

Updates to the Combat Manual by section:  
Text to be removed or added will be underlined.  
Reasons for edits, when required, will be *in italics*.

**Preface:** Remove completely as obsolete.

**General Rules and Requirements:**

**B:**

**Old text:**

All combatants must sign a waiver of liability at the beginning of an event prior to participating in combat.

**New text:**

All combatants must sign a waiver of liability at the beginning of each event prior to participating in combat.

**C:**

Remove sentence "An authorized marshal shall then inspect...  
*This sentence is not necessary as it is restated later in the manual.*

**D:**

Remove 's' from "Armored: 16 years of ages"

**E.7.**

**Old Text:**

Swinging blindly or flailing while falling are unsafe behaviors that will cause the combatant to be warned or dismissed as the marshal determines.

**New Text:**

Swinging blindly or flailing while falling are unsafe behaviors that will cause the combatant to be warned or dismissed as the marshal sees fit.

**E.8.**

Add clarification to the end of the sentence:

In a war, a combatant has the option of demanding his opponent's surrender, calling their opponent dead at weapon-point by declaring: "Dead on the ground"

**E.10.**

Add clarification paragraph to the end of the section:

Though blows need not be hard to be considered "good", a *slash* must be delivered in such a way as would cause injury to the opponent (e.g. the combatant's arm is already extended prior to moving the sword to contact the opponent. This type of blow could not be thrown with sufficient force to disable the opponent, therefore, it would not be considered a good blow).

*This is a doctrine that attempts to put into words "martial intent", or, the premise that we are reenacting medieval combat, not just playing "tag".*

**E.13.**

Add text to sentence:

The act of catching the edge of an opponents weapon or shield with your shield to move it out of position is also allowed.

**E.15.**

Old text:

Marshals may prohibit unsafe or unrealistic weapons or conduct from a combatant.

New text:

Marshals shall prohibit unsafe weapons or conduct from a combatant on the field.  
Marshals may prohibit unrealistic weapons or conduct as well.

## **F.2.**

Update reference:

Old text:

See also Section I.G.13 General Rules, Shield Use.

New Text:

See also Section I.E.13 General Rules, Shield Use.

## **F.2.**

Update reference:

Old text:

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.

New Text:

Both combatants must be on the Knight's list and agree to do so prior to combat within the constraints of Article I.E.10. for excessive force.

## **F.4.**

Remove this as a separate paragraph. It belongs under the previous paragraph. Update the sentence to read:

Grappling is allowed and includes ...

Renumber paragraphs 5-7 to be paragraphs 4-6.

## **G.**

Insert as section 2:

### **Rules of engagement**

- If a combatant is in a line of combatants facing another line of combatants, he is engaged with all combatants in the opposing line. Therefore, anyone can attack anyone in the other line even if they are not looking in the attackers' direction.
- If a combatant engages another combatant, those two combatants remain engaged until they are no longer within weapons reach of each other. Therefore, a combatant cannot engage someone, then turn their back and not expect to be hit. If a combatant manages to run, back to his opponent, out of weapons reach, the normal rules for killing from behind come into effect if the attacker then catches up with the fleeing combatant.
- Combatants engaged in a discussion or taking instruction from a marshal during the battle should not be forced to accept blows received while distracted by the marshal. So if the combatant you are talking to gets struck, allow him to continue fighting and explain why to his attacker if necessary.

*This was moved from the Marshals Manual to here because it is necessary for the combatants to be familiar with it.*

## **G.7.**

Strike first sentence:

Large Missiles launched from siege engines are currently in the experimental stage...

Old text:

In areas approved for siege engine playtest, rocks;...

New Text:

Simulated rocks...

After ""Rocks" cannot be blocked with shields. "

Add:

Any combatant hit by a rock on any part of the body or shield is considered killed. All blows delivered by a rock (even deflected ones) are considered lethal until the rock stops moving.

Remove:

Any combatant hit by a rock on any part of the body or shield is considered killed.

Also remove:

All blows delivered by a rock(even deflected ones) are considered lethal until the rock stops moving.

## **H.2.**

Original text:

Simultaneous is defined as having both blows already started by the time the first blow lands"

Add to the end of that sentence: and landing within ¼ second.

*This is a general guideline added for clarity.*

## **H.6.**

After the text: "and then let go of the pole with the forward hand while thrusting"

Add or slashing

Heading:

Armed Combat Types, Levels & Types

Should be:

Combat Types, Levels & Styles

## **I.1.c.**

Current text:

Rapier / Cut-and-Thrust Buckler (war or tourney)

- Round: 18 inches diameter for Rapier and 24 inches for C&T.
- Square: 16 inches for Rapier and 20 inches for C&T

New text:

Buckler (war or tourney)

- Round: maximum 18 inches diameter for Rapier and 24 inches for C&T or Armored.
- Square: maximum 16 inches for Rapier and 20 inches for C&T or Armored

## **I.2.d.**

Current text:

### **Metal Shields**

1. May be used if the edges are rolled, rounded or covered by material, giving the shield edge one-half-inch (1/2") of thickness.
2. Metal Rapier and Cut-and-Thrust bucklers are allowed to have a rolled or rounded edge of one-quarter-inch (1/4") of thickness.

New text:

Metal Shields

1. May be used if the edges are rolled, rounded or covered by material, giving the shield edge three-eighths inch (3/8") of thickness.
2. Bucklers 18 inches or less are allowed to have a rolled or rounded edge of one-quarter-inch (1/4") of thickness.

## II.A.2

Current Text:

C&T-type combat is:

Considered a knights list weapon

May only be used where both combatants agree to do so

May only be used in a one-on-one type list (including champion battles at wars)

May not be used against Rapier bladed rapiers (in melee or anywhere else)

Updated Text:

C&T-type combat is:

Considered a Knightly combat form

May only be used in a one-on-one type list (including champion battles at wars)

May not be used against Rapier Combat weapons (in melee or anywhere else)

## A.3.

Old text:

...considered a knightly...

New Text:

...considered a Knightly...

## III.

Add this sentence after the introductory paragraph:

Improvements in materials and construction techniques are inevitable, therefore, any deviation from the stated standards for armor or weapons may be allowed on a case-by-case basis by the Local Crown or Minister of Joust & War or above. This allowance can stand until it is determined that that material or technique is specified as acceptable or unacceptable to the Adrian Empire and incorporated in this set of rules.

### III.A.1.

Remove text:

Rigid material can be of any inflexible material that can withstand a sharp impact without shattering such as:

• 18-gauge stainless steel

• T6 aluminum

• High impact plastic

Semi-rigid material can be any somewhat flexible material such as:

• 6 oz. leather

• Several layers of quilted, heavy canvas

Add text:

If “or equivalent” is not stated for that item, then none are allowed. See Appendix C for the list of equivalents.

## A.3.

Old Heading:

Approved Weapons

New Heading:

Approved Armor and Weapons

## A.4.

Old text:

There shall be no bare skin allowed...

New text:

There shall be no large areas of bare skin allowed...

*There are often small areas of bare skin that do not pose a safety problem that can be ignored during armor check ( e.g. inside of the elbow).*

## **D.**

Add text:

All references to “steel” indicate mild steel unless otherwise stated.

### **D.1.f.**

Add after “mild steel”:

(reinforcement includes overlapping plates, fluting and compound welded seams)

### **E.2,3,4,6.**

Remove Equivalents section

Add “Note: See Equivalents Table in Appendix C”

### **E.5.**

Remove “with wing” from the sentence:

Elbows and knees must be covered by steel cops with wing...

At end of first sentence, add text:

Cop must provide outer side of the elbow and knee protection with a wing or by design.

*This allows renaissance style elbow and knee cops that don't have a “wing” but do wrap around the knee or elbow providing it with adequate protection.*

### **E.6.**

**Add text after second sentence:**

“Finger” gauntlets that do not wrap around each finger are highly discouraged as they provide insufficient protection from crushing blows to the fingers.

## **F.**

**Add text:**

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 Crown Marshal or Minister of Joust and War before constructing or purchasing weapons to be use in combat if you are unsure of their suitability. If the Minister of Joust & War or a marshal deems a weapon unsafe, then the marshal has the right to not allow its use, even if it meets the minimum requirements.

### **F.1.**

Replace the phrase

red tape

With the phrase

contrasting tape

*Anything we can do to make our weapons look less like light sabres, the better.*

### **I.2.d. Metal Shields**

Old text:

...giving the shield edge one-half-inch (1/2") of thickness.

New text:

...giving the shield edge three-eighths-inch (3/8") of thickness.

*An aluminum shield with the steel reinforced car-door edging provides proper protection and is already in use in many areas.*

Table for Appendix C: (Contributed by Sir Salvatore)