

Pennsic War MARTIAL ACTIVITIES

General Notes and Conventions

ALL BATTLES ARE TO START ON TIME.

**CA and Siege normal targeting (all shots to all legal target areas count).
Minimum clearance distance for CA is clearing the bow plus 9ft. 30ft for Siege.**

SUNDAY (6 – points)

Champions Battles

A single combatant may only appear in either the heroics or melee for each discipline (e.g.. an unbelted melee champion may participate in Rapier Heroics but not Rapier Melee or Armored Heroics).

Unbelted Champions – (1 Point)

10:00-10:30

- 30
- 1 pass
- Full field
- Crowns may not fight, Unbelted Heirs may
- No Allies

Belted Champions– (1 Point)

10:30 -11:00

- 15
- 1 pass
- Full field
- Crowns may not fight. Heirs may.
- No Allies

Rapier Melee Champs – (1 Point)

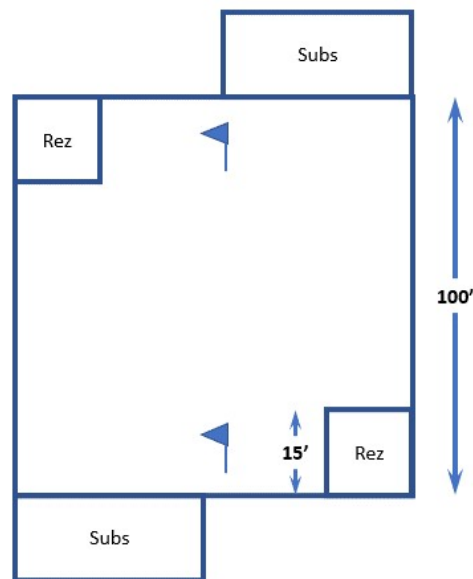
11:00 – 11:30

- 30 fighters per side
- 15 principle, 15 allies
- Open field, last man standing battles will be fought in 3 heats. Each heat is 1 pass.
- Heat 1: 15 vs 15 Principal Kingdoms (1 pass)
- Heat 2: 15 vs 15 Allied Kingdoms (1 pass)
- Heat 3: 30 vs 30 with 15 Principal and 15 Allied fighters on each side (1 pass)
- The side that gains 2 out of 3 passes in victory gets 1 war points
- The melee team alternates will have a non-point heat following the 3rd heat.

Allied Champions battle– (1 Point)

11:30 -12:30

- Single battle, 1 hour combat time, restricted resurrection
 - East and Midrealm will provide marshals
- Setup (see map)
 - The field is 100' square.
 - In opposing corners, within the field, are 15' square resurrection boxes.
 - Along the back, outside of the field, are substitute boxes.
 - Each side's flag, supported by a "tower" of hay bales, is placed 10' from the center of the back line.
 - Combatants start along their back line.
- Combatants
 - 100 combatants per side
 - Allies only; no combatants from East or Midrealm
 - "Soccer" substitutions (once you leave, you may not re-enter). Those waiting to sub in must remain in the substitute box. Combatants must move to the sidelines when they leave the field.
- Resurrection
 - As combatants die, they move to the resurrection box.
 - Every 3 minutes, the resurrection boxes are simultaneously released.
 - Dead who are not yet inside the resurrection box at release must wait until the next release.
- Scoring
 - Score one point when both flags are together at your tower.
 - When a point is scored, call hold, reset flags and combatants to starting positions, and reset resurrection clocks.
 - Flags must be held in an otherwise-empty gauntleted hand.
 - Flagbearers have 360-degree engagement.
 - If a flagbearer is killed, the flag must be immediately dropped (not thrown or handed off).
 - Only the enemy may move your flag from its initial position (but you may directly return it).
 - Total score at the end of the hour wins the war point.



12:30 BREAK for COURTS

Heroic Champions Armored and Rapier (Alternating)

1:30 pm

A single combatant may only appear in either the heroics or melee for each discipline (i.e. an unbelted melee champion may participate in Rapier Heroics but not Rapier Melee or Armored Heroics).

Armored – (1 Point)

- Principal Crowns may not fight Non-principal Royal Cousins are able to fight.
- If due to draws an overall tie occurs in wins, a tie will be decided between tiebreaker champions of the East and Middle. Tiebreaker champions must be declared at or before the traditional Meeting of the Crowns following Opening Ceremonies. (This is the only case in which a fighter may be called on to fight more than once in the Armored Champions tournament)
- Format is one on one, weapons need not be matched
- Armored: 12 total fights (9 belted, 3 unbelted)
- Double kills to be refought once only. If a double kill results, no points are awarded
- Alternate who chooses first. Whichever is ahead, chooses first fighter. If tied, the winner of a coin flip decides choice of electing the first armored or rapier. The other will choose the first from the other discipline. (Rapier traditionally pre-arranges this)

Rapier – (1 Point)

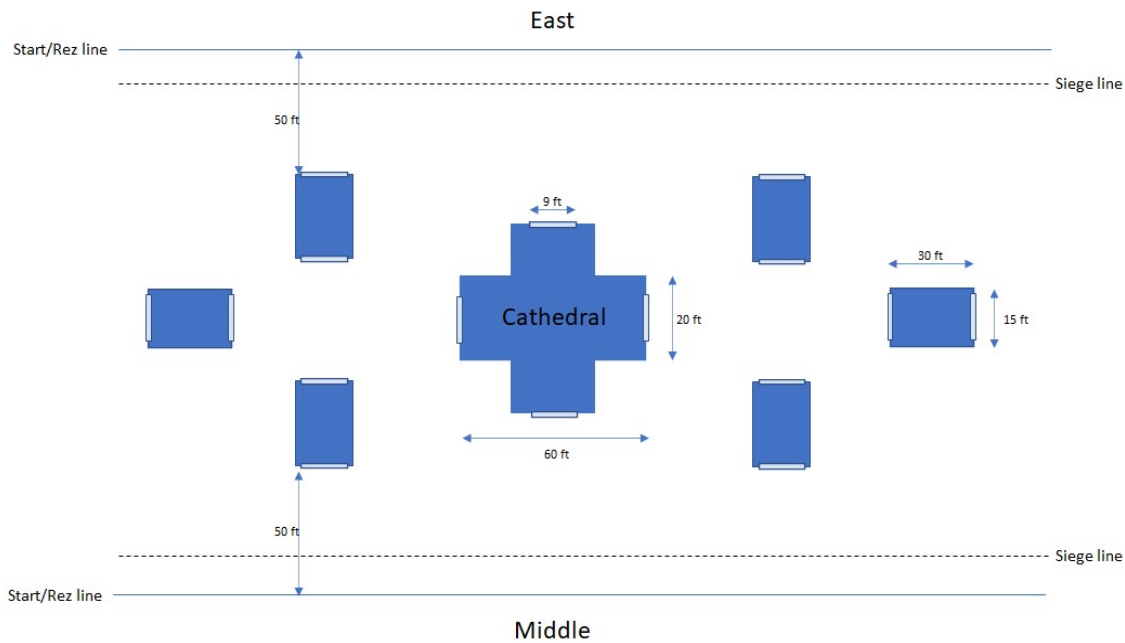
- 20 fighters from each side to participate in single combat
- At least 3 bouts are Cut and Thrust.
- A minimum of 5 non-MOD fighters will be chosen to fight per side
- No sitting Crowns from Principal Kingdoms may fight
- Draws will be re-fought once, if a draw occurs twice, neither fighter wins.
- 1 pt for the side that has won the most fights.
- If due to draws an overall tie occurs in wins, a tie will be decided between tiebreaker champions of the East and Middle. Tiebreaker champions must be declared at or before the traditional Meeting of the Crowns following Opening Ceremonies. (This is the only case in which a fighter may be called on to fight more than once in the Rapier Champions tournament)

MONDAY

ARMORED TOWN BATTLE – (3 Points – 1 per Check)

10 am start time

- 60 min, unlimited resurrection battle.
- Time checks at 20, 40, and 60 min (+/- 2 min) exact time check to be determined by the marshal before the battle begins. Combatants will not be made aware of the exact times,
- 7 total banners (flip sticks). Each banner will be placed in the middle of a building. Control of majority of banners at time check will be awarded a point.
- CA and Siege will be allowed throughout. Cannot fire through walls. No gleaning. Siege starts at 50 feet... and may move up 10 feet to within 40' of the nearest building.
- Rez/start line will be 50 feet from the edge of nearest building.
- Holds are local to buildings and do not stop time. Medical holds are general and will stop time.
- Any disputed buildings/banners at the final time check will be fought to the last man regardless which side has flipped the banner. Only fighters in the buildings will fight it out.
- Each building will have 2 doors (9 feet wide). The "cathedral" in the center will have 4 doors. Doors will be marked with double bails. Buildings are 1 bale high. No fighting over bales.



MONDAY

RAPIER Pirate Battle – (0-6 Points as outlined in the rules)

2:00 pm

Theming:

Pirates are sacking the port town! The residents are defending their treasures. After 30 minutes or after retrieving 6 treasure chests, the pirates sail away. Eastern Army ship shall be named the Iron Sky. :)

Scenario Rules:

- This scenario consists of two 30-minute unlimited resurrection battles. One side will attack, while the other defends. After victory conditions are met OR 30 minutes have passed, there will be a 10-minute break and the armies will switch roles.
- The pirates must start on their Pirate Ship (inside the fort). Defenders must start at or behind the first row of chests (at least 60 feet from the attacker's rez point).
- Unlimited resurrections. The Pirates must return to the gangplank of their ship to resurrect. Defenders must resurrect at the barracks.
- The pirates must retrieve the chests of treasure located within the town and bring them back to their ship.
 - There are 6 chests on the field as indicated on the map.
 - Defenders may not move the chests.
 - Pirates cannot run while carrying a chest.
 - Chests can only be lifted and carried with an open hand by 4 able-bodied pirates. If a fighter is carrying two weapons, they may gather them in their other hand, but if they do this they may not fight while carrying the chest. If any person carrying a chest is killed, armed, or legged, the chest is set down and may only be picked up when there are 4 able-bodied pirates in position. (# of pirates to carry chest can be dropped at beer and brats).

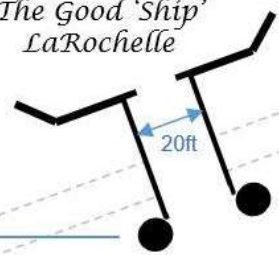
Scoring:

- A chest is scorable when it passes the threshold of the ship (delineated by the doors to the Fort). This is PAST the Pirates' rez points.
- The Pirates can score up to one point per chest.
- It is possible for both armies to end with the same number of points.

General Rules:

- Death from behind and knee-walking are allowed.
- No rapier spears are allowed.
- RUBBER BAND GUNS:
 - Each pirate may carry one gun, and each gun is limited to one shot. In other words, each pirate is limited to one shot.
 - *Sharing guns or carrying more than one piece of ammunition will be considered cheating and offenders will be removed from the field immediately.*
 - May not be shot through walls
 - Shots may be parried; if a weapon or parrying device is hit, the shot does not damage the weapon or device (this is to prevent confusion or arguments on the field, as it can be very hard to know if a rubber band gun ammo has hit something that is being carried)
 - No ammo gleaning is permitted.

*The Good 'Ship'
LaRochelle*



Pirate Rez (both ends of plank)



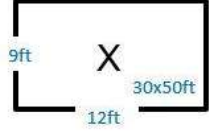
60ft

75ft

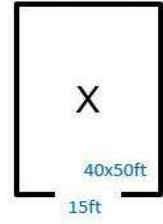
40ft

Road

Runa's Inn



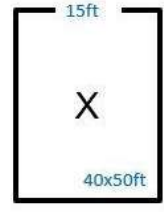
First Church of the Wholly Competent



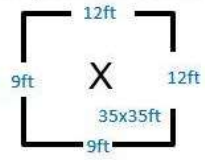
Field of Triumph



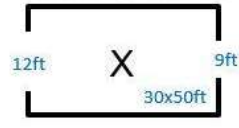
Second Church of the Sacred Stabbing



The General's Tower



Indrakshi' Tavern



Ye Old Barracks
(Defenders Rez 1)

Ye New Barracks
(Defenders Rez 2)



75ft

75ft

75ft

75ft

Tuesday

Thrown Weapons Champions

8 am start time

Thrown Weapons Champions (2 – Points)

Format: 15 vs 15 teams made up from the East, Middle, and Allies

Passes: 15 head to head competitions.

Description:

- Competitors will throw at a target 8' tall and 4' wide (one target for each thrower) marked with 9 circles of various sizes painted at different heights on each of the targets.
- Distance will be minimum throwing distance for AE, (10' for axe/knife and 20' for spear).
- Each competition will consist of three "heats"; first with axe, second with dagger, and third tie breaking heat with spear. In the first two heats the competitor will be allowed up to 20 throws to hit each of the nine targets. Throwers will alternate throws. The first thrower to hit all nine targets (with equal throws) wins the heat. If neither thrower hits all nine targets after 20 throws the thrower who hit (and stick for the duration of the throw) more of the nine targets wins the heat. If both hit all nine targets in the same number of throws or hit the same number of targets after 20 throws, the competitor will have a sudden death match (the first to hit when the other misses is the winner). Multiple hits on the same target count only as one target. If after two heats the competitors are tied the competition will move to a tiebreaker with spear. The first thrower (with equal throws) to hit the centermost target wins.

Victory Condition: The side that wins the majority of the head to head competitions wins the point.

Notes: Each competitor will have the same number of weapons on the range and must obey the retrieval rules on the range. Each side will be represented by a team captain. Team captains will be the first competitors. After the first competition the sides will alternate choosing a thrower first with the loser of the first competition choosing first in the second.

Armored Woods battle (6 – Points, 2s per check)

10 am start time

- 1 battle, 90 Minutes, full resurrection
- 3 stationary banners (flip stick) placed evenly between start lines, NO MOBILE BANNERS. Each check worth 1 point.
- 3 time checks 30, 60, and 90 minutes. Each check will be +/- 2 minutes from the noted time. Exact variant of time check should be generated by the marshalate prior to the start of the battle and not revealed to combatants.
- All holds, except medical, are assumed to be local and do not stop the clock. Medical holds are general. General holds stop the clock.
- East Kingdom and allies will start on the far side. Midrealm and allies will start on the near side.
- No combat archery or siege
- Resurrect at the starting lines
- At final check. Fighters within 9-foot radius of the banners will fight to last man standing.

Rapier Woods Battle (6 – 2 Points per check)

2:00 pm start time

General Rules

- 60-minute resurrection battle (The Canon will officially start and end the battle.)
- East Kingdom and allies will start on the far side. Midrealm and allies will start on the near side.
- The resurrection line for either side will extend the width of the battlefield and be equal in distance from the woods flag center line for each side. This will be decided at Pennsic by Marshal one and the Mid and East Generals during a walk-through of the woods, a day or more before the battle.

- There will be 3 static flags. A North, South, and Central Flag. All three flags will be positioned equidistant from the respective start lines. The Center flag location will be at the exact center of the rectangle of the woods battle area. The North and South flags will be set equidistant away from this center flag with their exact location be agreed upon during the Marshal /Generals walk-through as described above. Rapier will use the same flag locations as the Armored battle occurring earlier in the day.
- Colored Flip-Sticks and hay bales will be used to denote the location of the flag and indicate possession of the flag.
- Time checks to occur at +/- 3 minutes at 20, 40, and 60 minutes.
- Exact time checks will be determined by chance prior to the beginning of the battle and may not be disclosed to the participants at any time. Immediately after the second time check, at or around 40 minutes, a general hold will be called, and all fighters will return to their resurrection zone for a 15-minute water break and the flags will be reset to neutral.
- One marshal from the East/allies and Midrealm/allies MUST be present at each flag.
- Majority control of flags at time check scores 1 point.
- Death from behind and knee-walking are allowed.
- No rapier spears or projectile weapons (i.e., rubber band guns) are allowed.
- All holds will be local, except for a medical hold (and the previously mentioned general hold for a water break). MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds stop the clock.

Rapier woods battle map to be the same as Armored woods battle as set up earlier in the day.

CA Siege Battle (1- point Best 2 of 3 scenarios.)

Start time: 3pm

Winning 2 of the 3 scenarios wins 1 war point. All 3 scenarios will be fought regardless of the scores.

- Scheduled duration of entire battle: 2 hours and 30 minutes at the beginning to explain the rules and answer questions.
 - Each scenario will run 20 minutes with time between to reset
 - There will be a bonus round at the end to determine the "Hot Shot".
- Thrown weapons, combat archery, and siege are allowed.
- All targets per standard rules are available in this battle. This means combat archery is all targets!
- No rattan weapons allowed unless they are thrown weapons.
- All thrown weapons must be inspected before the day of battle and painted.
- Minimum of 5 ft space required to throw/shoot at a target.
 - Not "clear the bow".
- Shields cannot be stacked on top of each other to form an impenetrable wall.
- Pavises may be moved but must be placed prior to use.
- Engines are destroyed by taking 3 siege rounds or being reduced to lower than required crew members.
- The field will be 200 ft (East/West) by 150 ft. (North/South)
- Siege engines will be restricted to a 50 ft wide area inside the east and west sides of the field. This will be considered a "no person's land" except for engine crews.
- Across the middle of the field will be 3 flags placed at 25 ft, 75 ft, and 125 ft
- Between the left and center flags there is a wall of double stacked hay bales 30 ft long with a 30-degree bend towards the outer wall at the 10 ft and 20 ft points. Arrows/thrown weapons cannot shoot over the wall, but ballista's can.
- Between the center and right flags there is a pond with a bridge over it. The pond is an oval 50 ft long by 20 ft wide with a 10ft wide bridge between the two flags. All missiles may shoot over the bridge and lake. Pond can be marked using rope and the bridge will be marked with haybales.

Scenario rules:

Scenario 1: 20 minute CA

Combat Archery and Thrown Weapons allowed. No siege. Victory condition: Control the flags at 3 random time checks (marshal determined day of and kept confidential). Control is determined by color of the banner at time check. Contested banners will not count. Each banner will count individually. Winner is determined by control of 5 of 9 (or majority) total banner counts. Unlimited resurrection allowed.

Scenario 2: 20 minute Siege

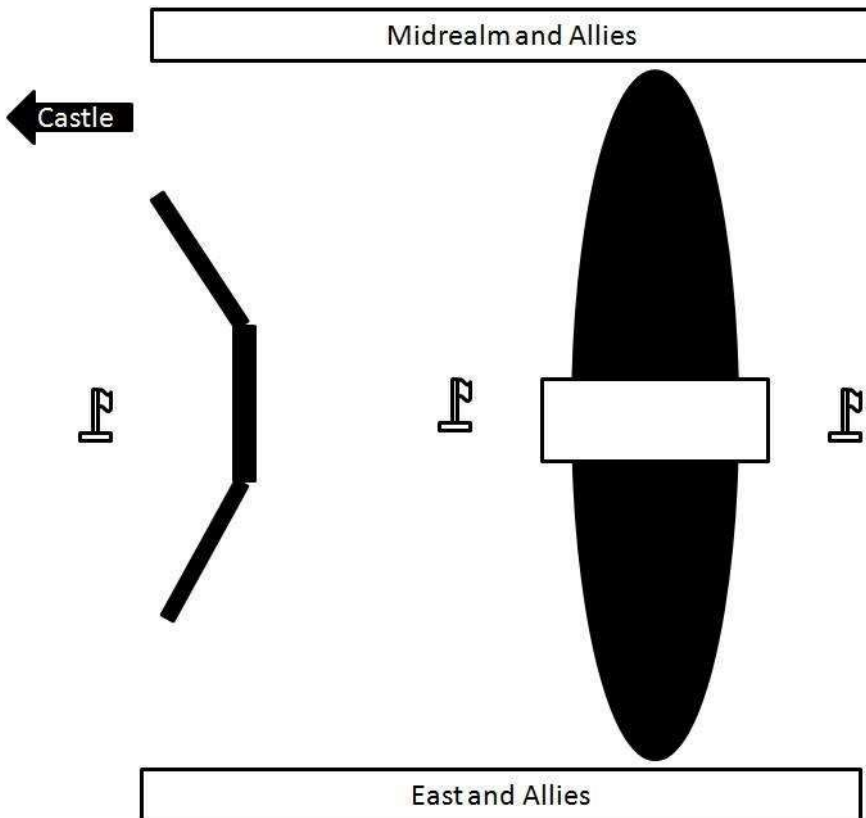
Siege only. No combat archery or thrown weapons. Victory condition: Destroy the enemy siege engines. Siege crews are committed to their respective engines at start of battle. Engines may have extra crew but after lay-on crew cannot join or transfer engines. Engines are destroyed when the crews are reduced to one person or hit with 3 siege rounds. If both armies have engines surviving at the end of battle, winner is determined by the team that has the higher percentage of engines still operational. . Optional rule: We may implement an advancing forward line at 5-minute increments. To be determined by the marshals at the beginning of the scenario.

Scenario 3: 20 minute combined

Victory condition: Last man standing. Winner is army to eliminate their opponent. If both armies still have fighters at the time limit, winner is side with more survivors.

Bonus Scenario:

At the direction of the CA/Siege marshals, a target will be set up and each archer/engine will be given 3 shots to test accuracy. This will not have bearing on the War Point but can be used for bragging rights until next year! Best score wins in each category: Siege Direct, Siege Indirect, CA Crossbow, CA Longbow.



Wednesday

Archery Champions Shoot: (5 – Points)

8 am start time

Format: 30 total champions from each side (plus 10 alternates per side)

Description: There will be three individual elements for this shoot: A timed friend/foe shoot, a walk up shoot, and a 10 station skill shoot.

Victory Condition: The team that wins the majority of the three shoots based on combined team score for each shoot.

Thursday

ARMORED Bridge Battle (3 – points best of 5 check)

10am –

- Battle to be fought 5 times
- Each battle will last 15 min with a 10 min break between
- 5 Bridges 18', 18', 27', 18', 18' separated by 54 feet each. Each bridge is 90 feet in length. Width are subject to change based on numbers and will be determined at beer and brat.
- Siege and archery in battles 1/2/3, only on inner bridges (subject to change per number of bridges). Archers can go on bridges
- Thrown weapons will be allowed on all bridges and all rounds
- Archers may not shoot from bridge to bridge. Land to bridge is allowed
- Siege Engines will only deploy 50 feet from bridge end (from the mid-point between 2 and 3 bridge and mid-point between 3 and 4)
- No arrows or siege ammunition will be re-inspected between battles
- Projectile weapons will only be used on the center 3 bridges
- Point is awarded by ownership of 3 of 5 bridges. (Or 2 of 3 in the case of reduced # of bridges)
- All contested bridges will be fought to the last man standing.
- No fighting or Kneeling on the hay bales. Incidental contact is ok, but you cannot bear weight on the hay bales.
- Breakouts are allowed
- Start line for troops is 50 feet from end of bridge. Traditional starting sides
- All holds are local with no time stop. After breakouts, holds are general. Medical holds are general and will stop the clock.
- Control of centerline will determine the bridge winner. 9 feet on each side of center line at time will be fought out.

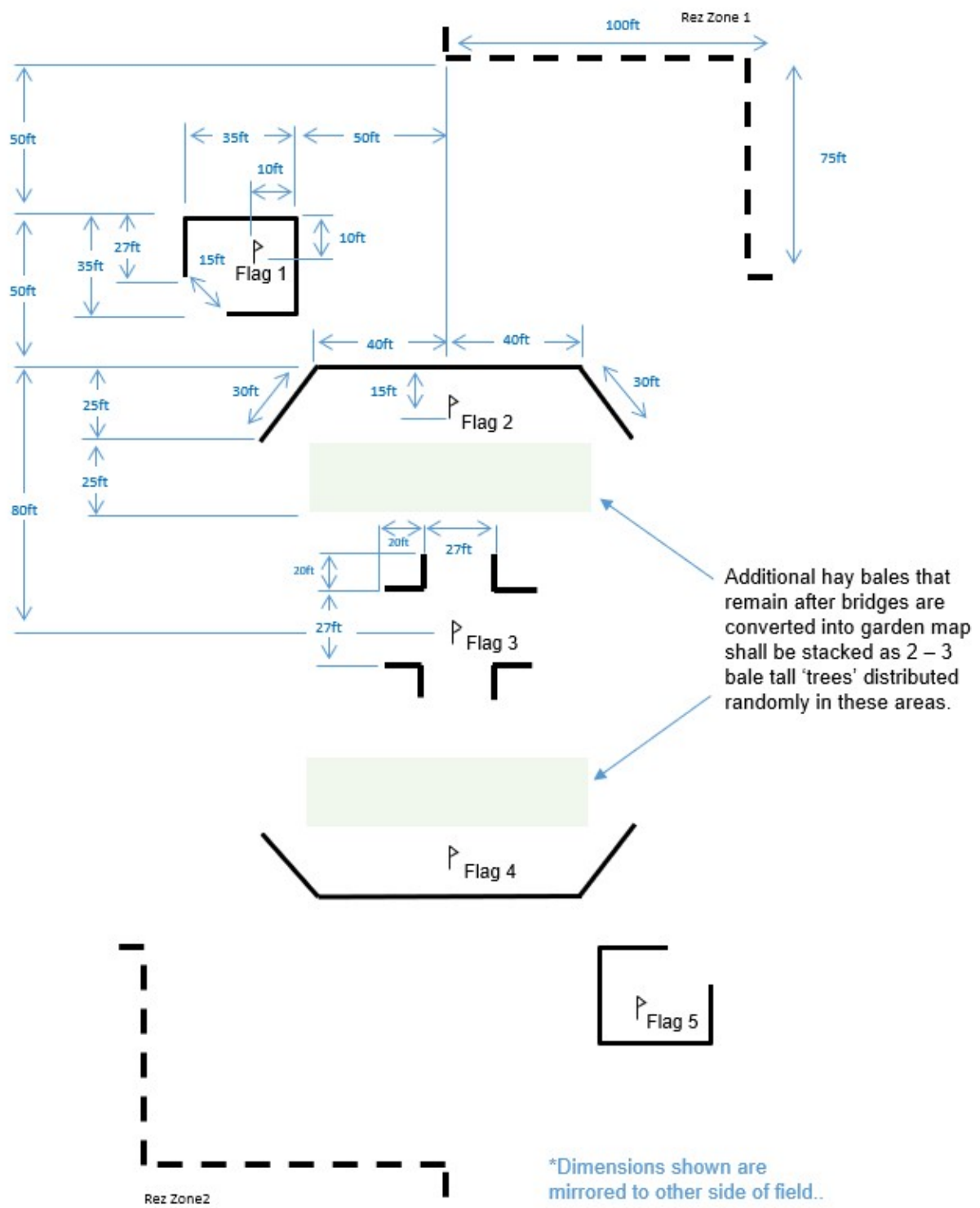
Rapier Town Battle (*Battle of the Town Garden*) (3 – Points 1 per check)

Start time: 2pm

General Rules

- 50-minute resurrection battle.
- Flags positioned as indicated on map, with 5 flags total. (Map is based on heavy bridge field design, assumed bridges to be 80ft long)
- Teams will have resurrection zones in each zone shown.
- Armies will deploy from inside their resurrection zone.
- Flags will be pulley type.
- Flags cannot be obscured by any object (e.g., a shield)
- There will be 3 random time checks within ± 5 min of 15, 30, and 45 min.
- One marshal from the East/allies and Midrealm/allies MUST be present at each flag.
- Majority control of flags at time check scores 1 point.
- Death from behind and knee-walking are allowed.
- No rapier spears or projectile weapons (e.g., rubber band guns) are allowed.
- All holds will be local, except for a medical hold. MEDICAL HOLDS MUST BE CLEARLY ANNOUNCED BY MARSHALS. Medical holds stop the clock.
- Rez zones will be delineated on the flattest sections of the battlefield to maintain equity between the armies.
- Overall field size will be revisited once attendance is known (at the Meeting of the Crowns/Beer & Brats).
 - A map of the contingency battle will be drawn up and made available prior to Pennsic.
- Members from each side AND a neutral party will measure all distances prior to lay-on to ensure that rez zones are fairly placed.

FORT



Friday

10 am start

Armored Field Battle (5 Points – 1 per battle)

10:00 Muster

10:30 AM cannon

5 passes,

- Last man standing victory condition, no resurrection
- All holds are general
- CA & Siege allowed on battles 1/2/3
- 10-minute break between
- Traditional starting sides
- Field size: 600 x600 unless numbers are low. Then the field size will be reduced from the castle end of the field. Final size to be determined at beer and brats
- All holds general
- No gleaning. No inspection of ammunition between battles.
- Start line is 100 feet from edge of field. Siege starts at 50 ft from edge of field.

Rapier Field Battles- 5 pts (1 per battle)

2pm

General Rules:

- 5 Battles.
- 1 Life per Combatant. Winner of each battle gets one war point. Last man standing.
- Death from behind and knee-walking are allowed.
- No rapier spears or projectile weapons (i.e., rubber band guns) are allowed.
- Mid/East to deploy on their traditional half of the battlefield for every Battle.
- 10 minutes between each battle to rest, water, and redeploy.
- All holds are general.

Field Map is relative to attendance at Pennsic. An edge of world boundary will be created ~50 ft from the end of formation where each army comfortably lines up.

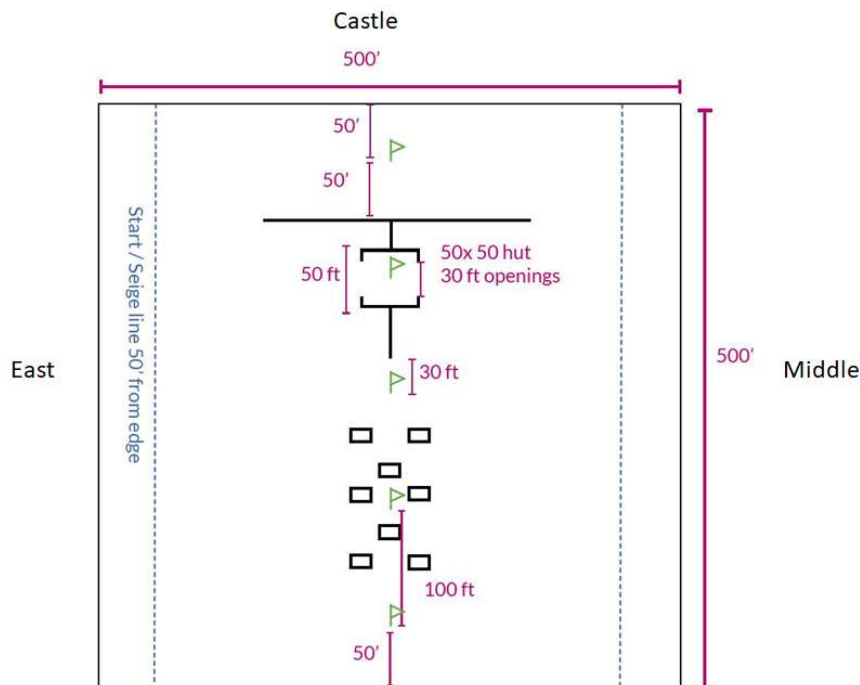
TUESDAY ALTERNATE BATTLE IF WOODS IS CANCELED

ARMORED Alternate Battle

- Battle size dimensions are subject to change and will be determined at Beer and Brats
- 90-minute unlimited resurrection battle
- 3-time checks at 30,60, and 90 minutes (+/- 2 min). Time checks to be chosen by the marshals prior to the battle. Combatants will not know exact time check.
- 5 stationary banners (flip sticks). No mobile banners)
- No fighting over hay bales. Broken field area will have double high bales
- No ca or siege allowed in this battle.
- All holds are local. Medical holds are general and will stop the clock.
- Rez line = start line

RAPIER Alternate Battle

- Battle size dimensions are subject to change and will be determined at Beer and Brats
- 60-minute unlimited resurrection battle, 15-minute break and reset at the 30 min mark
- 3-time checks at 20,40, and 60 minutes (+/- 2 min). Time checks to be chosen by the marshals prior to the battle. Combatants will not know exact time check.
- 5 stationary banners (flip sticks). No mobile banners)
- No fighting over hay bales. Broken field area will have double high bales
- All holds are local. Medical holds are general and will stop the clock.
- Rez line = start line



Populace Archery War Point Shoot (1 point)

Format: The Pennsic Populace Archery War Point consists of three separate shoots; each shoot is worth 1 war point for a total of 3 war points. The winner of each shoot is determined by total number of points tallied by archers over the course of the War. Scores will be tallied each day and posted in the Marshals Tent. Any member of the populace may participate.

Multiple individuals may share a bow; however, it must be inspected with each user to ensure safety.

Description: There are 3 parts to the populace shoot:

Castle Clout Shoot (1 Point): The target is a simulated castle turret. Archers will be shooting at about 100 yards into a square of approximately 27 feet by 27 feet giving an approximate area of 729 square feet. There will be a moat monster protecting the castle in front at about 50 yards. This is an untimed shoot; archers are allowed 6 arrows or bolts. Scoring for this shoot is as follows:

- 1 point for inside the moat
- 2 points for hitting the moat monster
- 3 points for inside the castle
- 4 points for hitting objects inside the castle

Soldier Shoot (1 Point): The archers will shoot 6 arrows or bolts, untimed, at the soldiers that are invading. These targets will be set at approximately 15 yards, 35 yards, 45 yards and 55 yards. Any arrow or bolt hitting the painted portion of the target scores as follows:

- 1 point for the 15-yard target
- 2 points for the 35-yard target
- 3 points for the 45-yard target
- 4 points for the 55-yard target

Castle Window Shoot (1 Point): Archers will shoot 6 arrows or bolts, untimed, at a castle window located between 25 and 35 yards. The castle window will be at least 8 inches wide and 36 inches tall. There will be an object inside the castle window. Scoring will be as follows: 1 point for each arrow or bolt inside the castle window, 2 points for each arrow or bolt inside the object in the castle window

Populace Thrown Weapons War Point (1 point)

Format: Each pass consists of 3 targets (axe, knife, and spear). 2 weapons are allowed at each target. Passes: 4 passes, thrown all at once or over multiple days. Any member of the populace may participate. Times: The range is open from 9:00 AM to 5:00 PM daily from Mon-Thurs

SERVICE (1 point)

A point for the side who has the highest total hours of service contributed to the operation of Pennsic.

Service to be rounded up in quarter hour intervals.

Service to be self-reported in a Google Document with hours served and Kingdom.

A&S Populace War Point (1 Point)

A&S class teaching and participation will be recorded daily. Anyone teaching a class at Pennsic gets 5 tally marks (this is true irrespective of the # of classes taught by an individual). Anyone attending a class gets 1 tally mark for each/every class they attend. Classes will have an attendance sheet available where tally marks can be made next to the Kingdom of each participant. Sheets will be gathered each day and tally marks counted. The side with the most tally marks at the end of war gets one war point.