

II. ARMORED COMBAT

MARSHAL'S TENTS

Four marshal's tents will be set up near the main battlefield for Lost and Found, Inspections, Combat Archery and Marshals' Meetings.

1. The Lost and Found tent contains armor lost and found during and immediately after each battle. If armor is not claimed by the end of Pennsic War, it will be turned over to the main Lost and Found and may be claimed during the following Pennsic War.
2. The Inspection Point tent is the site of all on-the-field armor, weapons, and thrown weapon inspections.
3. The Combat Archery tent is the site of all missile inspections and contains the box for errant arrows and bolts.
4. The Marshals' Meeting tent is the site of the Marshals' Review after each battle and the Marshals' Meetings before each battle. It will be used for any marshal meetings or marshal gatherings.

INSPECTION POINT

Hours of operation will be from 9:00 am until 4:00 pm, starting Wednesday July 30, 2025 and running daily until 15 minutes prior to the start of the last battle on Friday August 8th. Inspection Point will remain open during battles provided there is adequate staff to run it, otherwise the Inspection Point tent will close 15 minutes before each mass battle, and 30 minutes before the woods battle, to allow time for everyone to get to the Battlefield on time. Kingdom Earl Marshals wishing to perform in-camp inspections of their kingdom's troops should contact the Marshal-in-Charge.

Rejected weapons and armor may be reworked and presented again for inspection. No marshal will tell an individual to fix a piece of equipment and, at the same time, pass it assuming that the necessary changes will be made. If it is a piece of required armor, the person must be completely re-inspected, and must mention the issues raised in the previous inspection. A roster of failed inspection will be kept, and fighters being re-inspected should make sure their name is removed from it.

Armor that has passed inspection will be marked with a sticker or plastic tag placed on the right side of the helm. This sticker/tag will have the entry tag number of the inspecting marshal and the inspected fighter. Weapons will be marked in bright paint. The inspection sticker and tag remain the property of the Pennsic War and may be marked through or removed during a battle as an indicator that the fighter may no longer participate in that battle. Once so marked, the fighter must present themselves at Marshals' Review after the battle. The Review will decide a proper course of action, which may include issuing a replacement sticker. Fighters who refuse or do not attend the Marshals' Review may be excluded from future Pennsic War combat and will be referred to their Kingdom Earl Marshal for further action.

GENERAL ARMOR AND WEAPONS STANDARDS

All participants in combat-related activity must meet Society-minimum armor standards. All fighters will ensure that their armor meets those standards while they are fighting. The Principal Marshals reserve the right to ban any weapon, even if it would be legal in another kingdom. Any unusual or non-standard armor or weapons will be brought to the attention of the Principal Marshals before they will be allowed to be used. Decisions of the Marshal-in-Charge are final.

PENNSIC WAR 52 SPECIFIC WEAPONS STANDARDS

1. Maximum spear length is nine feet. Only pultruded fiberglass and rattan are allowed. All spears must have at least a two-inch diameter (minimum) thrusting tip. The Tip end of the shaft must be capped with a Schedule 40 PVC pipe cap or equivalent to prevent the shaft from penetrating the tip.
2. Mandrake-style rubber thrusting tips are PROHIBITED on fiberglass-shafted spears.
3. No experimental weapons.
4. No punch daggers, T-grips, shovel handles, or offensive shield bosses.
5. No passive shields are allowed; a hand must control the shield.
6. No hinged shields or flexible shields are allowed.
7. No more than one hand may be used to hold or control a shield.
8. Shields may be grounded. Only one shield per person is permitted.
9. All shields shall be edged with leather, padding, or other covering or constructed in such a way as to minimize damage to rattan weapons or other fighters.
10. Shield edges may not have flexible extensions or flaps that extend beyond the rim or edge of the shield.
11. No thrusting shields are allowed.
12. Javelins must be a minimum of three feet in length and constructed in accordance with Society standards. They may be used in any designated battles.
13. No polypropylene swords are allowed.

ARMOR AND WEAPON INSPECTION

All armor and weapons must pass inspection before they may be used in any combat at Pennsic War52, including battles, tournaments, or pick-up fighting. Inspections will be performed at the Inspection Point tent. You will need to prove you are an authorized fighter to get inspected. In addition, the Earl Marshals of each kingdom after consultation with their crown may provide in camp armor inspections and may deputize any warranted marshal with a current valid SCA membership who is to perform such duties. Weapons must still be inspected at the inspection point, unless a principal marshal makes an exception.

GENERAL COMBAT CONVENTIONS

All Society-wide rules regarding combat will be enforced. Specifically, note the following rules about behavior on the field:

1. Striking an opponent with excessive force is forbidden.
2. All fighters shall obey the commands of the marshals on the field or shall be removed from the field and subject to disciplinary action. Disagreements with the marshals on the field shall be resolved at Marshals' Review directly after each battle.
3. Each fighter shall maintain control over his or her temper at all times.
4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
5. A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including, but not limited to: drugs prescribed by a licensed healthcare provider, over-the-counter medications, and illegal controlled substances.)
6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
7. A fighter shall not deliberately strike a helpless opponent.
8. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on

the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.

9. Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited. Contact between combatants' bodies, shields, and weapons is expected in corps-a-corps or melee situations, as such controlled contact is allowed during these engagements.
10. Deliberately striking an opponent's head, limbs, or body with a shield, weapon haft, or any part of the body is forbidden.
11. Grasping an opponent's person, shield, weapon's striking surface, or bow/crossbow is prohibited.
12. Intentionally striking an opponent outside the legal target areas is forbidden.
13. The following rules and conventions specific to Pennsic shall also be used:
14. Face thrusting shall be allowed in all battles. An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than a thrust to other parts of the body.
15. Combat Archery and Thrown Weapons shall be allowed in designated battles. All combat participants may be targeted and hit by missile fire from combat archers and siege engineers. In other words, archers and siege engineers do not need "eye contact" with their opponents to shoot them. Legal target areas are the same as a thrust with a hand weapon.
16. Siege engines will be allowed in designated battles.
17. No declared death from behind.
18. No thrusts are permitted to the side, back, or top of the head.
19. Striking from behind is forbidden.
20. Charges: Per Society rule, you may not, as the result of a charge, hit someone in the body with anything other than the striking or thrusting surface of your weapon. Doing so violates either point 9 above in that you are not in control or point 10 in that you may not deliberately do so. In that vein, blind charges are prohibited. You cannot run blindly at your opponent without seeing where you are going and in any sense be controlled.
21. All helms must be obviously marked on the front and back with the color denoting the side for which they fight. No fighter may change the color of his helm for the purpose of deception. Failure to mark a helmet is unchivalrous and cause for removal.
22. Except in the case of unit-on-unit engagement, no more than four fighters shall attack a single opponent. When a fighter is part of a formed unit (i.e. a shield wall) that is fighting a similar unit, he may strike and be struck by any opponent within range. If a break-through occurs, one shot delivered in passing is allowed to the fighters passing and being passed.
23. Dead combatants must immediately cease being an active combatant and indicate that they are "dead" in a manner that is both clear and safe. The best way of dying safely is left to the "dead" combatant and can change depending on the situation, but should always include calling out "good".

Examples of dying clearly include:

- Dying defensively (hiding under their shield or weapons)
- Taking a knee
- Giving a salute

Once safe the "dead" combatant shall leave the field weapon overhead. They must leave the field in a way that does not affect the ongoing combat. It is recommended that as they leave the field they call out "dead". Dead combatants may neither hand weapons nor shout advice to the living.

ENGAGEMENT

1. Engagement is the process of making the combatant's presence and intention as a martial threat known to their opponent.
2. Engagement is gained through specific action to notify an opponent of the combatant's presence (a light tap with the weapon, shield contact, verbal warning, etc.)
3. AND the combatant has received acknowledgment that the opponent recognizes them as a martial threat before making a serious at- tack.
4. Combatants may not deliberately ignore attempts to engage them.
5. An opponent in a melee who is unaware of an attacking combatant's presence is not to be struck, as the attacking combatant does not have engagement.
6. A combatant is engaged during a melee when they are part of a group or line that attacks the front of another group or line that is not currently fighting anyone until the situation changes significantly to mix the lines.
7. If a combatant or a group that the combatant is with comes up to a fight already in progress, they may NOT just join the people on their side and start swinging at the other side. They MUST GET engagement before striking a killing force blow.
8. If, after hitting a person, they say they did not know the combatant was there and they did not think they were engaged, it is the polite and proper thing to treat this situation just as if someone called a blow light or glance.
9. An opponent, by not taking a blow because of lack of engagement, has now acknowledged the combatant as a martial threat, and so they are now engaged.
10. Combat Archers and Siege Engineers are considered to be engaged with all combatants on the battlefield.
11. Striking in the back
 - a. "Wrap" shots – shots thrown from the front hemisphere of an engaged opponent striking them in the back – are always legal.
 - b. Combatants may strike a person in the back when they, while fighting the combatant and thus engaged with them, turns and flees. The combatant has until they get out of weapons range to strike them.
 - c. Combatants may pursue their opponent and as long as they never get out of the combatant's weapon range, they may strike them. Once they do get outside weapon range, they must re-engage them if they catch back up to them.
 - d. Combatants may strike a person in the back when they pass through their group or line at the initial point of engagement. The combatant may use a back hand or wrap as they pass or turn and strike them. The combatant gets one attempt and may not pursue the opponent.
12. Four on One (4 on 1) - there may be no more than 4 attackers on 1 combatant, except when lines are engaged.