

# **Armored Combat Handbook**

## **Policies of the Earl Marshal**

### **GENERAL CONVENTIONS**

#### **I. PRECEDENCE OF LAW:**

Corpora and other Governing Documents of the Society for Creative Anachronism, Inc. (Society) set the minimum standards for combat activities within the Kingdom of Northshield (Kingdom). Society policy states that kingdoms may institute standards that are stricter than those of the Society, but may not reduce or waive any Society standard. Therefore, in any disagreement between Kingdom and Society rules, the Society rules shall take precedence. Invalidation of any item within these rules shall not affect the validity of the remaining sections. In all cases, where Kingdom Law does not specify a specific standard for behavior, armor, or weapons, the Society policy will be the governing principle.

All marshals must obtain copies of the current Society and Kingdom policies governing combat activities, including Corpora, the Marshal's Handbook, and Law and Policy of the Kingdom of Northshield.

#### **II. STRUCTURE**

1. The Crown, Earl Marshal, and deputies to the Earl Marshal (see 3.a below), in that order, are solely responsible for interpretation of the rules, conventions, armor standards, and all other matters dealing with Society combat activities within the Kingdom.
2. The Earl Marshal serves as a coordinator, arbitrator, and facilitator for all combat activities within the kingdom. He writes and enforces policy dealing with areas of interaction between the combat-related activities under his jurisdiction. The Earl Marshal reserves the right of review over all matters pertaining to combat activities within the kingdom.
3. The combat-related activities of the Kingdom include: Contact (e.g., combat archery, fencing, rattan combat), non-contact (e.g., lists office, archery, thrown weapons, equestrian, and scouting) and other activities as shall be designated by the Society Marshal or the Board of Directors, from time to time.
  - a. The senior marshal or officer of each of the above activities (i.e., marshal of fence, minister of the lists, archery marshal, equestrian marshal, thrown weapons marshal, chief scout, etc.) is a deputy to the Earl Marshal.
  - b. Each deputy is responsible for establishing policy within their warranted area, subject to item II.2 (above).
  - c. Each deputy will maintain regular contact with the Earl Marshal. Written reports will be submitted quarterly by the 1st day of March, June, September, and December. Deputies are also responsible for forwarding to the Earl Marshal (within 24 hours) any reports concerning injuries or disciplinary action.
    - i. Local marshals will maintain regular contact with their respective regional marshals on a regular basis. It is suggested that local marshals report to their Regional on a quarterly basis (by the 15th of February, May, August, and November). This allows the regionals sufficient time to compile the information in the reports into a form that can then be submitted to the Earl Marshal by the 1st of March, June, September, and December. Failure to report may be considered a resignation from office that may be accepted at the discretion of the regional marshal or Earl Marshal, as appropriate.
    - d. Marshals will restrict their marshaling activities to those areas for which they hold a warrant. Exception: any marshal should intervene if he observes breakage of armor, boundaries, or tempers.
    - e. It is neither stated nor implied herein that any activity is superior to another. Cooperation, assistance, and common sense are the rule when an event contains multiple combat activities.
    - f. Chivalric Peers are considered to be warranted marshals for rattan combat activities once they have provided proof of membership and contact information to the Earl Marshal or his representative. Should a Chivalric Peer's membership lapse, they are not to act in any capacity as a warranted marshal.

### **III. MINOR PARTICIPANTS**

1. Definition: for the purpose of these rules, a minor is defined as any person who has not attained his/her eighteenth (18th) birthday. Emancipated minors are to be considered as adults.
2. No minor shall be allowed to participate in adult armored combat activities. These activities include the following: combat, marshaling, scouting, banner bearing, and combat archery.

### **IV. PROBLEM RESOLUTION**

1. All marshals have the responsibility to maintain the standards of the Society and the Kingdom or marshaled activities. If the marshal feels that action is required against any individual who fails to meet standards (this includes failure of armor inspection, excessive force, repeated non-acknowledgment of blows, etc.), the marshal shall inform the individual of the action to be taken and send a written report to the regional marshal (or the Earl Marshal, if the marshal taking action is a regional marshal) reporting the action within 24 hours if at all possible.
2. Any individual informed of an action may appeal to the Earl Marshal if they feel that the action is inappropriate or disproportionate to the offense.
3. The Earl Marshal, when asked for appeal, will respond to the individual. If this appeal is still unacceptable to the individual, a further appeal will be made to the Crown who, in consultation with the Earl Marshal, will set a date for the individual to present his/her case to the Crown. If the action taken initially involved the revocation or suspension of authorization, the authorization will remain in suspension until the date of the hearing with the Crown.
4. The Earl Marshal will make every attempt to facilitate a speedy process for dealing with issues.

### **CONVENTIONS OF COMBAT**

The Conventions of Combat are found in the S.C.A., Inc. Marshals Handbook. In general, these conventions are in addition to those already listed in the governing policies of the society Marshal and the Marshal's Handbook. Conventions in those texts may not be repeated here, however they are in effect as Kingdom standards and shall be adhered to as the minimum requirement. The Kingdom may have stricter requirements than those listed in the above-mentioned texts.

#### **I. CALIBRATION**

1. For purposes of calibration, all fighters are presumed to be wearing a hauberk over padded gambeson, boiled leather arms and legs, and an open face, iron helm with nasal and chain mail drape.
  - a. Blows or thrusts to the face require less force than elsewhere, due to the helm having an open face. Tip slashes to the face need not be taken due to the nasal and drape. Thrusts to the face are good if they move the helm. Target for a face thrust is defined as an area running from the eyebrows down to the collarbones across the entire width of the face.
  - b. The entire body is legal target with the exception of the hand, up to and including one inch above the bend of the wrist; and the lower leg, up to and including one inch above the knee. While the groin and throat are legal targets, and should be taken as kills, blows to those areas are strongly discouraged.
2. All fighters are expected to take into account the nature of the weapon being used and the point of impact when judging the effect of blows they receive.
  - a. Blows should be struck properly oriented and with sufficient force for the weapon being used.
  - b. Mass weapons (axe/mace) and two-handed weapons, which strike on or above the hip socket or inside the shoulder socket, are fatal.
  - c. A blow that strikes with sufficient force and properly oriented shall be considered effective regardless of what it hit prior to striking a legal target.
  - d. A blow begun after a hold is not a legal blow and need not be accepted.
  - e. A blow that includes dropping the weapon at the moment of impact need not be counted.

#### **II. TOURNAMENT BEHAVIOR**

The Rules of the Lists are found in the S.C.A., Inc. Marshals Handbook.

For rules governing Combat Archery, Projectile Weapons, and Thrown Combat Weapons see the Policies of the Combat Archery marshal.

## **ARMOR AND WEAPON STANDARDS**

In general, the standards for armor and weapons in the Kingdom of Northshield will be Society standards. Particular requirements of the Kingdom of Northshield are listed here. The equipment listed here is that required by the Society. It is strongly suggested that an individual consider their own level of skill and weapons forms when deciding on the amount of armor to be worn.

Beginners are strongly advised to wear considerably more armor than is required, particularly on the shoulders, forearms, abdomen, and thighs. The Society minimum armor standard is the amount of armor that is believed to reduce the risk inherent in SCA combat to an acceptable level. This should not be taken to mean that the Society minimum will prevent you from being injured. Additional armor above and beyond that which is required may reduce the inherent risk in SCA combat to a level lower than that achieved by use of the Society minimum armor standard.

### **I. ARMOR**

Please see the Society Marshal's guidelines for armor standards. All heavy weapons fighters must meet this standard to take part in rattan combat. Combat archers shall be armored as full-contact fighters with the exception of the "archer's gauntlet" for the draw hand as described in the Combat Archery rules.

### **II. WEAPONS**

Additional requirements for weapons construction may be found in the Society Marshal's Handbook. Those standards are the minimum standards to be adhered to when constructing weapons for SCA combat. The Kingdom of Northshield may have stricter standards. No metal may be used in the striking surface of any weapon.

## **PROCEDURE FOR AUTHORIZING FOR HEAVY WEAPONS COMBAT**

In order for an individual to become authorized to participate in heavy weapons combat in the Kingdom of Northshield, the following conditions must be met:

1. Prior to taking the field for the authorization procedure, a prospective fighter **MUST** be questioned as to if they have read and understood the Rules of the Lists, Combat Conventions, and armor requirements of both the SCA, Inc. and the Kingdom of Northshield. If they answer "no" to this question, the authorization cannot take place until the necessary rules, conventions, and laws have been read and understood. Additionally, prior to taking the field for the authorization procedure, the prospective fighter **MUST** read and sign the combat waiver portion of the Northshield Fighter Authorization form.
2. A prospective fighter must pose no unnecessary risk of injury to themselves or their opponent.
3. A prospective fighter must be able to demonstrate some defensive capability.
4. A prospective fighter must be able to demonstrate some offensive capability.
5. A prospective fighter must also maintain their composure when "pressed" by the sparring partner. They should not display complete collapse of defense or become confused to the point of inaction. They should not lose control of their temper.
6. Two warranted Northshield marshals, one of whom is not from the candidate's home group and has had no active part in their training, must witness the authorization procedure. Both of these marshals themselves must be warranted marshals. Additionally, at least one of the marshals must be authorized in the weapons form in which the prospective fighter is attempting to authorize. That is, if the individual wishes to authorize in polearm, one of the marshals must also be authorized in polearm.
7. The Northshield Fighter Authorization form must be filled out and signed by both of the marshals and the authorizing individual and submitted to the group MOL or Kingdom MOL as appropriate.

### **NON-CONTACT PARTICIPATION**

The Kingdom of Northshield recognizes scouting as a form of non-contact participation. Individuals wishing to participate in battles as scouts shall meet the following requirements.

1. All participants shall meet the age requirements as listed above.
2. Helms must be constructed of at least 16-gauge steel and shall have a grill that will not allow a legally constructed weapon to touch the face. Helms may be painted any one solid color. Camouflage paint is not acceptable. The helm must be marked as that of a non-contact participant according to the Society standard.
3. Scouts shall not carry any live steel, weapon, walking stick, staff, or any sort of implement that could cause them to be mistaken for a full-contact participant.
4. Any fully armed and armored heavy fighter who approaches within 10 feet and declares them to be dead can kill a scout. Note that the fighter and scout must be within 10 feet of each other, not within 10 feet of the end of the weapon. A fighter may declare only one scout dead at a time.
5. All scouts must be authorized as non-contact participants and be inspected prior to entering a battle. The Earl Marshal or his representative(s) shall have the authority to authorize scouts and inspect scouts before battle.

### **PROCEDURE FOR BECOMING A WARRANTED MARSHAL OF NORTSHIELD**

In general, individuals wishing to become warranted marshals of Northshield should be fighters of some experience and shall meet the requirements outlined below. Individuals who are not authorized fighters but wish to become marshals will be evaluated on a case-by-case basis by the Earl Marshal.

The Earl Marshal of Northshield shall institute such standards and procedures for the warranting of heavy combat marshals as shall be deemed necessary.

1. All marshals shall be acceptable to both the Earl Marshal and the regional deputy in the region in which they reside. If the individual desiring to become a marshal is not well known to the warranting official, the regional marshal or Earl Marshal may require that the individual present letter(s) of recommendation as part of the warranting process. The number of letter(s) to be obtained is at the discretion of the regional marshal or the Earl Marshal. This letter(s) should be from individuals with whom the Earl Marshal or regional deputy is familiar. This letter(s) of recommendation should attest to the suitability of the individual to be a marshal. Preferably one of these letters should be from a member of the Order of the Chivalry.
2. Marshals must be thoroughly versed in the rules contained within the Marshal's Handbook and the additional and particular requirements of the Kingdom of Northshield and be willing to enforce these rules at all times. Marshals must be familiar with the customs and traditions of rattan combat as practiced in the Kingdom of Northshield.
3. Marshals shall thoroughly inspect all weapons and equipment for compliance to SCA and Kingdom standards prior to use. Weapons and armor inspection MUST take place before each and every official SCA practice and event.
4. The marshals of a tournament bout have absolute say of a fighter's conduct in the Lists. They may summarily eject a fighter who is guilty of misconduct or unsafe behavior as outlined in the Rules of the Lists and Kingdom Combat Conventions.
5. All marshals must be members of the SCA, Inc.
6. All warrants are valid as long as the marshal's SCA membership is valid. The Crown or Earl Marshal may revoke warrants at any time. All marshals must provide the appropriate regional marshal an updated contact information in the event that they move. Additionally, at the expiration of the authorization card the marshal must also execute a new Marshal Warrant form. Marshals must also provide the Kingdom MOL with updated membership information each time their membership is renewed.

Failure to comply with the above policies and any additional Society requirements may result in suspension or revocation of a marshal's warrant.

The Kingdom of Northshield will be using only combatant archery. Arrows may be either golf tube or siloflex. Specific requirements are below. These rules are subject to revisions as required.

#### **Suggested Marshal's Kit**

1. A caliper or dowel to measure eye slots/helm openings. A 1" dowel is okay provided it is checked to see that it is really 1" in diameter.

2. A ruler or caliper to measure arrow shafts and arrow tips.
3. Eye protection for yourself and some to lend to the other marshals.
4. A marshal's tabard(s).
5. A marshal's baton.

## **I. Rules of Engagement**

### **A. Combat Archery**

1. Arrows must hit squarely and point first to be considered good.
2. Arrows may be fired at a target from any angle (even from behind). Minimum distance for a full draw will be ten (10) feet. Handbows must use restraint when firing inside this minimum. No crossbow may fire inside the ten (10) foot minimum.
3. Arrows need not hit with the same force as a rattan weapon to be considered good.
4. Glancing arrows may kill if they strike another target squarely with point first.
5. If an arrow strike is good, it kills whoever it hit (no matter whose side they are on).
6. Firing into crowds of spectators (armed or otherwise) and outside the safety zone is prohibited and calls for the repeal of the offender's authorization.
7. Golf-tube arrows found on the field may be reused if they pass a quick visual inspection to check for obvious defects. Fiberglass arrows may not be gleaned from the field.
8. Arrows may be blocked by shields, pavices, and weapons. Weapons may block but not strike sideways at an arrow.
9. Archers must not use their bows to block rattan.
10. All combatants shall be considered engaged and recognized by archers when the marshal gives the lay-on signal.
11. All parts of the body above the knees and above the wrists are legal targets for archers as with rattan combat. However, catching arrows or batting them out of the air with one's hand will cause the loss of that hand.
12. Scouts are not legal targets. Archers kill scouts by coming within 10 ft. and calling out "Scout, you're dead."
13. Archers are killed when struck by a weapon or by yielding to an approaching fighter.
14. Archers acknowledge their deaths by holding their bows vertically above their heads or dropping to the ground.
15. Combat archers are allowed to carry and use other weapons if they hold an additional authorization for that weapon. Archers are allowed to draw their rattan weapons only after they have sheathed, handed off, or placed their bows off the field. Bows may not be thrown on the ground in order to draw a rattan weapon. Archers with heavy weapons may carry shields on their backs. These shields are considered part of the archer's armor (offering no extra protection) until their heavy weapons have been drawn and their shields put in place. Archers/fighters may switch from archery to another weapons form and back again, multiple times, during a battle as long as they remain "list legal" for each weapons form.

### **B. Combat Throwing Weapons**

1. Any authorized fighter may use combat throwing weapons (there is no separate combat throwing weapon authorization).
2. Standard armor requirements for hand protection applies (full gauntlet for fighters, half-gauntlet for archers) for throwing weapons.
3. Combat throwing weapons must be thrown in order to kill.
4. Rules governing "good hits" for combat arrows apply to javelins and throwing axes.
5. Throwing weapons may be repeatedly thrown as long as they are not structurally damaged.
6. Throwing weapons may be used simultaneously with other weapons forms.

### **C. Catapults**

1. Catapults will be restricted to a "catapult zone." Only catapults and their operators will be allowed in this zone.
2. All people within the catapult zone must wear a heavy helm and a padded gambeson to protect against enemy catapult fire.
3. Ammunition may be gleaned from the field by armored fighters, archers, or scouts and reused.
4. Catapults may be destroyed by an opposing fighter by pointing their weapon within 15 ft. and saying out loud "destroyed." Catapults may also be destroyed if opposing catapult fire touches a catapult or any of its operators. If a catapult is destroyed, the operator and anyone assisting in its operation are dead and must leave the field or lay down.
5. Catapult fire kills everyone it touches, and cannot be blocked by shield. However, projectiles are considered "dead" when they touch the ground. Friendly fire kills.

## II. Equipment

### A. Combat Archery Armor

1. Combat archers have the same armor requirements as rattan fighters.
2. Combat archers shooting longbow and recurves must wear a full gauntlet or equivalent on their bow hand and a half-gauntlet with a street-hockey glove on their draw hand. Crossbowmen may wear half-gauntlets with street-hockey gloves on both hands.

### B. Bows

1. Recurve, longbows, and crossbows are permissible. Compound bows are not allowed.
2. When using golf-tube arrows: The weight of any bow is limited to 1000 inch pounds or less. Inch pounds are calculated by multiplying the poundage of the bow at full draw times the distance (in inches) of the string at rest to the string at full draw. For example: a 50# bow with a 28" arrow has a draw distance of 20" ( $50\# \times 20" = 1000 \text{ ip}$ ).
3. When using fiberglass arrows: The weight of any bow is limited to 600 inch pounds or less. Inch pounds are calculated by multiplying the poundage of the bow at full draw times the distance (in inches) of the string at rest to the string at full draw. For example: a 30# bow with a 28" arrow has a draw distance of 20" ( $30\# \times 20" = 600 \text{ ip}$ ).
4. Crossbows may not exceed 1000 inch pounds when using golf tubes and 600 inch pounds when using fiberglass shafts. Inch pounds are determined by multiplying the length of the power stroke by the pounds of pull at the locked position on the string.

### C. Combat Arrows - Golf Tube & Siloflex

1. Arrow shafts must be made out of golf-tube material. The outer diameter of the tube is at least 1-1/4" in diameter. They may be of any length.
2. Tips may be constructed of closed-cell pipe-insulation foam. Shafts must be plugged with a pine dowel (2" in length) to prevent the foam from downing the shaft of the arrow. The dowel may penetrate up to 1" into the arrow tip. A minimum of 1" of foam must protrude beyond the tip of the dowel. Arrow tips must be at least 1 1/2" in diameter.
3. Tennis balls may also be used as tips. All tennis-ball tips must be attached to the shaft by 1/8" twisted nylon/dacron cord and reinforced with nylon filament (strapping) tape.
4. All arrow tips must be marked with contrasting tape.
5. Fletching must be made of soft, flexible material such as foam or duct tape. The edges must be rounded.
6. Additional weight beyond what is required to construct the arrow is not allowed. However, spray insulation foam may be applied to the inside of arrow shaft, or double tubing with a second golf tube may be used to add rigidity.
7. All arrows must be marked with the owner's SCA name and local group.
8. Arrow nocks may not exceed 3/4" in length.

### D. Throwing Weapon Construction

1. Javelins

- a. Javelins are to be constructed from one (1) inch (approx. 1 1/4" outer diameter), schedule-40 PVC tubing, with the mark "SCH-40" left visible.
- b. Javelins are not to exceed 4 ft. in length (excluding tails) and 2 lbs. in weight.
- c. Javelin striking tips must be at least 2" in diameter and be marked with red tape as per thrusting-tip regulations.
- d. Javelin back ends must be capped or padded to a minimum outside diameter of 1 1/2".
- e. Javelin shafts must be spiral-wrapped with fiber (strapping) tape.
- f. Javelins may have tail fins or trailers to add stability. Tail fins must be made from soft, flexible material such as foam or duct tape, while trailers must be made from 1 1/2" wide cloth not exceeding 2 ft. in length.
- g. Javelins must be marked with the owner's SCA name and home group for identification.

## 2. Throwing Axes

- a. Throwing axes are to be constructed out of 1" rubber tubing such as garden hose and ethafoam (used in packing material for appliances, such as computers, and as self-healing archery targets) (see TI Issue 72, p. 24 for more details).
- b. Throwing axes are to be first wrapped with filament and then wrapped again with duct tape to hold them together.
- c. The butt of the handle and axe blade must be at least 2" thick, with the striking surface marked with contrasting tape.
- d. Throwing axes must be marked with the owner's SCA name and home group for identification.

## E. Catapults

1. A catapult is to be a free-standing structure that may not exceed 80 lbs. of thrust at its cocked position.
2. Catapult ammunition will be comprised of 4 tennis balls (3 for a base with one on top) taped together with a layer of strapping tape, then covered with duct tape. Ammunition may not be composed of any other substances other tennis balls and tape.
3. Catapults may be destroyed by an opposing fighter. Any fighter can destroy a catapult by approaching within 15 ft., pointing their weapon at the catapult, and saying out loud "destroyed." Catapults may also be destroyed if opposing catapult fire touches a catapult or any of its operators. If a catapult is destroyed, the operator and anyone assisting in its operation are dead and must leave the field or lay down.
4. Catapult operators are not required to hold a heavy-weapons authorization. However, they must wear a heavy helm and a padded gambeson to protect against enemy catapult fire, and their catapults must be in good working condition.