

# KINGDOM OF THE OUTLANDS

## RULES INTERPRETATIONS TO THE

## SCA & OUTLANDS ARMORED COMBAT HANDBOOK

August 2003

- 1) Center grip shields and madus – The shield itself is not sufficient protection for the hand and fingers. A half-gauntlet behind either is still not sufficient. There shall be additional protection for the fingers and thumb. This can be accomplished by a full gauntlet, a rigid plate covering fingers and thumb, or any creation that fully protects fingers and thumb and meets Section VI.5 of the Society ACH.
- 2) Weapon Handles/Shafts – The minimum diameter of any weapon is 1 ¼ inches. Handles on one-handed and two-handed swords may be shaved smaller than 1 ¼ inches, provided the sword has a pommel and quillon, or a basket hilt. Shafts and hafts of any other weapon type shall be no less than 1 ¼ inches in diameter. See VII. D1 & E1 Society ACH.
- 3) The plane of a fighter on his knees is established by the fighter on his knees. If the fighter on his knees sets up square, the plane is established by the shoulders. If the kneeling fighter turns to the side and faces the standing fighter with one shoulder, the line is drawn across that shoulder square. The standing fighter must adjust accordingly. The standing fighter may not step past the plane of the fighter on his knees. One may step to the side, but may not cross the plane to throw a shot. (Atenveldt permits one step – Outlands does not permit a step). See I.2 Outlands ACH.
- 4) 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. See II.2. Outlands ACH.
- 5) Four persons required for an authorization: If the Chivalry member is also an authorizing marshal, a fighter who has ACM authorization may serve as one of the four members of the AT. So, you could have a Chivalry member, an ACM, an authorized fighter in armor, and the fighter to be authorized. See V.2. Outlands ACH.

- 6) Re-Authorizations: Only two persons are required for a re-authorization, one Chivalry and the authorizing marshal. In most cases, re-authorization consists of two Chivalry (for the time being). See V.3. Outlands ACH.