

## **ARMORED COMBAT INSPECTION AND FIGHTING CONVENTIONS FOR ESTRELLA WAR XXVIII**

### **Weapons/Armor Inspection Schedule:**

All of the below schedules shall be published in the event gate book:

1. Thursday– A Marshal’s Point shall be open from 9:00 AM until 3:00 PM and will be on the tourney field only.
2. Friday– Marshal’s Point shall be open from 9:00 AM until the end of the scheduled war scenarios for the day. Fighters are encouraged to visit Marshal’s Point between 9:00 AM and the start of combat, since Marshal’s Point will be minimally staffed during fighting.
3. Saturday– Marshal’s Point shall be open from 9:00 AM until the end of the scheduled war scenarios for the day. Fighters are encouraged to visit Marshal’s Point between 9:00 AM and the start of combat, since Marshal’s Point will be minimally staffed during fighting.
4. Sunday – Marshal’s Point shall be open from 9:00 AM until the end of the scheduled war scenario for the day

**Armor Standards:** Armor standards for each combatant shall meet the Kingdom of Atenveldt requirements or of their Kingdom of residence.

### **Weapons Inspections:**

1. To be allowed on the fighting field, all armored combat weapons (including Siege Engines) must have a current Estrella War weapons inspection mark or sticker to indicate the weapon has passed inspection for combat at that Estrella War.
2. Fighters must report to Marshal’s Point to get weapons inspection marks for spears, polearms, great weapons, and weapons with thrusting tips that will be used on the field.
3. Failed weapons must be re-inspected at Marshal’s Point, and may be held at the Marshal’s discretion. And maybe labeled to indicate failure but can be re-inspected after repair.
4. The Siege Marshal, or their appointed representatives must inspect siege Engines. Such inspections may be scheduled at Marshal’s Point, and/or at other locations/times published in the event gate book.

### **Fighting Conventions - Armored Combat:**

1. Thrusts to the face and the side and top of the head shall be allowed.
2. Killing from behind shall be allowed. The attacker must stay with the victim for a minimum of two seconds and say something equivalent of "You are dead from behind, my lord". The victim should accept the blow as soon as either a polearm is placed on the shoulder, or the weapon is placed in view of the victim.
3. Killing on the ground shall be allowed. The attacker must place the weapon on the victim (NOT strike the victim) and say something equivalent to "You are dead on the ground, my lord" to a prone or immobilized victim on the ground.
4. Combatants shall not remove their helms or other armor until they have fully left the battlefield and are outside the “buffer zone”. Inactive fighters are required to place themselves outside the buffer zone while combat is still taking place
5. Combat Weapons Standards:
  - a. Spears shall not exceed nine feet in length.
  - b. All shields must be directly controlled by the hand. If the shield is not controlled by the hand, it counts as armor, and blows to that "shield" must be taken like any other.

### **Fighting Conventions - Combat Archery:**

1. Combat Archers shall be limited to 24 arrows/crossbow bolts per archer, per battle for all battles.

2. A 30 ft “no fire zone” shall be enforced on the Open Battlefield perimeter. Archers may not shoot while standing in this “no fire zone”. Archers and combatants must be aware of the boundaries. Bystander safety is encouraged for all combatants.
3. Combatants carrying a bow or crossbow may not use it, or the projectiles/arrows fired with it, to kill from behind, and they may not shoot victims intentionally in the back.
4. Unless specified per scenario, target areas for Combat Archery shall be full SCA legal target areas.
5. Fiberglass shafted combat arrows must be inspected between Scenarios.
6. The Combat Archery Marshal shall establish Combat Arrow Inspection Points to allow inspection of combat arrows between Scenarios, and make those inspection points known to all combat archers on the field.
7. Missile combatants must demonstrate weapon control at all times to ensure the safety of all non-armored participants and non-combatants that may enter their line of fire.
8. During a hold, all crossbows and bows must be unloaded or otherwise made safe against accidental discharge.
9. Combat Archery Weapons Standards: Weapons and projectile standards must conform to Society standards except as stated below:
  - a. Combat Archery Bows & Cross bows
    - i. Hand bows will be limited to the 0 – 50 lb range at 28-inch draw.
    - ii. X-Bows will be limited to the 0 - 1000 inch pounds.
    - iii. On crossbows, homemade fiberglass prods and fiberglass rod prods are explicitly forbidden.
  - b. Arrows and bolts
    - i. Arrows and bolts must be clearly marked with the owner's name and Kingdom.
    - ii. Arrows and bolts will be limited to the following three designs:
    - iii. Silo-flex with rubber stopper heads
    - iv. Silo-flex with Tennis ball heads.
    - v. Fellwalker style arrows and crossbow bolts
    - vi. Wooden shafts, Baldar blunts and light shafted crossbow bolts are NOT allowed
    - vii. On crossbows, homemade fiberglass prods and fiberglass rod prods are explicitly forbidden.

**Fighting Conventions – SCA Legal Throwing Weapons:**

1. They must meet Society published standards for thrown weapons.
2. They must not include handheld mechanically launched missiles.
3. They must be clearly identifiable as an attempt to reproduce Medieval or Renaissance style European weapons.
4. All fletches on thrown weapons can project no further than 0.5" from the handle or must be 1.5" thick.

**Fighting Conventions - Siege Weapons:**

1. All siege weapons and projectiles must adhere to the Society siege weapons standards.
2. All Types of siege projectiles and damage shall be allowed per Society standards.
3. Inspection for siege weapons times/locations announced in the event gate book.
4. Siege weapons may be used against troops or other siege weapon structures as indicated for specific scenarios.
5. One siege class siege projectile hitting within the footprint of a siege weapon shall destroy the siege weapon.
6. A siege engine shall be considered captured if all of the crew is killed, or if the crew abandons the weapon, unless otherwise defined in the scenario. Captured siege weapons shall be assumed “destroyed” for the remainder of that battle.

7. Siege weapons shall only fire crosswise in the open battlefield and in designated positions for the town and castle.
8. Siege weapons are encourage maintaining all fair play and there may be times in which a siege engineer may be asked to fight with the opposing army when that siege engineer's army is not able to use siege weapons.

**Signaling the start and end of combat:** Start and end of combat shall be signaled by soundings of an air horn, as follows:

1. Since battles shall be fought no more than 15 minutes apart, three short blasts shall signal both the end of combat in the current battle and fifteen minutes until "lay-on" for the beginning of the next battle.
2. Two short blasts shall signal five minutes until "lay-on". All combatants need to get their helmets on and non-combatants must leave the field.
3. One long blast with a verbal "lay-on!" from the Marshals shall signal the beginning of combat. Repeated short blasts shall signal a general hold.

**General Holds:**

1. All holds will be considered general unless determined by the Marshaling Staff and Estrella War Chirurgeon-in-Charge.
2. General holds will only be allowed for severe injuries, a helmet coming off, and groups of fighters overrunning the boundaries or other significant safety issues.
3. When a general hold is called all fighters who are dead must make their best efforts to promptly leave the field.
4. During a hold, all crossbows and bows must be unloaded or otherwise made safe against accidental discharge.