearm is a two-handed weapon. See the definition section for rules on two-handed weapons.

(3) Thrusting Polearms

(a) Thrusting polearms are two-handed weapons and may not be longer than 10'. See Figure 6.

(i) If the thrusting polearm is the combatant height plus 6" or less, it is considered a one-handed spear. For example, a combatant 5'-4" tall can have a one handed spear up to 5'-10" in length. Above that height, it becomes a two-handed weapon.

(ii) A thrusting polearm greater than the combatant height plus 6" is considered a two-handed weapon. See the definition section for rules on two-handed weapons.

(b) Construction shall follow one of the two methods below with special note of PVC pipe designated Schedule 40 for use:

(c) Type A polearms (original design):

(i) Material for tips:

1. 8 inches (at least, this is the only variable part) of 1 ¼" PVC (Socket)
(Shown as blue.)
2. 16 inches 1 ¼" PVC (Sheath) (Shown as green.)
3. 16 inches ½" PVC (Shaft) (Shown as red.)
4. 20 inches 1" PVC (Tip) (Shown as purple.)
5. 1 – 1" end cap (Shown as orange.)
6. 1 – 1 ¼" to 1 ¼" coupler (this should fit two pieces of 1 ¼" PVC together)
(Shown as gray.)
7. 1 ½" to 1 ¼" junction (Shown as magenta.)
8. Foam for the tip – requires 3 layers of 3/8" closed-cell foam in not less than 2" diameters
9. 5 #49 or #50 Hillman springs from Ace Hardware. They are roughly 3" long and 5/8" across. The two are incredibly similar (#49 and #50) and either or both are acceptable. (Shown as black zigzag line.)
10. Canvas or broadcloth for sheath (Shown as dashed line.)
11. 1 3/8" wood dowel, closet rod or wood handle (Shown as black.)

(ii) Directions for construction. (See Figure 6.)

1. The shaft (½" PVC) should fit into the 1" PVC and compress the springs. If not, you have the wrong size parts. The shaft should also fit into the ½" to 1 ¼" junction, which should fit into both coupler and sheath. The junction is there to make sure that the shaft doesn't move and that it is centered inside the sheath (1 ¼" PVC). The sheath should fit as deeply as possible into the coupler over the junction.

Figure 6 – Type A Thrusting Polearm

2. Put the cap on the 1" PVC. Glue firmly. If this comes off, all hell breaks loose with springs flying everywhere. You can test to see if you have the right springs by sliding them into the 1" PVC. They should slide freely. The springs should be roughly the same size as the ½" PVC. Put the Socket into the coupler and glue firmly. Put the Shaft into the junction—gluing isn't really necessary, but wouldn't hurt. Put the junction into the Sheath, which will fit a bit loosely; that's fine, glue it in for good measure. Now

you should have the sheath, with a bit of the shaft sticking out, with the junction at the opposite end. Glue this monster into the coupler. Let everything dry, otherwise more hell breaks loose. Put the 5 springs in the tip. Slide the tip onto the other piece—around the shaft and under the sheath. The shaft should allow compression of the springs and the sheath should allow everything to slide smoothly. If you compress everything and let go, the tip and springs will go flying.

3. Make a tip with foam (glue works best without compressing, but isn't very forgiving. Tape is forgiving, but compresses the foam. You make the call). Make a sheath out of canvas (preferably) or broadcloth. This sheath should fit over the entire length of the tip and sheath and should be sewn into a round sock. This part takes a lot of strain—so don't skimp. This should be taped on heavily, but not so as to restrict the movement of the shaft. Stick this, which will be about 3'-6" long, onto the wooden dowel. Cut the dowel down so that the entire polearm doesn't exceed 10' in length.

(d) Type B polearms – the method of construction is as follows. (See Figure 7.)

(i) Parts list

1. 1 – 6 ft. by 1 3/8" dowel rod (Shown in black.)
2. 1 – 3 ft. by 1 1/4" PVC pipe (Shown in green.)
3. 10 – #52 Hillman springs (Shown in black zigzag line.)
4. 1 – MSB-XG machine bushing 3/4" I.D. by 1 1/4" O.D.
5. 1 – #154 Hillman spring
6. 1 – 1 1/4" female PVC coupler threaded by slip (Shown in magenta.)
7. 1 – 1 1/4" PVC plug threaded
8. 1 – 1/2" PVC cap slip (Shown in orange.)
9. 1 – 1/2" by 3' metal electrical conduit (Shown in red.)
10. 2 – 1 1/4" by 1/4" hex head bolts
11. 2 – 1/4" nylon insert or stop nuts
12. 2 – 1/4" lock washers
13. 2 1 1/4" Phillips head screws
14. PVC Glue
15. Enough closed cell foam, strapping tape, and electrical tape to make a thrusting tip

(ii) Build the thrusting tip of the spear first. Take your piece of electrical conduit and on one end put on the 1/2" PVC slip cap and securely tape it on to the conduit. Build a standard thrusting tip on this end. Make sure it is attached securely to the conduit and that any taping does not extend down more than 6" on to the conduit.

(iii) Next drill a 3/4" hole in the 1 1/4" PVC plug. It should be centered as best as you can. Slide this on to the conduit with the threads facing away from the tip. Then

Figure 7 – Type B Thrusting Polearm
20

you will slide the #MSB-XG machine bushing and the #154 Hillman spring on to the conduit. These should slide inside the threaded area of the PVC plug. Now you will drill two holes in the end of the conduit. One will be 1/2" on center from the end of the conduit and the other 1 1/2" from the end. The axis on these holes should be at right angles to each other. Then put the 1 1/4" hex bolts with the 1/4" lock washer next to the head of the bolt through the hole and secure with the 1/4" nylon insert or stop nuts nut on the other end. The reason you are putting the lock washer next to the head of the bolt instead of by the nut is to help center the conduit in the pipe. Do not over tighten as this can make the conduit out of round. Next you will need to fit this assembly into the 1 1/4" PVC pipe. This most easily done with an angle grinder or a grindstone. Take off enough off of the nut and bolt assembly so that the shaft will easily slide in and out of the PVC pipe.

(iv) The next step is to build the pole assembly. Take your dowel rod and insert it 6" into one end of the PVC pipe. You may have to sand it slightly to get it to fit. You will want this to be as snug a fit as possible. Secure the pole to the PVC

pipe with the 2-phillips head screws being put in at right angles to each other. Now glue the 1 ¼" PVC female coupler to the end of the PVC pipe. Next take your ten #52 Hillman springs and attach them end to end with strapping tape (we have found this works better than duct tape). Drop the spring assembly into the PVC pipe. It should approximately flush with top of the PVC tube. Now screw your tip assembly into the pole assembly and you are ready to fight.

(v) The final step is to assemble your thrusting pole with the foam tip on it. Measure the overall length and cut off the end of the dowel rod so it doesn't exceed 10ft.

(vi) An alternate method of securing the PVC pipe to the dowel is to use two ¼" by 2" clevis pins and 2 hitch pins. Drill two 5/16" holes through the PVC and dowel together so that they line up. Slide the clevis pins through and secure them with the hitch pins. This allows the assembly to collapse down to the 6' dowel section and the 3' PVC section with the springs separate. This allows for much easier transportation.

(vii) Please note that the previous design for type B thrusting polearms is still allowed on the field. Fighters are encouraged to switch to the new design. Also, all new thrusting polearms shall be only of the two approved types in this manual.

(4) Shinai axe

(a) Construction material

(i) Wooden dowel not more than ¾" by 1'-6" long.

(ii) 10-12 oz. leather in sufficient quantity to make the axe head

(iii) Copper rivets

(iv) ½" closed cell foam roughly the size of the planned axe head

(v) 2 bolts about 1" – 1 ½" long with nuts

(b) Directions for construction

(i) Take the leather and cut out 2 silhouettes of an axe head. Also cut out a silhouette of the front of the blade out of foam.

(ii) Wrap the two pieces of leather on each side of the end of the wooden dowel to make the head. Sandwich the foam blade between the leather at the front.

While it should be flush with the leather on the sides, the front edge of the blade should have foam slightly longer than the leather (1/8" in enough). **NOTE:** when cutting out the foam, be sure that there is at least a ½" gap between the back of the foam and the handle. This insures some give to the material and leeway for the blade to collapse inward slightly on impact.

(iii) Rivet the blade edges together with the foam in between. The rivets should be at least ¼" from the edge of the leather. The butt spike, if any, if for decoration only and need not be foam sandwiched, although it should still be riveted.

21

(iv) Attach the axe head to the handle with carriage bolts and nuts and any excess bolt should be cut off and rough edges filed. Dyeing or painting the axe head and handle will make them more realistic.

(5) Shinai Mace

(a) Materials for construction

(i) Four single shinai slats up to 30" in length

(ii) Close cell foam

(iii) Strapping and electrical tape

(b) Directions for construction

(i) Cut 1" wide strips of foam.

(ii) Layer short strips of foam onto the end of the shinai slats, building up a striking head. Longer strips will be on the bottom, working up to shorter strips on top.

Repeat on all four sides. See Figure 8. **(iii)** Cut a square sectioned strip of foam or build up a square section from multiple pieces as long as the handle is going to be. Tape this to one of the shinai slats opposite of the mace head. Make another square strip at least ½" square by 2" long. Tape this to the shinai slat at the very end of the mace head, leaving at least ½" of the plug past the mace head and shinai slat.

(iv) Tape the other slats onto the slat with the foam plugs. The foam should keep the

slats apart and give the tip some room to flex. Tape the handle all around, but DO NOT tape the mace head closed as this limits compression.

B) Rapier

i) Rapier Defensive Equipment

(1) Bucklers

(a) Bucklers may be fashioned from either 3/8" plywood, 18 gage steel or greater or preapproved equivalent.

(b) Bucklers shall be a maximum of 264 square inches. (Roughly 16" by 16" or 18" diameter.)

(c) The edges of a buckler shall be fully covered by either 10 oz. leather (minimum) or ½" rubber hose split down the middle to allow the rubber to wrap around the edge.

Firmly attach the edging to prevent its removal during combat. Please make every effort to maintain a period appearance when making a buckler.

(d) Bucklers may only be used for blocking your opponents' weapons. They may not be used to strike or push your opponent. They may not have any projections or gaps or holes that might trap or break an opponent's blade.

(2) Cloaks

(a) Cloaks may be of any period style fabric (wool, cotton, velvet, brocade) and may not exceed 7 lbs.

(b) Cloaks may not have any external projections such as grommets, rivets, studs, rhinestones, sequins or any other item that might cause injury to an opponent. Fabric style cloak clasps (frogs as they are commonly called) are allowed at the neck opening of the cloak, however, no metal or ceramic style clasps may be used.

(c) The cloak may not be weighted in any fashion other than that naturally provided by the fabric of the cloak.

(d) Cloaks are not proof or armor against the striking of a blow. Any cut or thrust which strikes you, even if it goes through the cloak first, still counts as a legal blow.

Figure 8 – Shinai Axe

(e) Cloaks may be used to hide your actions from your opponent, deflect or inhibit their blade or as a distraction. They may not be thrown at, or in the direction of an opponent under any circumstances.

ii) Alternative Rapier Weapons

(1) Parrying Dagger or Main Gauche

(a) Flexible version – the use of this weapon shall be for parrying blows and attacks with both the point and edge. It shall be capped the same as a rapier. See Rapier section.

Only commercially available prefabricated flexible parrying dagger blades are acceptable.

(b) Schläger bladed version – the use of this weapon shall be for parrying blows and attacks with the edge only. No thrusting is allowed with the Schläger bladed version.

It shall be capped the same as a rapier. Only commercially available prefabricated Schläger blades are acceptable.

(c) The standards for striking or receiving blows from these weapons shall be the same as that defined for normal rapier combat.

(2) Madu

(a) The madu shall be made using two commercially available flexible daggers with the tangs overlapping or synthetic spear tips. Both blades shall be capped the same as a rapier. A wood, leather or other period looking handle shall be placed over the tangs or between the spear tips. A metal basket or buckler of not less shall be securely attached over the handle.

(b) The use of this weapon shall be for parrying blows and attacks with the point only. Cuts and slashes do not count as legal blows.

(c) The standards for striking or receiving a blow from these weapons shall be the same as that defined for normal rapier combat.

C) Armored Combat

i) Alternative Armored Combat Defensive Equipment

(1) Shields

(a) Shields shall be constructed of a minimum thickness or ½" of plywood, 16 gage steel or aluminum or other pre-approved equivalent.

(b) The overall dimensions of the shield shall not exceed 1000 square inches.

(c) Shields shall be trimmed with a minimum of 10 oz. leather, ½" rubber hose or preapproved equivalent to prevent splintering. The edging material shall be securely attached to the shield so as to prevent its coming undone during combat. Shields constructed of steel may be thick enough to preclude this edging if considered safe by the Crown Marshal/Constable.

(d) No bolts, wires or other objects shall protrude more than 3/8" from any part of the shield without being rounded or padded.

ii) Alternative Armored Combat Weapons

(1) Axes, Maces or other Mass Weapons

(a) The weight range of a single-handed mass weapon must be between 1 lb. to 3 ½ lbs.

The weight range of a two-handed mass weapon must be between 2 ½ lbs. to 5 ½ lbs.

All two-handed mass weapons are subject to the rules to two-handed weapons.

(b) The handles shall be made of steel, hard wood, aluminum or pre-approved equivalent not to exceed 25" in length. Rattan may be used, but it is highly recommended that it be reinforced with steel bands to protect against excessive damage.

(c) All points on the mass weapon shall be blunted or rounded following the parameters for armored combat sword tips.

(d) The balance point of the mass weapon shall be at least the center point of the length of the handle towards the grip. In other words, the bottom half of the weapon, including handle, shall be approximately half or more of the total weight of the mass weapon.

(e) Weapon heads

(i) The head of a mass weapon can be made in a variety of ways. Two methods are listed below, however, others may be allowed if judged safe by the Crown Marshal or their warranted deputy. Any variety must still conform to the mass weapon rules noted above.

1. The head of the mass weapon shall be made of T6 aluminum (6061 or 7075) or equivalent welded, screwed and or bolted securely to the handle.

2. Welded rebar or pre-approved equivalent.

(f) Hooking – due to the high probability of axe blades hooking on to an opponent's armor or weapon a lanyard is required to insure weapon control.

(2) Armored Combat Thrusting Polearm

(a) For a version for steel fighting everything is done the same as a shinai thrusting polearm except for the tip. Instead of building a closed cell foam thrusting tip you will take an 1/2"x1" carriage bolt and tap it into the end of the conduit until it is flush with back of the domed head of the bolt. Then tape it on to the conduit (this is temporary) and drill a hole through the conduit and the bolt. Insert a small rivet or a cut off nail through the hole andpeen it down. Remove the temporary tape. The bolt will probably rattle a little in the conduit. This is what you want. It will help people know that they have been hit.

(b) When you assemble your pole with the steel tip it will be about 2" shorter than 10ft.

You can compensate for that by making the conduit pieces for the steel thrusting spears 3'-2" long.

IX. DEFINITIONS

A) These definitions are intended only as a reference guide to help illustrate meanings, rules and ideals used in this Manual.

B) Definitions

i) Body-to-body contact – deliberately contacting your opponent's body with your own. The contact could be gentle or forceful. **THIS IS ILLEGAL AND IS NOT ALLOWED!** It is recognized that incidental contact will happen between opponents but any fighter deliberately initiating body contact, even gentle contact, will be subject to marshal discipline outlined above.

ii) Buckler – a shield that is smaller than 264 square inches. A combatant may use only one buckler. Bucklers may be used in conjunction with a two-handed weapon, but at all times must be strapped to an arm or controlled by the hand.

iii) Draw cut – a blow that is pushed or pulled across the target area for a minimum of 6". Draw cuts do not count with any weapon without a blade (i.e. spears). They are legal only in rapier and count only on the original target. Any other combatant that is cut can disregard the blow. Draw cuts must cleanly contact the body of the opponent for the entire 6". Cuts don't count if blocked by a shield or weapon.

iv) Grappling – grabbing any part of your opponent or their equipment. **THIS IS NOT ALLOWED.** It is allowed to block a weapon with an open hand, except as previously stated, i.e. arrows. It is also allowed to use an open hand to push a weapon aside. After either occurrence, the hand is considered wounded and is subject to the rules of wounding.

v) Hooking – axes or shields can be designed to hook an opponent's weapon or shield in order to control or deflect it. This is allowed as long as the hooking does NOT start to bend or damage the weapon or shield in any way. As soon as that starts to happen, the axe or shield must be disengaged.

vi) Imperial Minister of Combat – the Head Marshal of the Empire of Chivalry and Steel.

vii) Kingdom Minister or Combat/Crown Marshal – the head marshal for a Kingdom, deputized to the Imperial Minister of Combat.

viii) Marshal – a warranted member of the Marshallate, whose duty it is to oversee combat events. Also used to refer to Marshals who are deputies to the Kingdom or Principality Marshals.

ix) Marshaling – to execute the duties of a marshal.

x) Marshallate – the body of warranted marshals.

xi) Pinning – a thrusting attack that pins an arm to another legal body part. Both targets are considered struck. Pinning is legal in all forms with all legal thrusting weapons. If a combatant has a hand against another combatant when the pin happens, then the first combatant will lose the hand (and arm) and the second combatant will lose the legal body part that pinned.

xii) Quillions – cross bars found on swords, built to protect the weapon-hand.

xiii) Ricasso – cross bar found on swords beyond the quillions (towards the tip), usually on great swords Designed to protect the hand when the weapon is gripped in a wide, two-handed fashion with one hand above and one below the quillions. Also, leather wrapping along the blade, right above the quillions, used to protect the hand when the weapon is gripped inverted.

xiv) Shield – any of several types of rigid protection worn/held on the arm.

xv) Shield punching – making contact with anything other than an opponent's shield or weapon Also, making rapid contact with the opponent in any way. **THIS IS ILLEGAL AND IS NOT TO BE ALLOWED IN ANY INSTANCE!**

xvi) Shield pushing – making contact to a combatant and THEN pushing. Both feet must be planted and may not move before or during the push. At NO TIME shall a much larger fighter knock over a smaller combatant. In all instances, shield pushing shall be performed in a safe manner.

xvii) Territorial Minister of Combat/ Constable – the head marshal of a Territory, deputized to the Kingdom Minister of Combat.

xviii) Two-handed weapon – any weapon classified as two-handed must be used with both hands on the weapons at all times. Any blow that lands with only one hand on the weapon is disregarded. If a combatant using a two-handed weapon loses an arm, they must either give up the weapon, or use it for blocking only.

X. MARSHALLING AND EVENT GUIDELINES

A) Marshalling Etiquette – many people consider the duty of marshalling a tournament or melee to be a tedious and unnecessary job, especially if they are unable to fight because SOMEONE has to do it. This is untrue! Marshals ensure that not only are the fighters uninjured, but that the rules are being obeyed so that everyone has a good time. But how exactly do you marshal a combat event?

The following will hopefully enlighten and inform you of this most important activity.

i) The first thing a marshal should do is to ensure that armor inspections are held. This should be announced anywhere from five minutes to one hour beforehand, depending on the number of fighters participating. Obviously, ensuring the armor requirements for an armored combat or rapier list will take rather longer than the same for a shinai combat, so the marshal should take that into account. Also, the marshal should insure that all the combatants have been properly qualified to fight in whatever event they are participating in. Once this is done, the marshal should then determine the order of combat and announce the beginning of the list. Ideally, a marshal will have a following is the standard and accepted method to do the actual announcements during a list: "My Lords and Ladies, this bout (Combatant 1) doth face (Combatant 2) in honorable combat."

ii) Once the fighters have taken the field, the following is announced in the direction of the fighters, but loud enough for all to hear: "Salute the presence of the Crown!" (Fighters salute to highest watching noble.) "Salute the Lord or Lady whose favor you bear!" (Fighters salute the person whose favor they bear, if any.) "Salute your most noble and worthy opponent!" (Fighters salute each other.)

iii) Then the marshal asks each fighter if they are armed and armored to their satisfaction. The fighters should respond verbally if they are ready. Any problems that a fighter may have with their opponent should be handled now. The marshal asks each fighter if they wish to calibrate on the other fighter. Once all this is handled, the marshal says loudly, "For Honor and Chivalry, LAY ON!"

iv) Then the combat begins. Once the combat is decided, then the marshal should announce, "Victory to (whoever won). Will (second set of combatants by names) please take the field.

Will (the two fighters who will fight after the current set that is entering the field) please make yourselves ready."

v) And so on until the first round is done. Rounds are the initial set of combats, and after a round the marshal (or List Minister) usually has to determine who has survived the preceding round and make a new set of match-ups. If at any time during the bout one (or both) of the fighters performs an Act of Chivalry (such as voluntarily giving up an arm, leg, weapon, etc.), then the marshal should announce it in the following manner: "Act of Chivalry by (whoever performed the act)!"

vi) This should progress until a winner is determined. At such point, the completion of the list should be announced and the winner proclaimed.

vii) Marshalling for melees is somewhat easier. Once the teams are assembled on the field and armor inspections have concluded, the marshal should announce in a loud and clear voice, "My Lords and Ladies, at this battle (team 1) doth face (team 2) in honorable combat!"

viii) The marshal should then ask each group (as a group) if they are ready. Again, an audible, verbal response is expected. If so, the melee should begin with the marshal shouting, "Lay on!" When a winning side is determined, the marshal should announce the victory in the following manner: "Victory to (whatever team won)!"

ix) This should be enough information to get a novice started marshaling a list or melee. If possible, it's recommended that a new marshal follow an experienced marshal for a little time, to learn the ropes. As you gain experience with marshalling, you will discover more tricks of the trade and your own particular style of marshalling. This is encouraged, but remember that the Empire of Chivalry and Steel is devoted to reasonably accurate re-enactment and any changes made should be researched and documented to ensure an accurate reflection of the Middle Ages.

B) Point Allocation – All references to points are subject to the Leges Imperium and the Imperial Manual of Ministry, which take precedent. Any rules herein are subject to confirmation in these two precedential documents.

i) Tournament Allocation

(1) Points for non-war tournaments

(a) 2 pts for participation in each tourney

(b) 2 pts for each victory in a tourney

(c) 1 pt. for each round in which a fighter performs an Act of True Chivalry

(d) Only awarded if 6 or more fighters are in the list

(i) 5 pts for placing 2nd in a tourney

(ii) 10 pts for placing 1st in a tourney

(e) Can qualify as a Knightly List for the victor if a Knight Combatant is entered in a rapier or steel list and defeated (other than the victor if he is the KC). This is subject to the rules of the tourney itself. Only those tournament styles that the Knight Combatants rule as eligible count. (i.e. it's not possible to get a KL with the King's Peace tourney format.)

(2) Points for tournaments at wars

(a) 3 pts for each single combat tourney entered

(b) 1 pt. for the victor of the tourney

(c) 1 pt. for each round in which a fighter performs an Act of True Chivalry

ii) Melee Combat Tourney Point Allocation

(1) Points for tournament melees

(i) 2 pts for participating in each melee round entered

(ii) 5 pts for participating in a resurrection melee

(iii) 1 pt. for each winning team member of a melee round

(iv) 1 pt. for commanding a unit of 10 or more people

(b) Points for war melees

(i) 3 pts for each war melee entered

(ii) 8 pts for participating in a resurrection melee

(iii) 1 pt. for each member of the winning side of a melee

(iv) 1 pt. for commanding a unit of 10 or more people

(v) 2 pts for being the supreme commander of any army for an entire war

iii) The points should be listed on a copy of the combat points allocation form (in the back of this

Manual) and a copy should be sent to the appropriate destination. If you are a regional marshal, a copy should be sent to the Crown Marshal of your territory. If you are a territorial crown marshal (constable), a copy should be sent to the Kingdom Minster or Rolls.

C) Sample Tournament and Melee Scenarios – as noted earlier ECS tournaments are limited to single or double elimination or round robin for the basis for conducting a list. However, there is still vast leeway for marshals to hold different styles and methods of tournaments. Some example tournaments and melees are described below. Please remember that just because eliminations are regulated for tournaments, multiple eliminations in a tournament scenario are still possible. In such instances where lists require more than double elimination (such as a Swiss 5 described below), the list must fit the parameters of a melee (i.e. 8 entrants) and points are allocated as a standard melee instead of a list tournament. For the tournament scenarios, it is also stated whether or not the tournament can count as a Knightly List. If there is any question as to whether or not a scenario can count for a Knightly List, the Crown, with the consultation of the Knight Combatants present, will decide.

i) Tournament Scenarios

(1) Counted Blows – this type of tourney is the same as any single or double elimination or round robin tournaments, only during the bout a fighter must strike a certain number of killing blows upon the opponent to win. Three is average, but any reasonable number will do. In this case, wounding shots are ignored. This type works well for those lists that take a while to “armor up” for, such as rapier and armored combat. This counts for a Knightly List. It is HIGHLY recommended that spotters be assigned to each fighter in order to keep count of blows.

(2) King's Peace – in this tournament, a fighter wins the bout by wounding their opponent to the point where they can no longer fight and yet not kill them. Wounds do not carry over from bout to bout, but if you land a killing blow on your opponent the killing fighter loses the bout. This does not count as a Knightly List. [by Abd Al-Alim]

(3) Accumulated Wounds – this style of tournament has the wound received in each bout continue as limitations to the next bout rather than the usual method of fighting each bout “hale and hearty.” This counts for a Knightly List.

(4) Wild Card – take a deck of playing cards and take the King, Jack and Ace of each suit as well as the Jester card and separate them. At sign-up give each fighter a card but tell them to keep their identity secret. Fights will be called by card instead of by fighters name (i.e. the Ace of Spades will fight the Jack of Hearts). This way, fights are a surprise. If a female fighter is on the field and draws the King, she automatically becomes the Queen of that suit. In addition, depending on the suit fighters are limited to the following combinations:

SUIT Shinai Rapier Armored Combat

Hearts Sword and Shield Sword and Buckler Sword and Shield

Clubs Pole arm Sword and Baton Mace/Axe and Shield

Diamonds Great Sword and Cloak Great Sword

Spades two weapon/two weapon

Jester Any, but must change weapon combination from bout to bout The above works for a list of 13 fighters. If there are more fighters than that add the number card of each suit. NOTE: for fairness, if you need a number card, be sure to add the same number card from each suit even if this means you have a few left over. Also, be sure you have enough weapons so that you can provide the appropriate gear to any fighter need the extra or exotic weapons! This counts as a Knightly List.

ii) Melee Scenarios

(1) The Field of Battle – opposing forces meet on an open field. May contain any number of opposing armies in any amount of fighters. Missile weapons are allowed and the winning force wins rights to defend in the Castle Siege.

(2) Castle Siege – victors from the Field of Battle must defend their castle against invading forces from the Field of Battle. Walls of the castle may be drawn on the ground or other means used to denote walls and castle gate. Castle has only one gate and must be forced by the invaders. Forcing is done by at least 3 fighters standing at the gate without being engaged and counting to 10 loudly and clearly. If any of these 3 are engaged before the count is done, the forcing of the gate fails and must be repeated.

(3) Caravan Raid – one army is the caravan and must carry simulated crates (at least 10% of the force must be crate bearers). The caravan must move across the field to their safe point, which should be clearly designated. The other force is raiding the caravan as it moves across the field. If multiple armies are raiding the caravan they must engage each other as well as the caravan. Crate bearers cannot engage in combat without dropping the crates and any raiders taking crates

cannot engage in combat either. Missile weapons are not recommended. The caravan wins by getting 50% of the crates across the field to their safe point. Raiders win by preventing the caravan from passing and stealing the most crates (assuming that there are multiple armies raiding the caravan).

(4) Duel at the Bridge – this works well as the Champions' Battle at a crown war, but can work anywhere. A bridge is drawn on the ground or otherwise marked and it must be only wide enough to allow one person to pass at a time. The champions of each side defend their side of the bridge and each army may send their fighters across to engage the champions of the other team. The designated champions must only defend their side of the bridge until they are the only ones remaining. At such time, the lone champion may then cross the bridge to engage the enemy champion. NOTE: the other side may still send fighters across the bridge to engage the lone champion. Missile weapons are not recommended.

(5) Seize the Flags – this is a timed resurrection battle. Each combatant has 2 resurrections, which means you get to be alive 3 times. There are 15 flags. The armies must cross a bridge to retrieve a flag and cross a bridge to return it. A lottery will determine which army starts of which bridge. An army may not cross the same bridge twice in succession.

An army may not start crossing a bridge until all soldiers are on the landing area on the same side of the bridge. Combat is only allowed on the bridges. The combat area is over the barriers between the bridges. The dead must exit behind the fighters on the 2 outside bridges and between them on the middle bridge. Once a flag is retrieved, it is marked for the army that returned it. The army that gathers the most flags or eliminates its opponent in the specified times wins. Missile weapons are not recommended.

(6) The Great Hunt – ¼ of the fighters (generally the top fighters) act as the hunted beasts.

They are armed as they wish, but no missile weapons or pole arms. Also, the hunted beasts get to ignore leg shots and take two killing blows to kill. Another ¼ of the fighters shall be the hunters and they may use pole arms, double handed weapons and missile weapons. The remainder of the fighters are the hounds of the hunters and may only use a single handed weapon and no defensive equipment. Only hunters may speak, hounds and beasts must make appropriate animal noises. You may choose whatever hunted animals you wish for the melee. Highly recommended that this melee scenario take place in a woodland setting. [by Brodir]

iii) This is by no means a complete list of scenarios possible. You can adjust these scenarios as necessary or as inspired. It is suggested that when creating a scenario that has never before been done that you consult with a few other combatants on the idea.

XI. RULINGS OF THE MARSHALLATE

A) The following is a list of approved commercial weapons for use in rapier combat. In general

Heavy Ren blades are too stiff for our purposes. They are specifically designed and used for lightly armored combat, which emphasizes the cutting attack as done in small sword or side sword combat of the early Renaissance. These weapons are different from Schläger blades, which are designed for rapier recreation – a tip thrust heavy style with less emphasis on the edged attacks. Most Schläger blades are suitable for our uses. The following blades have been personally used and compared for equivalency. Some specify which lengths are equivalent. This is due to some manufacturing differences in different length blades. However, many of the multi-length blades are made by trimming longer versions down to size, thus not really changing the weapon's quality.

- i) Del Tin blades – not tested for our uses and generally used for Heavy Ren.
- ii) Scottie Armory Diamond Schläger – equivalent in all lengths.
- iii) American Fencing Rapier Blade with oval and diamond cross-sections – equivalent in all lengths.
- iv) Zamorano of Spain – wide diamond section Schläger equivalent in all lengths.
- v) Tripplette Rapier Blades – Schläger equivalent in all lengths.
- vi) WKC/Solingen Blades – equivalent in all lengths in both diamond and oval.
- vii) TCA Schläger Blades – equivalent in all lengths.
- viii) Hanwei Practical (Rapier) Blades – equivalent in both 37" and 43" lengths.
- ix) TCA Practice Epee and Foil – NOT EQUIVALENT, not to be used under any circumstances.
- x) Olympic Style Epee and Foil – NOT EQUIVALENT, nor to be used under any circumstances.
- xi) Musketeer Blades, Double Wide Epee, Theatrical Epee in triangular cross-section – NOT EQUIVALENT, nor to be used under any circumstances.
- xii) Hanwei Heavy Ren Blades – not suitable for our uses.
- xiii) Scottie Armory Heavy Ren blades – not suitable for our uses.
- xiv) AmFencing Canelure with offset fullers – not tested.
- xv) TCA flexi-dagger – equivalent in all strengths, though the stiffer blade might be a little too stiff for some.
- xvi) Safeflex Dagger blades – equivalent and ultimately preferable due to durability and flexibility.
- xvii) AmFencing flexi-dagger – equivalent in stiff only.
- xviii) AmFencing dirk blades – not tested.
- xix) AmFencing main gauche blade – equivalent.

B) The following is a list of approved steel, leather and plastic equivalents for various armored combat pieces:

- i) Weapons – 4140 steel with a Rockwell number of 40-45. Other steel needs to be air hardened (A2) or oil hardened (O2) to the above Rockwell. Also all 400 series steel is acceptable as it is over 40 Rockwell.
- ii) Metal – the following steel and aluminum types are approved for all pieces of armor.
 - (1) 303, 304, 316 stainless steel. Will not rust and is non-magnetic.
 - (2) 410, 416, 430 and 440 stainless steel. Will rust over time and is magnetic.

(3) Hot rolled and cold rolled/cold finished 1018 steel Rockwell number of 30-36 are more fragile and more likely to break than stainless steel. Will rust over time and is magnetic.

(4) 6061 and 7075 T-6 aluminum.

iii) Leather

(1) All 10-12 oz. and heavier leather is approved for shoulders, rear braces, vambraces, cuisses and greaves. It is suggested to be padded if it isn't boiled. Armoring grade leather is approved for use in brigandine.

(2) All 10-12 oz. and heavier leather is approved for torso armor as long as the leather is boiled.

(3) Leather has not been tested for knee or elbow cops. It is NOT approved for helmets in any form.

iv) Plastic – 1/8" ABS, Kydex, Lexan and polypropylene plastic is approved for shoulders, rear braces, vambraces, cuisses, greaves and torso armor. It has not been tested in knee and elbow cops and is NOT approved for use in helmets.

v) Shields – 1/2" plywood, and aluminum and plastic as listed above. No matter the material used, care should be taken to edge the shield properly so as to prevent damage to an opponent's weapon.

c) Synthetic Weapons.

These weapons have been tested and approved.

Type III Pentti Longsword 50", Meyer Federschwert Longsword, Pentti Synthetic Viking Sword, Pentti Synthetic I.33 Short Sword, Pentti Synthetic Short Sword with Fuller, Basket hilt Scottish Broadsword Pentti, Montante - Synthetic with Removable Steel Guard, Knightshop Synthetic Basket hilt with Short sword Blade, Knightshop Synthetic Hand and a Half Sword, Knightshop Synthetic Short sword, cold steel Spear Head Trainer, Trench Hawk Trainer, Medieval Buckler.