

Fighting Conventions

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Section 1 Allowed Melee Weapons

Allowed

- Butt spikes on pole-arms and two-handed weapons
- Silo-flex or silo-flex-enhanced weapons.
- Single-handed mass weapons with "splints" or "clackers" or rattan.
- Hand-thrown weapons (axes, javelins) with minimum half-gauntlet hand protection when throwing the weapon. Troops using these weapons are full contact kill.
- Spears no more than 9 feet long
- Pole Arms no more than 7 1/2 feet long

Section 2 Archery & Thrown

Archers for An Tir/West War will all be full contact. They **ARE NOT** called dead at close range.

Treatment of Archers

- Archers are not to be beaten down or to be dealt anything by but required force shots.
- Anyone in combat can yield and call them selves dead at any time. It is not allowed to strike an opponent that is dead or has yielded.
- Archers are not to expect fighters to ask if they want to yield, you should yield early and obviously so as to avoid being hit if you are an archer.
- Approximately 50% of the Scenarios will have Archery

Thrown Weapons

- Thrown weapon may be used in every scenario unless expressly forbidden by a scenario rules.
- In Scenarios where plate is proof (This is the standard for the war) it is also proof against thrown weapons.

Section 3: Actions During War

Not Allowed

- Closing one's eyes or turning one's head to avoid engagement.
- Killing someone on the ground - Fallen opponents must be allowed to regain a defensive position.
- Grappling of any kind
- Declared kills from behind (DFKB) AKA "Death from Behind"
- Leaping upon an Enemy. Fighting is to be a controlled action. If your feet are off the ground, you are not in control. Push all you want but no jumping up on fighters or shield walls. PUSH ONLY!

Allowed

- Society standard face thrusts
- Directed Touch Face Thrust: "The minimum effective thrusting blow to the face shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body"

Section 4 Disengaging, Passing Shots & Dishonorable Actions

Disengaging: In order to break an engagement, you must be out of weapon reach for your opponent. You may then flee...uh...reposition. If an enemy pursues and stays within weapons reach of your back then you are engaged and the following can occur:

- Chase you down all over the field, around the castle and over the moat.
- Throw a shot from behind. (If you do not want to be struck there, turn and fight.)
- If at anytime during the chase a greater-than-weapons-range distance opens up, then the chase is terminated and the pursued cannot be struck.
- You must reestablish contact to re-engage as per usual for Melee combat.

Passing Shots: When charging past fighters (within striking range) or through a shield wall, the fighters you go past are free to hit you in the back or side, as long as you are close enough to hit. If you don't want to be hit like that, don't try to bypass just fight them.

Muxing: If an enemy refuses to acknowledge your legal attempts to engage, you are free to use your weapons to interfere with their combat or shield work. You may also press in close with your body to prevent an enemy's movement.

- Muxing cannot be a strike. If an enemy is struck, it is not a legal shot
- You cannot grapple with them.

Dishonorable Denial: The following actions are not only dishonorable but they create a 'situation' on the field. This is not just cheating; this can lead to a dangerous spiral of escalations. Those who use the rules in this dishonorable way will be dealt with accordingly.

- Those who verbally decline a legitimate challenge and continue to fight. You can decline a legitimate challenge by submitting and taking a death.
- Those who use No Death From Behind to their battlefield advantage, as in backing into enemy lines.

Section 5 Single Melee Combat

All melees will be fought using Society standards. Melee fighters **WILL** be trained in their home Kingdom before being allowed on the field.

Open Melee: Field fighting in broken or irregular formation or individual fighting.

Who You Can Engage: The person you want to hit must know you are there and they must, through their actions, convey that knowledge to you before you are allowed to hit them. You must have one or more of the following to have legal engagement when you approach an opponent on the melee field.

- In opponent's Front 180 degrees- this means that you are in front of their shoulders/hips and can clearly be seen.
- Eye Contact - Just because you do not have eye contact does not mean that you are not engaged. Having eye contact is the best form of acknowledgment but it is not required.
- Defensive recognition - If you come up on a fighter's flank and say to him (or her), "YOU ARE ENGAGED!" and he adopts a defensive posture towards you, he has acknowledged that you are there and that you are a threat.
- Offensive action - If you come up on a fighter's flank and say to him, "YOU ARE ENGAGED!" and he throws up a shot at you without turning to see you, he has acknowledged that you are there and that you are a threat.

Section 6 Group Melee Combat AKA "Battle Lines & Units"

Any fighter pressing in with another friendly fighter is making a battle line. A line is defined as two or more fighters working in concert AND in close proximity (weapon's range) with one another.

War units or an organized line of fighters.

- When any part of an entire line is engaged with the opposing line, they are to know that they may be struck by anyone in that line.
- A line includes not just a single rank but also the entire formation, not just the front line of shields but the glaives and pikes in the second and third ranks as well.
- If two shield men choose to shoulder up and advance into a group of twenty, then they are at risk from any and everyone who is within weapon's range.

War Units Note: While designing the war I made every effort to include a place for War units. However, there are a few scenarios where units may be broken up. Thank you for your support and efforts to build strong war units in An Tir and the West.