

OUTLANDS ADDENDUM

ARMORED COMBAT



Preamble

All fighters in the Outlands are to know the rules presented in the SCA Marshal's Handbook and the Outlands Addendum: Armored Combat handbook. The rules in the SCA Marshal's Handbook take precedence over the Outlands Addendum Armored Combat handbook. The Outlands Addendum Armored Combat handbook directly adds to the rules stated in the SCA Marshal's Handbook. The rules found here are applicable to all Armored Combat activities in The Kingdom of the Outlands. All fighters are equally responsible for their safety, the safety of their fellow fighters, and of the people around them. At all times, safety takes precedence and should be primary.

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I) Combat Authorization Requirements

A1a. Unauthorized fighters may train with authorized fighters to prepare for authorization. A waiver must be on file locally or a blue membership card must be in the possession of the unauthorized fighter when training at an official SCA event. These examples of a waiver on file must be reported to the office of the Earl Marshal.

A6a. This properly completed waiver will be the submitted Blue Card information or waiver information submitted at the point of authorization and will be kept as record in the database of the Marshalate of the Kingdom of the Outlands.

B3a. Before fighting, minors (aged 16-18) must complete three copies of the minor waiver and medical consent form, signed by a parent or legal guardian and notarized. The local group keeps one copy on file, the Minister of the Lists retains one copy, and the minor keeps one copy with him/her at all times.

II) Rules of the Lists

The Outlands uses the SCA Marshal's Handbook for this section

III) Conventions of Combat

Add the following rules to this section of the SCA Marshal's Handbook

A. General Information...

1a. Fighters shall make every attempt to cover or disguise mundane aspects of their equipment to help maintain a period atmosphere on the field. Newly authorized fighters shall be given a reasonable grace period to meet this standard.

B. Behavior on the Field...

4a. When a hold is called in a melee, all fighters shall drop to one knee, lower all weapons, and remain still without talking until asked to move by a marshal. If assistance is needed for an injured fighter, those nearest should raise their weapons as a signal to the marshals.

4b. No holds shall be called in the event of a dropped weapon in a melee, unless there is a safety concern. A fighter who drops their weapon and is now no longer properly armored on the hands (see Society Marshal's Handbook VI.F) must immediately make efforts to leave the melee in the safest way possible.

7a. When two melee lines engage, any combatant in one line within the range of an opponent in the other line is considered engaged and may be struck. In this scenario, the opposing line that a fighter is aware of the presence of is considered in forward engagement. Otherwise, the "killing from behind" rule applies (see below).

7ai. "Killing from behind" is in effect in melees, unless both sides agree otherwise prior to combat. Killing from behind is permitted when the opponent is unaware of the presence of the attacker coming from outside the forward engagement. The attacker shall take safety into consideration when killing from behind. Killing from behind shall be accomplished in the following manner:

Step 1: First, the attacker comes within obvious weapons range (determined by whatever weapon the attacker is wielding) of the defender and moves behind the defender. Note that Combat Archers must use a secondary weapon to kill from behind.

Step 2: The attacker places his/her weapon within the defender's field of vision and says loudly and clearly, "You are dead from behind." The defender must acknowledge the kill immediately. The kill is considered to have happened at the point of contact with the weapon, not the completion of the announcement. As such, "spinning out" is not allowed.

7b. Combatants are not permitted to fight while lying on the ground. Killing an opponent on the ground in melee combat shall be accomplished as follows:

Step 1: The defender has fallen, or is lying on the ground.

Step 2: The attacker must place his weapon/shield on the defender's body/shield and say loudly and clearly, "You are dead on the ground." The defender must acknowledge the kill immediately. The kill is considered to have happened at the point of contact with the weapon, not the completion of the announcement. As such, "spinning out" is not allowed.

15. A fighter may not circle an opponent who has lost his/her legs, but must stay within the engagement plane of the disabled fighter (e.g. may not step past or around the disabled fighter). The standing combatant may not cross the engagement plane of the person on his/her knees.

a. The engagement plane of a fighter on his/her knees is established by drawing a straight line perpendicular to the knee furthest from the standing fighter. The standing fighter must adjust accordingly.

b. The standing fighter may not step past the engagement plane of the fighter on his/her knees. One may step to the side, but may not cross the plane to throw a shot (Some kingdoms permit one step—Outlands does not permit a step past). The engagement plane is considered crossed if any part of the standing fighter's body crosses the plane.

IV) The Use of Weapons and Shields

The Outlands uses the SCA Marshal's Handbook for this section

V) Acknowledgement of Blows

The Outlands uses the SCA Marshal's Handbook for this section

VI) Armor Requirements

Add the following rules to this section of the SCA Marshal's Handbook

D. Neck Armor

5. Gorgets must provide rigid protection for the front of the throat that will not "crush" when impacted or thrust

F. Hand and Wrist Armor

3a. An un-augmented hockey glove, as well as being blatantly mundane (see OACH I.1) shall not meet the requirements for rigid hand protection. A hockey glove may be augmented with plates as to make it rigid to meet the requirements.

4a. Center grip shields and madus – The shield itself can be sufficient protection for the hand and fingers if it meets Society requirements. A half-gauntlet behind either a shield or a madu may or may not be sufficient. If additional protection for the fingers and thumb are needed, this can be accomplished by a full gauntlet, a rigid plate covering fingers and thumb, or any creation that fully protects the fingers and thumb.

6. Finger gauntlets must be made of rigid material and arch over the hand/digit to meet the haft when impacted. This may be referred to as "Grounding Out".

I. Shields

4. Shields must be grasped by a handle and be readily detachable from the arm. A shield may not be attached to the armor.

5. A fighter may carry only one shield at a time.

VII) Weapons Standards

Add the following rules to this section of the Society Marshals Handbook

A. General

14a. If a fighter is using an axe in one hand, the hand must be below the edge of the blade in order to attack with the blade of the axe. Meaning, there are axe blades that are long and curved enough that a fighter's gauntlet rests under the blade itself when holding the handle. The hand must be below the tip of the blade to ensure that there is a sufficient point of angle and not an in-line punch.

16. All thrusting weapons shall be of sufficient length or design as to not impact with the basket hilt, gauntlet or any other non-thrusting part of the weapon when used to thrust.

B. Single-Handed Weapons

4a. Butt spikes are not allowed on one-handed swords, axes, or maces.

Replace "Total weapon length shall not exceed 12 feet (3.658 m)." with:

7. The maximum length of a spear is nine feet (9').

VIII) Siege Combat

The Outlands uses the SCA Marshal's Handbook for this section

IX) Armored Combat with Rebated Steel Blades (Armored Steel Combat)

The Outlands uses the SCA Marshal's Handbook for this section

X) Procedures for the Authorization of Marshals

The Outlands uses the SCA Marshal's Handbook for this section

XI) Procedures for Marshalling Wars

The Outlands uses the SCA Marshal's Handbook for this section

XII) Combat Injury Procedures

The Outlands uses the SCA Marshal's Handbook for this section

XIII) Guidelines for Marshaling on the Field

The Outlands uses the SCA Marshal's Handbook for this section

XIV) Combat Authorization Procedures

Add the following rules to this section of the SCA Marshal's Handbook

A. This Example of an...

1a. Authorizations may be given for a period up to the expiration of the waiver on file (see 1A8 of SCA Marshal's Handbook).

2a. If a foreign fighter stays in the Outlands for three months or more, he/she must re-authorize in the Outlands.

2b. The following armored combat activities require separate authorization:

i. 1W: One-handed Weapon (all single-handed weapons forms)

ii. 2W: Two-handed Weapon (all two-handed weapons forms)

iii. CA: Combat Archery

iv. CM: Combat Marshal

v. ACM: Armored Combat Marshaling. Authorizing Marshals are responsible for testing and authorizing fighters, and act as the Earl Marshal's designated representative. They must report incidents of safety or concern to the Earl Marshal when needed. Reports for authorizations will be generated through use of the Outlands Marshalate Application "StagsApp".

2c. The "Authorization Team" (Hereby referred to as the "AT") conducting the process shall ensure the candidate is familiar with the Society Marshal's Handbook and the Outlands Armored Combat Handbook. The Authorizing Marshal shall ask the candidate a MINIMUM of three questions directly relating to the SCA Marshal's Handbook or the Outlands Addendum Armored Combat handbook. If there

is a majority of questions that were answered adequately, the process may continue. If there is not a majority, the candidate's authorization shall end and that fighter must attempt to authorize at a later event. The marshal shall explain clearly and precisely the reasons for ending the process.

2d. All participants in Armored Combat in the Kingdom of the Outlands must authorize in single hand weapons prior to other authorizations unless they are a "non-fighter" Combat Marshal. "Non-fighter" Combat Marshals must still be able to pass a single hand weapons authorization with the exception of the practice fights; to be read as a "Non-fighter" Combat Marshal may skip stages 6a, 6b, and 6c.

3a. All authorizations for armored combat MUST be held at an SCA event (this includes published fighter practices). When a candidate authorizes during an event they may participate in subsequent activities as allowed by their new authorization.

5a. Candidate must show "AT" how to safely fall down dead/cover-up, kill from behind, and kill on the ground correctly.

6a. The candidate shall spar with the test fighter in armor. Blows shall be exchanged and acknowledged with clear declaration, and loud enough so the "AT" may hear, the blow location and whether the blow was good or light. After a number of acceptable passes, ask the test fighter to pick up the pace and see how the candidate deals with the enhanced pressure. The objective of this step is to determine whether or not the candidate is safe and aware enough to participate in the rest of the authorization. The Authorizing Marshal in the "AT" must be in agreement that the fighter has passed this step for the authorization to continue. If not, then the authorization process ends as in 2c.

6b. The candidate and the test fighter shall take turns fighting one another from their knees and then both shall fight from their knees. Declaration of blows shall be the same as (d). The objective of this step is to determine whether or not the candidate understands the rules of fighting from, and against a person, on the knees. The Authorizing Marshal in the "AT" must be in agreement that the candidate has passed for the authorization to continue. If not, then the authorization process ends as in 2c.

6c. The final step shall be a tournament type round. During this step, all blows shall be taken in a normal manner (losing one's legs, an arm, and falling down when killed). This is not a pass/fail aspect of the authorization. This portion is to ensure that the new fighter is educated in tournament activities (i.e. proper salutes, falling dead, and courteous etiquette).

7a. The authorization requires three persons: a warranted Authorizing Marshal, one authorized fighter in armor, and the candidate in armor going through the authorization. The warranted Authorizing Marshal shall conduct the authorization as follows:

14. There shall be present at all authorizations a copy of the SCA Marshal's Handbook and the Outlands Addendum: Armored Combat handbook.

B. Reauthorizations

1. Fighters wishing to "re-authorize" must show a verbal knowledge of the rules by successfully answering a minimum of three questions asked by the Authorizing Marshal. Those fighters who have not been active upon the martial field (actively participating in combat, this does not include marshalling or waterbearing) within The Kingdom of The Outlands for a period of more than one year, or whom the Authorizing Marshal deems unfamiliar with current combat regulations, must go through the New

Authorization process to renew their authorization. A fighter will be deemed as not “active” if their previous Authorization has been expired for greater than one year’s time.

C. Armored Combat Marshal (ACM) Authorizations

1. These individuals may marshal Armored Combat and assist an Authorizing Marshal or Marshal-in-Charge of an event with armor/weapon inspection.

2. All non-fighters who wish to participate as Armored Combat Marshals must authorize as such. The authorization record of a non-fighter who becomes an authorized Armored Combat Marshal shall be marked “ACM” only.

2a. Candidate must show competence in inspecting armor and weapons for safety and to determine repairs, if needed.

2b. Candidate must show they can recognize danger to themselves on the field and take evasive action without stopping the fight.

2c. Candidates must have the ability to project commands so that may be heard by combatants, before and during combat. The candidate must show a willingness to take control, show style, good technique, show safe behavior, promote safety, react well to pressure, resolve problems well, and show the ability to recognize concerns. If not, then the authorization process ends as in XV-A-2c.

3c. Once the candidate has shown knowledge and competency in tourney and melee situations, the “AT” shall confer to decide if the candidate exhibits adequate performance as an Armored Combat Marshal. The Authorizing Marshal must approve of the candidate and assume responsibility for the candidate to receive authorization. The Authorizing Marshal shall fill out and submit the candidate’s authorization record and that person shall be congratulated and acknowledged as an Authorized Combat Marshal.

XV) Equipment Inspection Guidelines

The Outlands uses the SCA Marshal’s Handbook for this section

XVI) Experimental Weapons and Materials Procedures

The Outlands uses the SCA Marshal’s Handbook for this section

XVII) Marshal Responsibilities, Chain of Command, and Reporting

Add the following rules to this section of the SCA Marshal’s Handbook

1c. Marshals-at-Large are authorizing and warranted marshals with particular responsibility of general enforcement of marshallate rules/standards and play a major role in authorizing fighters. Marshals-at-Large may be the Marshal in Charge of an event, marshal tourneys, melees, and other combats, and perform equipment inspections.

7d. The Earl Marshal may appoint Authorizing Marshals as warranted deputies.

8f. The Earl Marshal maintains safety, warrants for marshals, enforces fighting rules and conventions, oversees the activities of local Knight Marshals, coordinates fighting conventions for Interkingdom events, handles fighting related disputes and grievances, and answers correspondence. Other duties are listed in Kingdom Law.

10. Local Group Martial Officers

10a. If there is any combat related activity within a local branch, that group must select a Knight Marshal with the approval of the seneschal and ruling nobility, to be approved and warranted by the Earl Marshal. The Knight Marshal must report to the group and to the Earl Marshal monthly, is in charge of training fighters, enforcing rules and equipment standards, and generally overseeing combat and combat related activity for this group.

XVIII) Procedures for Grievances and Sanctions

Add the following rules to this section of the SCA Marshal's Handbook

12. Any authorization may be suspended immediately for the day by the Marshal in Charge of the event or for a period of three months by the Crown or the Earl Marshal in the case of repeated violation of Society or Kingdom Standards and Conventions or in the case of grievous violation. The Marshal in Charge must inform the Earl Marshal, in writing, of any suspension as soon as possible so that it can be altered in the roster and no later than one week after the suspension. Following immediate investigation by the Earl Marshal, the fighter's authorization may be restored or suspended for a longer time deemed appropriate by the Earl Marshal. A fighter may not participate in combat activities at SCA events (including practices) during suspension.

Approved the 24th day of January, AS LVII,

Being 2023 Gregorian during the reign of

BRNMY

King

UP

Queen

Ronan na S-fiacal mac Gormai?

Outlands Earl Marshal

