

The Adrian Empire, Inc.

IMPERIAL ESTATES WRIT #17

COMBAT MANUAL

Appendix D to the Imperial Agenda:
Presented for Consideration

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Anyone is welcome to point out any error or omission that they may find.

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TABLE OF CONTENTS

| | |
|--|----|
| Preface | 4 |
| I. General Rules and Requirements | 4 |
| A. Health | 4 |
| B. Inherent Dangers | 4 |
| C. Proof of Qualification..... | 4 |
| D. Minimum Ages..... | 4 |
| 1. Shinai..... | 4 |
| 2. Renaissance | 4 |
| 3. Armored | 4 |
| 4. Combat Archery | 4 |
| E. General Rules of Combat | 5 |
| F. Single Combat List rules | 7 |
| G. Melee and War Combat Rules | 8 |
| H. Scoring | 9 |
| II. Armed Combat Types, Levels & Types..... | 10 |
| A. Types of Armed Combat | 10 |
| 1. Shinai..... | 10 |
| 2. Renaissance | 10 |
| 3. Armored | 10 |
| B. Levels of Tournament Combat..... | 11 |
| 1. Sergeant..... | 11 |
| 2. Knight..... | 11 |
| C. Styles of Combat | 11 |
| 1. Shinai Styles..... | 11 |
| 2. Renaissance Styles | 11 |
| 3. Armored Styles..... | 11 |
| D. Combat archery | 11 |
| III. Armor and Weapon Standards..... | 12 |
| A. Armor: General requirements (ALL types) | 12 |
| B. Armor: Shinai Combat | 12 |
| 1. Head | 12 |
| 2. Neck | 12 |
| 3. Body | 13 |
| 4. Arms and Legs..... | 13 |
| 5. Hands..... | 13 |
| C. Armor: Renaissance Combat (Schläger) | 13 |
| 1. Head | 13 |
| 2. Neck | 13 |
| 3. Body | 13 |
| 4. Arms and Legs..... | 13 |
| 5. Hands..... | 13 |

| | | |
|-------------|--|----|
| D. | Armor: Renaissance Combat (Cut and Thrust) | 14 |
| 1. | Head | 14 |
| 2. | Neck | 14 |
| 3. | Shoulders | 14 |
| 4. | Body | 14 |
| 5. | Arms and Legs | 14 |
| 6. | Hands | 14 |
| E. | Armor: Armored Combat | 15 |
| 1. | Head | 15 |
| 2. | Neck | 15 |
| 3. | Shoulders | 15 |
| 4. | Body | 15 |
| 5. | Arms and Legs | 16 |
| 6. | Hands | 16 |
| 7. | Feet | 16 |
| F. | Weapons: Shinai Combat | 17 |
| 1. | Shinai | 17 |
| 2. | Shinai Pole Arms | 17 |
| 3. | Cross-Guards | 17 |
| 4. | Thrusting Weapons | 17 |
| G. | Weapons: Renaissance Combat | 17 |
| 1. | Schläger Blades | 17 |
| 2. | Cut and Thrust (Heavy) Rapier Blades | 18 |
| 3. | Points | 18 |
| 4. | Thrusting | 18 |
| 5. | Dagger Blades | 18 |
| 6. | Pole Weapons | 18 |
| H. | Weapons: Armored Combat | 18 |
| 1. | Swords and Daggers | 18 |
| 2. | Other Single-Handed Weapons | 19 |
| 3. | Pole Arms and Jousting Weapons | 19 |
| I. | Shields | 19 |
| 1. | Maximum Shield Sizes | 19 |
| 2. | Shield Construction | 20 |
| 3. | Pavise | 20 |
| 4. | Manlet | 21 |
| IV. | Banned Weapons List | 21 |
| A. | Flails (Including Morning Stars) | 21 |
| B. | Butt-Mauls on Pole Arms | 21 |
| C. | Quarterstaff | 21 |
| Appendix A: | Changes and Clarifications | 22 |
| Appendix B: | Blade Flexibility and Blunting | 22 |
| A. | Testing Flexibility | 22 |
| B. | Blunting | 22 |
| Glossary | | 23 |

PREFACE

This being the manual of the procedures for combatants within the Adrian Empire, being the year sixteen anno Adriano, and revised during the reign of Their Imperial Majesties, Sir Karl von Katzburg and Dame Maedb Hawkins of the Drakonja. Special thanks to the many members who have contributed significantly to the recent revisions, who include (but are certainly not limited to):

- Sir Fredrick von Burg, Imperial Minister of Joust and War
- Sir Coda der Drachesohn, Imperial Crown Marshal
- Sir Arion Hirsch von Schutzhundheim, Deputy Imperial Crown Marshal
- Sir Trakx Greenwood, Viscount of York, East Coast Imperial Minister of Joust
- Sir James of March le Coirnoir, Imperial Minister of Joust and War

I. GENERAL RULES AND REQUIREMENTS

A. HEALTH

Combat within the Adrian Empire is a martial art. Anyone wishing to participate should be in sound physical condition. It is strongly recommended that each person has a medical check prior to engaging in the combatant arts. This is solely at the option of each person - under no circumstances will the Empire or any of its members be responsible for the consequences to any person's health who chooses to participate in the combatant arts.

Under no circumstances will a pregnant woman be allowed into combat, regardless of her stage of pregnancy.

B. INHERENT DANGERS

All combatants shall acknowledge that there are dangers inherent in combat as practiced in the Empire. Combatants shall assume unto themselves all risk and liability for injuries sustained by such combat. All combatants must sign a waiver of liability at the beginning of an event prior to participating in combat.

C. PROOF OF QUALIFICATION

It is the responsibility of the combatant to provide proof of qualification (i.e. combat card) in the combat type in which the combatant wishes to engage. The Minister of Joust, Crown Marshal or their designated deputy shall then inspect armor to assure the minimum armor standards are met.

D. MINIMUM AGES

The minimum age requirements for combat participation in Adrian tournaments, wars or demonstrations are:

1. **SHINAI**
13 years of age, with written parental/guardian approval
2. **RENAISSANCE**
16 years of age, with written parental/guardian approval for general renaissance style
18 years of age for cut and thrust style
3. **ARMORED**
18 years of age
4. **COMBAT ARCHERY**
13 years of age for shinai, and general renaissance, with written parental/guardian approval
18 years of age for cut and thrust, and armored

E. GENERAL RULES OF COMBAT

1. All combatants shall conduct themselves in a safe and courteous manner at all times.
Acting in a manner unsafe to themselves or others, loss of temper and use of vulgarity are causes for dismissal from the field by the Crown Marshal, marshal or Minister of Joust & War.
2. Combat shall not take place at an official event without at least two (2) qualified marshals present.
Combat and warm-up must take place in a designated area, which is either supervised by a marshal or Knight Combatant. Those warming up should always be mindful of bystanders.
3. A combatant may not enter the field of combat without:
 - a. Having proof of a valid liability waiver*
 - b. Having proof of qualification* (combat card issued by Minister of Joust and War)
 - c. Meeting minimum armor requirements
 - d. Taking the sword oath

* The waiver and combat card must be presented to the lists person at the time the combatant signs in.
4. A command of "HOLD" stops all combat instantly.
A scoring blow that was started before the hold is considered valid.
The combatants, field marshals or Crown may call a hold for any reason. Spectators may call hold only for:
 - An unsafe situation pertaining to bystanders
 - Armor or weapon failure
5. A combatant is not allowed to:
 - a. Thrust with weapons not meeting the required standards for thrusting
 - b. Purposefully strike the hand at the break of the wrist or below unless the opponent is using the hand defensively (e.g. using it to block a blow) or offensively (e.g. attempting to grab the opponent or his equipment).
 - c. Strike the leg at the knee or below.
 - d. Kick an opponent or his equipment.
 - e. Strike an opponent who has fallen (torso on the ground). In war, the other combatant has the option of demanding his opponent's surrender, calling their opponent dead at weapon-point, or allowing his opponent to regain his knees or feet. In tournament, a "HOLD" shall be called and the opponent must allow the fallen combatant to regain his feet or knees, as appropriate, prior to continuing combat. Likewise, a combatant who has fallen may not attack from a prone position.
 - f. Strike at an opponent that he cannot clearly see. Swinging blindly or flailing while falling are unsafe behaviors that will cause the combatant to be warned or dismissed as the marshal determines.
6. All combatants shall submit to the decisions of the crown marshal but may appeal to the presiding noble, whose decision is final.
A local noble may not overrule the decision of the Imperial Marshal, Imperial Minister of Joust and War, their deputies, or the rules set forth by the Manual of Combat. The Imperial Minister of Joust and War (in conjunction with the Imperial Marshal) has the final decision on issues pertaining to the Manual of Combat or the Marshals Guide, subject to the approval of the Imperial Throne.

7. Officers in the chain of command (Marshal, Crown Marshal, Minister of Joust and War, Sovereign, Imperial Minister of Joust and War, and Imperial Sovereign) shall not rule on any dispute arising from a specific combat in which that officer was a combatant. The officer shall defer to the field ruling or appeal to the next higher officer.
8. A combatant may not deliver a blow of greater force than that necessary to insure that it is felt by his opponent.

It is presumed that every combatant is capable of delivering an armor-piercing blow. The safety of the populace shall not be risked in demonstration of this.

The marshal shall issue two (2) warnings for excessive force or unsafe behavior. On the third infraction, the marshal will dismiss the combatant. Any combatant committing a third infraction shall be ejected from the event. Any combatant being expelled from two (2) consecutive events for excessive force or unsafe behavior may be banned from combat within the Empire for three (3) months, and his combat card shall be taken away for that duration of time. See [Marshal's Guide](#) for further details.
9. Blows intended to strike the shield or weapon shall be delivered with no greater force than those delivered to a combatant's body.

A blow that is intended for the body that is **actively** blocked may land with greater force than would be delivered to the body without being considered excessive. Combatants who intentionally do excessive damage to the equipment of his opponents can be subject to the guidelines for use of excessive force as described in [Article I.E.8](#).
10. A combatant deliberately targeting non-target areas of an opponents body will be warned two (2) times. On the third infraction, the combatant can be subject to the guidelines for use of excessive force as described in [Article I.E.8](#).
11. All combatants are on their honor to verbally or visibly acknowledge all blows fairly received.
12. "Punch-blocking", the act of extending the shield to meet an opponents weapon, is allowed. "Shield-hooking", the act of catching the edge of an opponents shield with your shield to move it out of position is also allowed.
13. Combatants are assumed to be of heroic stature and can continue fighting when "wounded".

A combatant who receives a blow to the:

 - **Arm:** that arm becomes unusable and must be held behind the back for the remainder of the round.
 - **Leg or hip:** the combatant must fight from his knees. Combatants who fight from their knees may rise up from a sitting position. A combatant having one "uninjured" leg may move about or pivot so long as the knee of the wounded leg remains in contact with the ground. A combatant who has received wounds to both legs may not move or pivot on the ground. He may move himself by using his hands or weapons. A combatant with one or both wounded legs may be helped around or off the field by another combatant. The assisting combatant and the wounded combatant put a hand on each others shoulder and both may *walk* to another location. Once at the new location, the wounded combatant goes back to his knees as before. **There is to be no hopping around on one leg.**

F. SINGLE COMBAT LIST RULES

1. A combatant may decline any challenge or the use of a particular weapon by his opponent, should the combatant deem the weapon unusually dangerous or unsafe.

If the weapon is found to be unsafe by the marshal or ruling noble, or does not conform to the weapon standards set herein, then the weapon shall be removed from the field and the combat may commence with a different choice of weapons.

If the weapon is found to be safe and within Adrian specifications, the combat shall continue. If the combatant so chooses, they may forfeit the match rather than fight against that combatant or weapon.

2. Sergeant's list combatants may only use shields for defensive purposes and may not rush, smash, or intentionally strike their opponents body with it.

Knight's list combatants may use shields aggressively ("shield-bashing"), rushing or intentionally striking their opponent only with the **flat** of the shield. Both combatants must be on the Knight's list and agree to do so prior to combat within the constraints [Article I.E.8.](#) for excessive force.

3. If Knight's list combatants desire to conduct "knightly combat" (i.e. shield bashing, grappling, etc.), they shall notify the marshals prior to the start of combat.

Likewise, the marshals shall make sure both combatants have agreed to knightly combat.

Grappling includes grabbing an opponents shield, arms, legs, torso, but not the helm. This is to avoid the possibility of having the helm accidentally removed. An opponents weapon may be grasped by the hilt or half but never the blade.

4. In the Sergeant's lists, determination of good blows shall be made by the combatants.

These determinations shall be augmented by the judgment of the senior marshal of the field where that marshal is a sergeant or greater in rank. The senior marshal may stop the combat at any time to explain to the combatants what mistakes they are making as pertains to the rules of the list.

5. In the Knight's lists, the combatants shall determine victory by the acknowledgement of blows. Our combat system is based on honor.

The marshal shall disallow any blow they determine to be delivered with excessive force, land with the flat of the blade or the haft of the weapon.

If the marshal determines that either combatant is **blatantly** ignoring blows, the marshal shall first call a hold and discuss any incidents with the combatant. If blows continue to be ignored, the marshal may step in and call blows for the combatant. Required conduct for marshals, judges and referees is detailed in the [Marshal's Guide](#).

6. A combatant has the right to ask the field marshals for a judgment of a particular blow, given or received.

The decision of the marshal is final, as detailed in the [Marshal's Guide](#).

7. A combatant may not back up into the boundaries of the list field to escape attack.

The combatant shall have two (2) warnings for backing into the ropes. On the third infraction, the combatant will be called dead for that point.

8. A combatant on his feet may not circle around outside the weapons range of a "legged" opponent to gain an advantage - they must engage them from the front.

G. MELEE AND WAR COMBAT RULES

1. A combatant may not strike an opponent from behind.
 “Behind” includes to the side of the opponent such that the opponent has no knowledge that the attacker is behind them.
 The proper method for killing from behind is for the combatant to lay the flat or haft of a single-handed weapon in front of his opponents face, within his range of vision and call out "**Dead from behind mi'lord (or mi'lady)**". With a pole weapon, the combatant must place the shaft such that the head or point of the pole weapon is within his range of vision, and call out "**Dead from behind mi'lord (or mi'lady)**".
2. Once a combatant is killed from behind, they may not cry out with the intent of informing the rest of the army of the enemy's presence.
3. A combatant may be called “dead on the ground” as in [Article I.E.5](#) if they are not being defended by another combatant capable of reaching the combatant attempting to kill the man on the ground.
 Likewise, the combatant on the ground may not attack from a prone position.
4. Only the combatants, marshals, water bearers and unarmored squires are allowed on the field of combat during a "hold".
5. Only the combatants and marshals are allowed on the field of combat after a "lay on" is called..
6. Marshals have the right to judge blows to any combatant, calling them dead or wounded as they see fit.
7. Archers may **only** be struck with missile weapons.
 This is to avoid damage to the bow or the bowstring that could cause the bow to snap or spring unexpectedly. Archers can be called dead if they are within the attacker's weapons reach and not being actively defended by a non-archer.
 “Actively defended” means that if the attacker rushes the archer, the defender can react in time to prevent the attacker from striking the archer.
8. Archers may not use their arrows as single-handed weapons.
9. Any combatant actively blocking a small missile with a weapon will be assumed to have been hit and shall be called dead.
 Arrows and other small missiles are assumed to be moving too fast to be blocked by hand-held weapons.
 Small missiles can be blocked with shields. If a small missile inadvertently strikes a weapon, that missile is assumed to have missed. It does not destroy the weapon.
10. Once an arrow or other small missile has made contact with anything (e.g. weapon, shield, body), it is spent and may not cause further damage.
11. The “golf-tube” missile is considered a javelin and may be thrown during melee combat.
12. Missiles are considered dead after first use.
 They may be gleaned from the combat field for re-use during melee if the scenario is expressly written to allow it.

13. Large missiles launched from siege engines are currently in the experimental stage and are approved for limited play-testing in certain areas of the Empire.

In areas approved for siege engine play-test, “rocks” and “ballista bolts” are approved large missiles. These large missiles must be constructed in strict accordance with published guidelines and be inspected and approved by field marshals prior to each use. Construction of rocks and ballista bolts are described in the [Arrow Construction Manual](#).

All blows delivered by large missiles are considered unobstructed until the missile is spent.

14. Ballista bolts cannot be blocked with shields and are considered “spent” only after they stop moving, or hit the ground or a fixed obstacle (e.g. tree, hay bale, etc.).

All blows delivered by the head of a ballista bolt (even deflected ones) are considered unobstructed until the bolt is spent.

15. "Rocks" cannot be blocked with shields.

Any combatant hit by a rock on any part of the body or shield is considered killed. If a rock inadvertently hits a weapon, that weapon is considered destroyed and must be taken off the field. All blows delivered by a rock (even deflected ones) are considered lethal until the rock stops moving.

H. SCORING

1. A scoring blow is any unobstructed blow (unblocked by a weapon, shield, etc.), which lands on a valid target area with the killing surface of the weapon.

A weapon is sufficiently blocked when a block has noticeably decreased its momentum. A deflected blow may still be considered good if the deflection did not noticeably reduce its momentum. Pommel strikes (in armored combat) are not considered lethal unless both combatants agree to make it so.

Scoring blows are considered to be of two types:

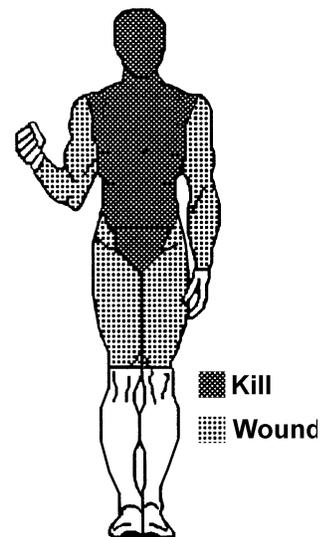
- **Lethal:** Head, neck, or torso from the point of the shoulder inward, above the hip and downward into the groin area.
- **Disabling:** Arms from the point of the shoulder to but not including the wrist, legs from the hips to but not including the knees. If struck on a hand or wrist, which is not being used to hold a weapon or shield, or in the case of Renaissance schläger, a mailed glove, the result will be the loss of the whole arm.

Thrusts with legal thrusting weapons are always considered unobstructed. When parried, these weapons automatically change lines (or direction) making a new point of first contact even if the parrying device is still in contact with another part of the weapon.

2. The technique of pool-queuing (thrusting where the back hand is gripping the pole and the forward hand is allowing the pole to slide through the hand) is allowed as long as the forward hand does not lose control of the pole.

A combatant may not aim the pole weapon at an opponent, and then let go of the pole with the forward hand while thrusting.

Shinai pole weapons are non-thrusting weapons and must be gripped firmly with both hands when striking.



3. A weapon that has been blocked cannot cause injury to an opponent unless it is disengaged and changes direction prior to coming into contact with the opponent.
For example, if a combatant throws a sword blow that is sword-blocked by his opponent and the combatant pushes through the block to hit the opponent, the blow is not considered good since the initial force of the blow was removed when the sword block was made. However, if the combatant disengages the sword block and changes the angle of attack, the resulting unobstructed blow would be considered good.
4. Draw-cuts are only allowed in shinai and renaissance types of combat.
Draw-cutting is defined as the practice of placing a blade on an opponent (usually after missing a thrust or having a weapon blocked) and drawing the blade back to cut an opponent.
Armored combatants are assumed to be wearing sufficient armor to render this technique ineffective.
5. There are three types of "kills":
 - Lethal blow
 - Disarmament (a combatant with both arms disabled is considered killed)
 - Double kill (both combatants score lethal blows or disarmament simultaneously*).

*Simultaneous is defined as having both blows already started by the time the first blow lands. This is considered a draw and the bout shall be fought until one or the other combatant wins. No points will be awarded for a double kill.

In the case of one combatant being disarmed and the other combatant killed, the disarmed combatant is considered the winner.
6. Combat arrows and other small missiles may only cause injury if they strike the opponent with the head end first and cause the same wounds as would a sword.
7. Although the valid/legal targets are listed here, this does not exclude the limiting of targets for a particular tournament or scenario.
For example, if a particular tournament calls for 'killing blows only' or 'head shots only,' it would be allowed. Targets can be restricted so long as they do **not** conflict with the safety goals of this manual.

II. ARMED COMBAT TYPES, LEVELS & TYPES

A. TYPES OF ARMED COMBAT

There are three (3) types of armed combat within the Adrian Empire:

1. SHINAI

2. RENAISSANCE

This includes schläger-bladed rapiers, and cut-and-thrust (C&T) types of combat. Schläger-bladed rapiers, and C&T are their own styles of combat. Neither schläger bladed rapiers nor C&T are to be fought with as if they were a shinai or heavy-steel weapons form. C&T-type weapons, formerly known as heavy renaissance, is:

- considered a knights list weapon
- may only be used where both combatants agree to do so
- may only be used in one-on-one type list (including champion battles at wars)
- may not be used against Schläger bladed rapiers (in melee or anywhere else)

3. ARMORED

B. LEVELS OF TOURNAMENT COMBAT

There are two (2) levels of tournament combat within the Adrian Empire. Prior to participating in combat, a combatant must meet the requirements described in the Adrian Bylaws and pass the qualification test described in the [Marshal's Guide](#). The two (2) levels of combat are:

1. SERGEANT

The sergeant's level consists of combat with shinai weapons, shinai pole arms and schläger bladed renaissance weapons respectively. This level of combat is open to Yeomen and Guardsmen level combatants.

2. KNIGHT

The knight's level consists of combat with renaissance weapons and various types of steel weapons. This level of combat is open to sergeant- and knight-level combatants. A combatant who has attained the rank of Sergeant or higher may no longer participate in the Sergeant level of combat with the exception of shinai and renaissance battles at wars.

C. STYLES OF COMBAT

Each combat type has styles that may be used for participation in any combat event. Each combatant should seek training in a style prior to using it in combat. See the [Marshals Guide](#) for more information.

1. SHINAI STYLES

- a. Single sword (a single sword used with either hand or both)
- b. Double weapon (two swords used simultaneously)
- c. Sword and shield (a single sword used in conjunction with a shield)
- d. Pole arm

2. RENAISSANCE STYLES

The renaissance styles may be used in both sergeant's and knight's lists:

- a. Single rapier (a single rapier used with either hand)
- b. Rapier & poniards (a single rapier used with a parrying dagger)
- c. Rapier & secondary (a single rapier being used in conjunction with a cloak, mailed gauntlet, etc.)
- d. Case of rapiers (two rapiers used simultaneously)
- e. Sword and shield (a single rapier used in conjunction with a buckler)

3. ARMORED STYLES

- a. Single weapon
- b. Double weapon (any combination of two weapons used simultaneously)
- c. Single weapon and shield (a single weapon used in conjunction with a shield)
- e. Pole arm

D. COMBAT ARCHERY

Combat archery is identical for all types of combat.

III. ARMOR AND WEAPON STANDARDS

To promote and enhance the safety and authenticity on the field, all armor shall be made to appear as realistic or authentic as reasonably possible. Blatantly mundane articles, such as tennis shoes, blue jeans, plastics, modern sports and military gear, shall be covered up or disguised in some fashion. The marshals have the authority to disallow any item of armor or weaponry they deem to be unsafe or glaringly unauthentic looking.

The following are the parameters for the minimum armor requirements for each form of armed combat. This is intended to be the basic rules for maintaining the minimum safety standards. Equivalents to stated materials other than those mentioned, must be approved by the Crown Marshal or higher officer prior to their use on the field.

A. ARMOR: GENERAL REQUIREMENTS (ALL TYPES)

1. Men are required to wear a rigid athletic cup (or equivalent).
2. Women are **highly encouraged** to wear some form of semi-rigid breast protection that completely covers the breasts. High-impact breast protectors sold by fencing suppliers are recommended.
3. Armor or weapons that do not meet the approval of the Minister of Joust & War and/or the marshals shall not be allowed on the field.

Consult with the local Marshal or Minister of Joust and War before constructing or purchasing armor or weapons to be use in combat if you are unsure of their suitability. It is the responsibility of the marshal to only ensure that the armor meets the minimum safety requirements set forth in this manual. It is the responsibility of the combatant to ensure that his armor is in good repair and safe for use on the field. If the Minister of Joust & War or a marshal deems a weapon or piece of armor unsafe, then he/she has the right to not allow its use - even if it meets the minimum requirements.

4. There shall be **no bare skin** allowed on any combatant in any combat form.
5. Combatants are required to wear some form of enclosed toe and heel shoes of a heavy material, leather or equivalent. Some form of rigid ankle support is recommended.

B. ARMOR: SHINAI COMBAT

1. HEAD

- Fencing mask, hockey helm or similar. Some fencing masks do not offer adequate throat protection. In this case, additional protection must be added. Masks with snap-in bibs are not sufficient and require neck protection as well.
- No opening shall be large enough to allow the end of a shinai to enter through the front.
- The back of the head must be covered with one-quarter-inch (1/4") of quilted material or equivalent. Rigid protection is recommended.

2. NECK

- A gorget of heavy or rigid leather or the equivalent shall be used.
- The gorget must have a bib that covers the throat down to below the top of the breastbone.

Equivalents

- A one-quarter-inch (1/4") padded coif covering the neck to below the top of the breast bone, and the tops of the shoulders, as well as the back of the head and neck.
- High-impact plastic covered with light leather (in place of rigid leather) is acceptable.

Unacceptable Equivalents

- A dog-collar style gorget alone is **not** sufficient.

3. BODY

- A gambeson, or greater armor equivalent

4. ARMS AND LEGS

- Sweatshirt- or terrycloth-weight material or better.
- Elbow pads are required (one-quarter-inch padded gambeson sleeves are allowable).
- Kneepads are recommended, but not required.

5. HANDS

- Leather gloves or similar.

C. ARMOR: RENAISSANCE COMBAT (SCHLÄGER)

1. HEAD

- A three-weapons fencing mask or a fully enclosed helm with fencing mask type mesh or better. Some fencing masks do not offer adequate throat protection. In this case, additional protection must be added. Masks with snap-in bibs are not sufficient and require neck protection as well.
- The back of the head must be covered with one-quarter-inch (1/4") of quilted material or equivalent. Rigid protection is recommended.
- The openings on the visor shall not be wider than one-eighth-inch (1/8") in any direction.
- A minimum of one-quarter-inch (1/4") of padding and chinstraps on metal helms are required.
- 16-gauge lobster tail helms are recommended, but not required.

2. NECK

- A gorget of heavy or rigid leather or the equivalent shall be used. The gorget must have a bib that covers the throat down to below the top of the breastbone.

Equivalents

- High-impact plastic covered with light leather (in place of rigid leather) is acceptable.

Unacceptable Equivalents

- A dog-collar style gorget alone is **not** sufficient.

3. BODY

- A minimum of one-quarter-inch (1/4") thick quilted gambeson or leather buff coat is required.
- Kidney protection is recommended, but not required for combatants 18 years of age and older. Rigid kidney protection is required for combatants under the age of 18 years.

4. ARMS AND LEGS

- Elbow pads are required.
- Arms are to be covered by at least one (1) layer of sweatshirt material or equivalent .
- Kneepads are recommended, but not required.
- Rigid shin and forearm protection is highly recommended.

Unacceptable Equivalents

- Padded sleeves on gambesons as an alternative to elbow pads are **not** sufficient.

5. HANDS

- Heavy leather gloves or similar

D. ARMOR: RENAISSANCE COMBAT (CUT AND THRUST)**1. HEAD**

- A fully enclosed padded metal helm of no less than 16-gauge steel or equivalent
- Heavy mesh or perforated metal front
- The openings in the visor shall not be wider than one-quarter-inch (1/4") in any direction.
- Padding and chinstraps are required.

Equivalents

- 18-gauge stainless steel

Unacceptable Equivalents

- A three-weapons mask is **not** allowed in this type of combat.

2. NECK

- A full gorget (as described above) of solid metal, leather with metal plating, or equivalent, that also covers the clavicle, is required.

Equivalents

- One-eighth-inch (1/8") plastic covered by leather.

Unacceptable Equivalents

- A dog-collar style gorget alone is **not** sufficient.

3. SHOULDERS

- Metal spaulders of 18-gauge or equivalent protection is required.

Equivalents

- 10-ounce boiled leather, completely covering the shoulder
- Leather-covered one-eighth-inch (1/8") plastic

4. BODY

- A one-quarter-inch (1/4") quilted gambeson with a leather buff worn over, or equivalent, is required.
- Extra padding or rigid protection over the kidney area is required.

Equivalents

- Leather- or canvas-covered coat of plates of one-eighth-inch (1/8") plastic

5. ARMS AND LEGS

- Rigid forearms with rigid elbow pads are required
- Quilted padding, or equivalent covers for the upper legs is required
- Rigid knee protection and padding are required
- Shin protection is required.

Equivalents

- One-eighth-inch (1/8") plastic

6. HANDS

- Heavy leather gloves or similar
- Metal reinforcements are recommended but not required
- Demi-gauntlets of heavy leather or 18-gauge steel is highly recommended

E. ARMOR: ARMORED COMBAT

1. HEAD

- A fully enclosed helm of no less than 14-gauge steel
- A full faceplate of 14-gauge steel or 16-gauge reinforced steel
- All seams must be welded or riveted together
- One-quarter-inch (1/4") of closed-cell foam or equivalent padding is required inside the helm.
- A chinstrap that prevents the helm from contacting the face (when pressure is applied to the grill) is required.
- The openings on the visor shall not be wider than three-quarter-inch (3/4") in any direction.

2. NECK

- If the helm does not feature a built in gorget or camail of at least 16-gauge steel, then a separate gorget of leather reinforced with no less than 16-gauge steel or steel equivalent covering the clavicle is required.
- Gorget and helm must have at least one-half-inch (1/2") overlap.

Equivalents

- One-eighth-inch (1/8") ABS
- 10-ounce boiled leather
- 14-ounce unboiled leather
- 18-gauge stainless steel

3. SHOULDERS

- Spaulders of at least 16-gauge steel or equivalent
- A minimum of one-quarter-inch (1/4") of padding underneath
- The shoulders and shoulder blades must be completely covered.

Equivalents

- Equivalents: 18-gauge reinforced or fluted mild steel, 18-gauge stainless steel.

4. BODY

The body **must** be protected by any one of the following, or greater:

Chain Hauberk or Shirt

- Chain hauberk or shirt with chausses of at least 16-gauge steel with a maximum inside ring diameter of five-sixteenths-inch (5/16").
- For 14-gauge steel a maximum inside ring diameter is one-half-inch (1/2")
- For 12-gauge steel or larger a maximum inside ring diameter is seven-eighths-inch (7/8").
- Padding beneath the chain mail must be at least one-quarter-inch (1/4") when compressed.
- Rigid protection over the kidney area is required.

Brigandine

- Brigandine (coat of plates) of either one-quarter-inch (1/4")-inch high impact plastic (or at least 16-gauge steel) plates, mounted to leather or heavy canvas, with no gap greater than one-half-inch (1/2").
- Any overlap should be the front over the back.

Rigid Boiled Leather

- Rigid boiled leather of at least 10-ounce leather.
- Unboiled leather must be 15-ounce or better.

Breast and Back Plate

- Breast and back plate of at least 16-gauge steel or equivalent that overlap at the sides.
- The breast plate must provide complete coverage of the entire stomach and chest.
- The back plate must completely cover the spinal chord and underlap or overlap the gorget and spaulders by at least one-half-inch (1/2") inch at all times.

Equivalents

- Leather covered one-quarter-inch (1/4") ABS
- 18-gauge reinforced or fluted mild steel
- 18-gauge stainless steel
- Aluminum mail is **not** considered equivalent to steel. Because of the low mass of aluminum, it serves as negligible protection against Adrian weapons.

5. ARMS AND LEGS

- Elbows and knees must be covered by at least 16-gauge steel cops with wing.
- Cops must be steel.
- Articulations can be other rigid material (see equivalents).
- Upper and lower arm and upper leg must be covered with at least 16-gauge steel plate, chain mail, or rigid boiled leather of at least 10-ounce leather or equivalent.
- Rigid shin protection is required (soccer shin guards with ankle cups are sufficient).

Equivalents

- One-eighth-inch (1/8") ABS
- 18-gauge reinforced or fluted mild steel
- 18-gauge stainless steel.

6. HANDS

- Gauntlets of at least 16-gauge steel or equivalent must be worn at all times during steel combat.
- Gauntlets may be of any design as long as full hand and wrist protection is achieved.
- Heavy leather gloves like welding gloves, are required as a minimum for the inside of shields with steel hand guards.
- Cage-style hand guards that cover the hand and wrist must have no more than a three-quarter-inch (3/4") opening to preclude the requirement for a gauntlet.
- For shields without steel hand guards, gauntlets are required.
- Demi-gauntlets are allowed for the inside of shields only if the shield has built-in hand protection such as a center boss. Demi-gauntlets are not sufficient protection even when used with basket-hilted weapons. Basket hilts on single-handed weapons do not remove the requirement for a steel gauntlet.

Equivalents

- 18-gauge stainless steel

7. FEET

- Footwear that provides ankle support is recommended.
- Heavy boots such as those used for work or hiking are considered ideal.
- Steel reinforced toes are recommended.

F. WEAPONS: SHINAI COMBAT

All weapons must meet with the approval of the Imperial or Crown Marshal or Minister of Joust and War, and conform to the following guidelines:

1. SHINAI

- Shinai from dagger to great sword in length, with minimum of eighteen (18) inches blade length.
- Must have all four (4) sides/slats.
- Commercial martial arts supply weapons only. Modifications to commercial equipment are subject to the approval of the local marshal with an emphasis on safety.
- The forward sword edge shall be marked with red tape.
- The back (trailing) edge is marked by the string (and red tape as well).
- Shinais are treated as double-edged weapons.

2. SHINAI POLE ARMS

- Consists of a length of PVC or wood that is relatively non-flexible, attached to a shinai.
- A wooden dowel may be inserted into flexible PVC to stiffen it.
- The shinai must be attached such that there is no danger of it slipping out of the pole during combat.
- Variations to shinai pole weapons must be approved by the Crown Marshal, Minister of Joust and War, or higher officer.
- Seven-foot (7') maximum length.

3. CROSS-GUARDS

- Cross-guards on shinai weapons shall protrude no more than ten (10) inches from the handle.

4. THRUSTING WEAPONS

- There are NO thrusting weapons approved for Shinai combat.

G. WEAPONS: RENAISSANCE COMBAT

All weapons must meet with the approval of the Imperial or Crown Marshal or Minister of Joust and War, and conform to the following guidelines:

1. SCHLÄGER BLADES

- Nominal one-half-inch (1/2") width
- Blunted tips with dulled edges as described in [Appendix B](#).
- Blades must be purchased from a reputable dealer or forge (for safety and breakage reasons). No homemade blades will be allowed.
- The overall weight of the sword is not to exceed 2.5 pounds.
- Metal swept hilts that protect the fingers from a slashing impact, are highly recommended on rapiers and daggers.
- Blades must have reasonable flex to them of at least five (5) inches. No stiff blades will be allowed. Any blade that retains a sharp bend after being flexed must be permanently removed from the field. The acceptable method for testing flexibility is described in [Appendix B](#).

2. CUT AND THRUST (HEAVY) RAPIER BLADES

- Three-quarter to one inch (3/4 to 1") in width (measured at the ricasso).
- Blunted tips with dulled edges as described in [Appendix B](#).
- Blades must be purchased from a reputable dealer or forge (for safety and breakage reasons). No homemade blades will be allowed.
- The overall weight of the sword is not to exceed 3.5 pounds.
- Blades must have reasonable flex to them of at least two (2) inches. No stiff blades will be allowed. The acceptable method for testing flexibility is described in [Appendix B](#).
- Rapier blades and daggers used in C&T must have metal swept hilts that protect the fingers from a slashing impact.

3. POINTS

- Points (blade) must be padded with rubber tips or equivalent and be covered with red-colored tape to allow for easy recognition.
- Marshals must check tips during weapons inspection before every list or practice by tugging on them to ensure they cannot come off.
- Any blade that loses a tip shall be removed from the field for the day and will not be allowed back on until the tip is replaced by the method described in [Appendix B](#).

4. THRUSTING

- Swords must have reasonable memory (return to straight after significant flex) to allow for safety in thrusting. Any blade that retains a sharp bend after being flexed must be permanently removed from the field.

5. DAGGER BLADES

- Dagger blades must be no more than nineteen (19) inches long (measured from the ricasso), and tipped like the schläger blades.
- Thrusting blades must have reasonable flexibility of at least two-and-one-half (2-1/2) inches and reasonable memory to allow for safety in thrusting. The acceptable method for testing flexibility is described in [Appendix B](#).
- Non-flexible blades are to be used for cutting or parrying only.

6. POLE WEAPONS

- There are no pole weapons approved for Renaissance.

H. WEAPONS: ARMORED COMBAT

All weapons must meet with the approval of the Imperial or Crown Marshal or Minister of Joust and War, and conform to the following guidelines:

1. SWORDS AND DAGGERS

- Minimum 18 inches blade length for slashing or thrusting weapons (measured from the ricasso).
- Under 18 inches is thrusting only and requires a legal thrusting tip.
- Minimum 1 inch blade width.
- Tips of swords shall be rounded such that they do not come to a chisel point and shall not protrude more than three-quarter-inch (3/4") into a legal helm.
- Overall weight not to exceed 4 pounds for single-handed swords
- Overall weight not to exceed 7 pounds for hand-and-a-half or two-handed swords.

2. OTHER SINGLE-HANDED WEAPONS

Although many kinds of weapons may be purchased and suitable for use in combat, homemade weapons are still allowed.

- Overall weapon length not to exceed 36 inches
- Weight not to exceed 4 pounds (maximum head weight is 2 pounds)
- Thrusting tips shall consist of no less than a 1.5-inch sphere, or 1 inch flat surface, fixed to the end of the shaft or blade. (A pipe cap on the end of a spear is also acceptable).
- Chopping edges (e.g. axe blade, mace flanges) shall be no thinner than 1/8 inch and have no less curvature than a 2-inch diameter circle on the striking surface.
- One-handed spears shall not exceed the maximum overall length of 60 inches.
- Hooks shall have no more curvature than a one-inch (1") diameter circle and no less striking surface curvature than a chopping edge. Hooks shall not extend more than 4 inches (4") from the shaft.
- Hammer heads shall be no less than 1 inch (1") in diameter. Any square corners must be rounded such as to not leave square dents in an opponent's armor.
- Butt spikes must be identifiable and conform to the standards for thrusting tips.
- No hooks, points or striking surfaces shall protrude more than 3/4 inch into a legal helm.
- Undisguised aluminum weapons are not allowed.

3. POLE ARMS AND JOUSTING WEAPONS

- All pole weapons must have some kind of metal striking surface at one or both ends to be considered lethal to an armored combatant.
- Pole weapons may be constructed with any of the features described for single-handed weapons provided they conform to the same dimensions.
- Pole weapons shall weigh no more than 8 lbs overall.
- Pole weapons weighing more than 4 lbs overall may not be used one-handed for offense though they may be used for defense.
- No hooks, points or striking surfaces shall protrude more than 3/4 inch into a legal helm.
- Pole weapons shall not exceed the maximum overall length of 120 inches

I. SHIELDS

Shields can be any period shape so long as they do not exceed the specified outer dimensions listed below.

1. MAXIMUM SHIELD SIZES

- War Shields (shinai or armored)**
 - **Round:** 42 inches in diameter.
 - **Rectangular (including Norman, square, oval, scutum, etc.):** 48 inches tall by 36 inches wide measured across the front.
- Tourney Shields (shinai or armored)**
 - **Round:** 30 inches in diameter
 - **Rectangular (including heater, square, oval, etc.):** 36 inches tall by 24 inches wide measured across the front.
- Renaissance Buckler (war or tourney)**
 - **Round:** 18 inches diameter for schläger rapiers and 24 inches for C&T.
 - **Square:** 16 inches for schläger rapiers and 20 inches for C&T

d. **Other Defensive Items (renaissance only)**

- Other defensive items such as cloaks, mailed gauntlet, mug, etc. may be used for defense only. Practically anything can be used for defense so long as it does not pose a danger of being broken into sharp pieces during combat.
- Marshals are encouraged to use common sense in allowing odd items to be used in tournament or wars, with an eye towards authenticity.
- Cloaks are not proof or armor against the striking of a blow. Any cut or thrust that strikes the combatant, even if it goes through the cloak first, still counts as a legal blow.

2. **SHIELD CONSTRUCTION**

a. **Wooden Shields**

- Must be constructed of at least one-quarter-inch (1/4") plywood for shinai or renaissance and one-half-inch (1/2") plywood for armored
- The edges must be bound in leather or equivalent.
- The edge of a shield must not be less than one-half-inch (1/2") thick. This is to prevent splintering or weapon breakage.
- A wooden shield may be faced with a metal covering.
- Shields must be painted. Before this is done, consult with the Sovereign of Arms on the rules governing the painting of arms on shields.
- Weapon-like protrusions of any kind are not allowed (rounded bosses are acceptable).

b. **Metal Shields**

- May be used if the edges are rolled or covered by material giving the shield edge one-half-inch (1/2") of thickness.

c. **High-Impact Plastic**

- May be used for shinai shields only
- Must be covered by canvas or leather
- Must be edged as described for metal shields.

3. **PAVISE**

Pavises are large war shields that can be carried around on the field to be used as defenses against projectile weapons such as arrows. Pavises are approved for use **only in war scenarios that involve missile combat**. Pavises may not be used aggressively like normal shields, but they can be moved on the field with an army.

They may have a support arm from the back to the bottom, which prevents them from falling over backwards and makes them freestanding. The angle from the face to the ground is to be 20° to 40° from the back. This allows the pavise to have a slight slope without being 90° and being subject to falling forward.

Pavises may not have an opening in the front.

The pavises are to be made in the accordance with the following specifications:

- Pavises are to be wood construction with the face being a minimum 3/8-inch (3/8") plywood.
- The face of the pavise is to be up to 5 feet (5') in height by 3 feet (3') wide.
- The supporting arms are to be up to 4 feet (4') in length and attached in the center of the upper half of the back of the shield.
- The edges of the shield face are to be bound in leather or equivalent like other shields.
- As with shields, pavises are to be painted.
- No weapon-like protrusions of any kind are allowed. Rounded bosses are acceptable.

4. MANLET

Manlets are large war shields that can be rolled around on the field to be used as defense mechanisms against projectile weapons such as arrows. Manlets have been tested and are now approved for use **only in wars that involve missile combat**. Manlets may not to be used aggressively like normal shields, but they can be moved on the field with an army.

They are to have a support arm from the back on the bottom, which prevents them from falling over backwards and makes them freestanding. The angle from the face to the ground is to be 60° to 80° from the back. This allows the manlet to have a slight slope without being 90° and being subject to falling forward.

Manlets may have an opening in the front, but not required, which would allow an arrow to pass. The opening may be straight or cross in shape. This opening is to be less than two feet (2') in length (or 2' by 3' for cross openings) and no more than 2 inches (2") in width.

No weapons are to be used through the opening except arrows! Marshals are to watch and enforce this rule.

The manlets are to be made in the accordance with the following specifications, with wooden or other period style wheels:

- Manlets are to be wood construction with the face being a minimum one-half-inch (1/2") plywood.
- The face of the manlet is to be no more than six feet (6') in height by four feet (4') wide.
- The supporting arms are to be four to five feet (4-5') in length.
- The edges of the shield face are to be bound in leather or equivalent like other shields.
- The back side of the face should have some sort of support brace to help with rigidity.
- As with shields, manlets are to be painted.
- No weapon-like protrusions of any kind are allowed.

IV. BANNED WEAPONS LIST

This section lists the weapons that are banned in Adrian Combat (this list may be added to over time). A weapon may be banned for safety, authenticity or suitability reasons. The reason a particular weapon is on this list shall have a brief reasoning behind its banning.

A. FLAILS (INCLUDING MORNING STARS)

Safety: The chain or rope attaching the T-parts of the weapon may loop around an opponent's limb, causing an unsafe situation. Additionally, flails are extremely difficult to control and it may not be possible to stop or pull back a blow once started.

B. BUTT-MAULS ON POLE ARMS

Authenticity: The use of a mace head on the back of a pole weapon is undocumentable in Western Europe within our period.

C. QUARTERSTAFF

Suitability: Firstly, the quarterstaff was a peasants weapon and not used in armored combat in tournament or war. All armored combatants in Adria are assumed to be of the Knightly class, or they would not be in armor. Secondly, we are doing live steel combat. Thus all weapons replicate steel weapons.

APPENDIX A: CHANGES AND CLARIFICATIONS

From time to time this manual shall be updated. If an issue is presented which is not covered in this manual, then the Imperial Minister of Joust or his deputy shall be notified to make a decision. After clarifications or changes by the Imperial Minister of Joust, these decisions will be listed this appendix of the manual and notification will be sent to the Crowns of the various subdivisions. **No changes are to be made to the text of the manual, unless the manual is being rewritten completely.** This is to ensure that changes and clarifications are easy to locate. When a new manual is being drafted, the changes in this appendix will be reviewed first.

APPENDIX B: BLADE FLEXIBILITY AND BLUNTING

A. TESTING FLEXIBILITY

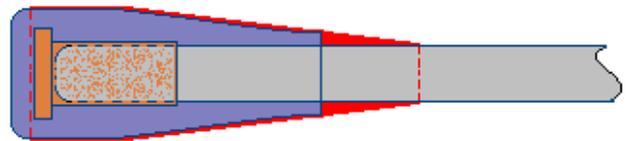
The only acceptable method for testing the flexibility of a schläger or cut-and-thrust rapier blade is:

1. Hold the schläger handle firmly to a table or counter such that the blade is horizontal to the floor with the flat facing the floor.
2. Hold a ruler to the tip at zero (0).
3. Hang a one-pound (1lb.) weight off the tip of the sword and measure the amount of deflection.

B. BLUNTING

The only acceptable method for blunting a schläger or cut-and-thrust rapier blade is:

1. Epoxy an empty bullet shell casing (9mm or .38 caliber) to the tip of the blade.
2. Force a rubber rabbit blunt over the top of the shell casing.
3. Completely cover the casing, blunt and tip with red tape (or a red "Kem-Dip" type paint).



GLOSSARY

Ballista - A large crossbow that must be fixed in place before it can be fired.

Boss - A bowl-shaped hand guard mounted in the center of a shield.

Camail - Neck protection made of chain or leather that is suspended from the helmet.

Coif - A hood made of chain or quilted material that covers the neck from the chin to below the top of the breastbone, most of the tops of the shoulders, and back of the neck.

Demi-gauntlet - A partial gauntlet that only covers the back of the hand, upper thumb and wrist.

Gambeson - A coat made of several layers of heavy batting, covered by a heavy broadcloth or trigger material. Moving blankets are a good example. If the gambeson is of sufficient padding and coverage, then elbow pads may not be required for shinai. The gambeson should cover the torso and at least the buttocks. Please consult with your local Crown Marshal. One (1) layer of moving blanket counts as one-quarter-inch (1/4") of padding.

Gorget - Neck protection that generally wraps around the neck and has a bib to cover the clavicle and throat of the wearer. They can be made of leather and augmented with plastic or metal plates as dictated by the armor requirements.

Haft - Shaft of a pole weapon or one-handed weapon that is not part of the handle or striking/killing surface of the weapon.

Ricasso - The part of a sword just above the guard and before the start of the "sharpened" edge.

Pauldrons - Rigid leather or steel plate armor that covers the point of the shoulder and may include lames that cover the top of the shoulder and upper arm.

Shinai - A practice sword used in Kendo and other martial arts. It is made from four (4) slats of bamboo, shaped so they fit together into a round sword, and held together with leather bindings and grip. Shinais are readily available at martial arts supply stores and usually come in blade lengths of 34 to 37 inches. Shinai short sword blades are around 18 inches in length.

Spaulder - Rigid leather or steel plate armor that covers the point of the shoulder and may include lames that cover the top of the shoulder and upper arm.