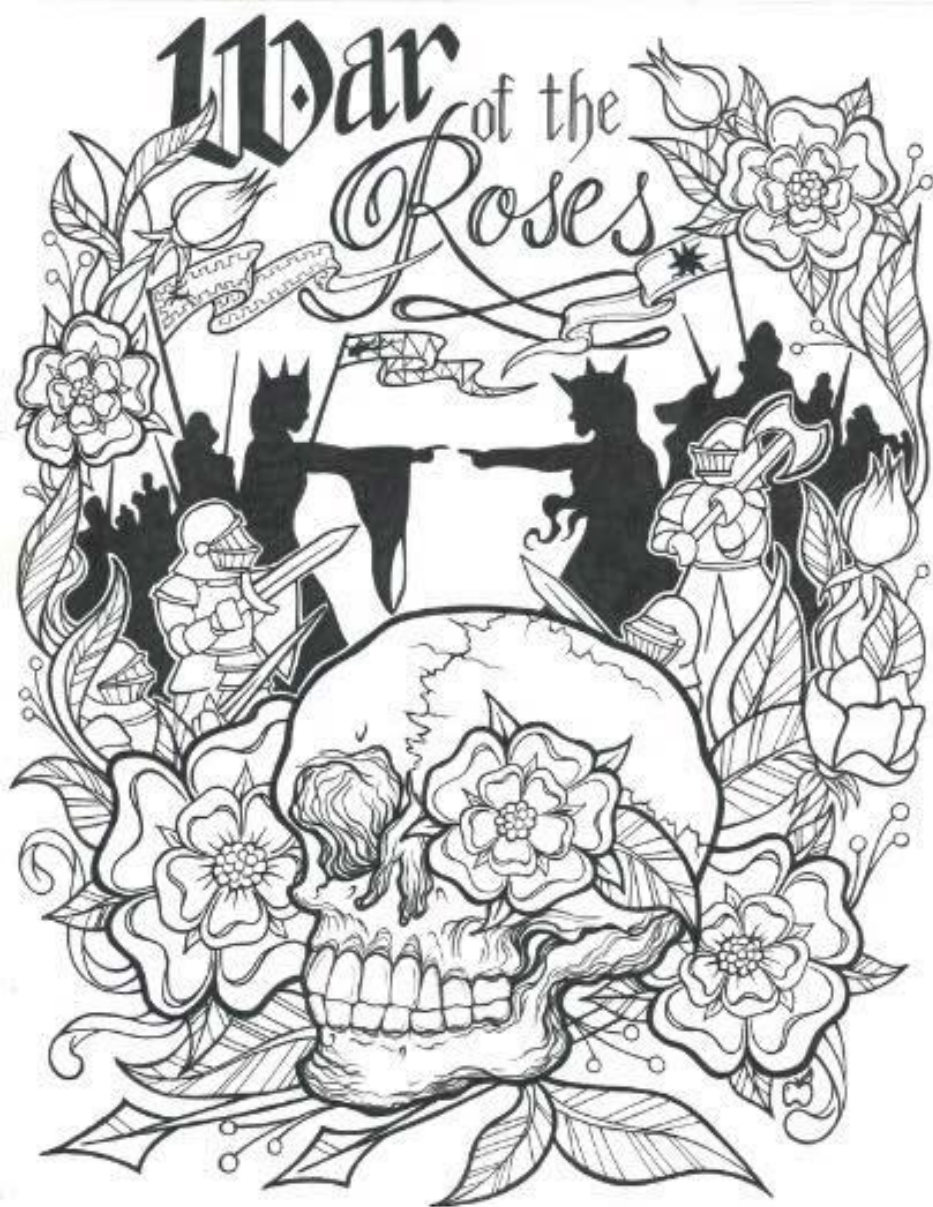


MARTIAL ACTIVITIES

ARCHERY, THROWN WEAPONS, HARD SUIT,
RAPIER, AND YOUTH SCENARIOS AND
TOURNAMENTS



FIELD SUPPORT AT ESTRELLA WAR

Providing water and snacks to weary fighters on both the armored combat and rapier fields can be a very rewarding experience. It's a great way to get to know people and your efforts are always very much appreciated. That said, if it's your first time volunteering in this area or if you've never done so at this particular event, there are few things you should know:

Waterbearing is not an official activity of the SCA, Inc., but in an effort to maintain safety and order, supplies and equipment are provided to help fighters stay hydrated. Volunteers coordinate with the Marshalls and the activity is known as Field Support. This is a non-partisan activity, and no fighter may be denied water or snacks.

Important things to keep in mind include:

1. Field Support Volunteers at Estrella War are restricted to the sidelines of the battles. Because the field is so large and there are so many participants from different areas, it is safer and more effective not to allow non-combatants on the field during scenarios. This means the fighters must come to you for their water, unless a hold has been called and waterbearers have been invited on to the field. All equipment and supplies provided by the event are intended for use by all participants. Some households and units bring their own supplies and we would ask that those be provided on the sidelines only to avoid confusion.
2. There is a lot of walking involved in field support and you will be working around large people in armor who are carrying weapons and have a limited field of vision. Please wear sturdy shoes and garb that is comfortable to work in. Trains and flowing sleeves can be a hindrance.
3. You must be 16 or over to volunteer on your own. Youth under 16 must be supervised by a parent, and may be turned away if there are no age appropriate activities for them to perform. The hydration station is not an appropriate place for children to wait while you volunteer or fight and they will not be permitted to do so.
4. Take care of yourself while you are working. Wear sunscreen, cover your head, drink water and take breaks when needed. Oranges and pickles may be enough to keep fighters going, but most Field Support volunteers need something more substantial to eat, so plan ahead. Bring a lunch or go get food if you need to.
5. Please do not smoke at the station or while carrying bottles.
6. Atenevldt supports non-contact Field Support activities. If a fighter puts his or her mouth on a squirt top, it **must** go back to the station for sanitizing. Most fighters are familiar with this, but some need reminding, so keep an eye out.
7. Be aware of your surroundings and pay attention to the Marshalls. They will tell you where it's safe to stand and can point you out to fighters who need water. Some of the field support coordinators are also marshalls and/or authorized fighters and they may be allowed to go closer to the fighters at the discretion of the Marshalls. If you are not sure if it's safe, please ask a Marshal. They may be willing to escort you or ask you to wait.
8. It is not necessary to call out while carrying water and snacks, but if you choose to, please try to use a cadence, emphasizing the first syllable, so fighters and other volunteers can easily tell you are offering refreshment and not in need of it. Tired fighters also respond well to hand signals. Holding up three fingers in the ASL sign for W and touching the first finger to the mouth is a useful way to ask them if they are thirsty or for them to indicate they are. Placing the thumb and fingers together and pointing to the mouth indicates food.
9. Field Support volunteers are generally very valued and cherished individuals and welcome wherever they go, but there are exceptions to every rule. If you ever have a problem with a fighter or anyone makes you uncomfortable, notify the Field Support Coordinator in Charge so the situation can be addressed.
10. Only Marshalls can remove fighters from the field. If you are concerned that a fighter isn't drinking enough, is suffering from the heat or has been injured and doesn't want to admit it, feel free to express that concern, but it is not your job to argue with him or her. Respect their wishes. If they don't want to drink or tell you they're fine, you may point them out to a Marshal if you feel it's necessary.

If you want to become a Field Support Volunteer, please come out to the Battle Field! Volunteering is a great way for you to take part in Estrella War as well as a great way to support your SCA group. Please volunteer!



ARCHERY SCENARIOS

Full details of all archery activities can be found on the web: and in the Special Events supplement.

BASIC SCHEDULE FOR ADULTS

Tuesday Morning – 9:00 – 11:00 am Opening the practice range

Wednesday Morning – 9:00 am – 12:00 pm Opening the practice range

Wednesday Afternoon – 3:00 – 5:00 pm Royals officially opening the Scenarios Range

Thursday Morning – 9:00 am – 12:00 pm KRA Prize Shoot: Dream Together.

Thursday Afternoon – 1:00 – 5:00 pm Queen’s Champion Shoot

Friday Morning – 9:00 am – 12:00 pm Ivarr’s 2nd Annual Estrella War Traditional Shoot

Friday Afternoon – 1:00 – 5:00 pm Baronial Prize Shoot: The Hunt (hosed by the Barony of Ered Sul)

Saturday Morning – 9:00 – 11:00 am Lord of the Rings Estrella Champion qualifying shoot

Saturday Afternoon – 1:00 – 5:00 pm Estrella Championship Finals (Zombie Race)

THROWN WEAPONS

Come on over to the Thrown Weapons Range. Knives, Axes, Spears and Spikes are allowed. No other weapons are allowed. All Weapons must be checked by Marshall in Charge before throwing.

Children 8 years old and up are allowed with Parent/Legal Guardian. Parent/Legal Guardian must stay with child at the Range

Range will be open from 9am to 5pm Thursday to Saturday. Practice and Training during open Range Time, unless a Competition is going on.

- Thursday; Open Range for Practice and Training 9am to 5pm
- Friday; Open Range 9am to 1:30 pm
- 2pm to 5pm Ladies Only Champion Competition
- Saturday Schedule: Open Range 9am to 11am
- Closed from 11am to 1pm for Lunch
- 1pm to 5pm The Estrella War Champion Competition and Youth competition

Saturday: Must sign in for Estrella War Champion Competition from 10am to Noon. You must be signed in for the competition before Noon.

Overall Estrella War Champion Competition, this is open to Men and Ladies. Competition will start at 1pm. Youth Champion Competition will start at 1pm. Youth 8 years and older, must have Parent/Legal Guardian with them.

HEAVY COMBAT CONVENTIONS

It is the intention of the Principal Kingdoms to allow no more than 15 minutes between the scenarios, and when possible no more than 10 minutes. To ensure this:

On Friday and Saturday, each army shall be mustered on the field before 10:00 AM and battles shall begin at 10:00am promptly. Fighters or army not on the field at this time shall not enter until the next battle.

Battles will begin when stated, at the sounding of an air horn.

- Three short blasts will signal fifteen minutes to lay-on.
- Two short blasts shall signal ten minutes to lay-on.
- One short blast shall signal five minutes to lay-on.

Lay-on shall be one long blast with a verbal “lay-on!” from the Marshals.

Each principal Kingdom shall provide a banner which will be used to show the muster point for each army. After “lay on” is called in each battle, the muster banners will be moved, if needed, to their location for the following battle.

If Their Royal Majesties find a severe imbalance in the size of the armies, they may choose to correct it.

Combat Archery Weapons shall be allowed in designated scenarios,

Society legal thrown weapons shall be allowed in all scenarios.

Siege weapons shall be allowed in designated scenarios and can be used against personnel and siege engines but shall have no effect on buildings or terrain.

All structures and terrain are “what you see is what you get”. If a wall, hay bale, or tree can be fired over or around, then it is allowable.

Armor Standards



1. Armor standards for each combatant shall be of their Kingdom of residence. Society minimum requirements, and the minimums stated in this policy, will be strictly enforced.
2. All combatants on the field must have a current Estrella War Inspection Sticker displayed on their helm to indicate their armor has passed inspection for combat at that Estrella War. Fighters must report to Marshal’s Point to receive their armor inspection stickers. Hours and location for Marshal’s Point shall be published in the event gate book.

Weapons Standards

1. Spears shall not exceed nine feet in length. No Mandrake tips on any 2 handed mass weapons or on spears.
2. Combat archery weapons and projectile standards must conform to Society standards.
3. Thrown weapons must resemble a period weapon (i.e. no “pork chops” or other goofy weapons)

HEAVY ARMORED COMBAT SCENARIOS

Conventions and Marshalling Concerns are set forth on the Estrella War website: www.estrallawar.org.

FRIDAY

Start Time 10am

- Open Field Battle: **Casca's Run**
 - Traditional Open Field, fought best 2 of 3
 - Archery and siege in 1 and 3 (arrow inspections during #2)
 - Armies will form on sides agreed to by the Crowns and designated by banners
 - All weapons including siege allowed
 - Victory Condition: Last man Standing
 - Victory Point: none
- Double Bridge Battle: **Loke's Crossing**
 - Fought best of 3
 - 2 Bridges 25' wide X 50 long 30' apart
 - One bridge shall be designated as Open (1 hay bale high) and the other as covered (2 hay bales high)
 - **No Archery on bridge battles.**
 - Thrown weapons are allowed in the covered, but only inline on the bridge
 - Once past the end of the covered bridge, combatants may be fired on by archers as normal (in the open)
 - The open bridge is standard and may be arched or the bales stepped on with 1 foot
 - The covered bridge cannot be stood on for safety.
 - No siege weapons to allow move and prep time for Castle
 - Mounted combatants (members of the order of Chivalry and Royal Peers) may cross the ford/fjord
 - Victory condition: Last man Standing
 - Victory Point: 1
- Castle Battle: **Siege at Castle Kirk's Keep on the Borderlands**
 - Run twice for best time
 - Attacking army gets unlimited resurrections released at 2 minute intervals (short horn blast)
 - Defending army does not resurrect
 - A breach on one side of the castle will be designated with a canvas target. 3 hits from siege weapons to this target will allow the Marshals to drop the canvas and the breach will be open to fight through as well, combatants on both sides may fight through the breach
 - There may be some scattered hay bales in the breach to simulate broken wall
 - All weapons allowed
 - Victory Condition: Best time
 - Victory Point: 1
- Town Treasure Battle: **King Marek's Coffers**
 - Town buildings will be set up with doorways on both sides of each building parallel to the sides form on.
 - In each building a duffle or "a" bag will be placed with about 20 lbs. of soft material, "treasure"
 - Treasure can only be carried by gauntleted hands
 - Treasure will count 1 point for each bag returned to the armies' resurrection point.
 - Battle will be run 3 times and the treasure bags totaled
 - Resurrection battle at 3 minute release times. (short horn blast)

- Battle ends when all bags are at res points (reset and get drinks in between)
- All weapons allowed, but no gleaning of arrows allowed except between battles. Arrows must be re-inspected before use.
- In the event of a tie (equal number of bags after 3 runs) each Principle crown shall choose 10 **unbelted** combatants and a Champions Battle will run one time to determine the victor.
- Victory Condition: Most points wins (most treasure bags collected) or winner of champions battle in the case of a tie
- Victory Points: 1

SATURDAY

Start Time 10am

- Full field as it Lies: **Hansa's Hamlet of Homlett and The Hauock's harassment of Hrothgar**
 - Using the full field (Open, Castle, Bridge and Town) and armies starting on the side opposite that they did on Day 2. Field is as it lies (if you can swing over it...)
 - Battle will be 2 out of 3
 - 6' and under weapons only
 - Archery and siege on 1&3 (inspect during 2)
 - Winner of this battle determines start in the broken field
 - Victory Condition: last man standing
 - Victory Points: 1
- Broken Field Redoubts: **Jaxx's Stand**
 - 3 redoubts shall be set up in equal parity to the army resurrection points based on safety and terrain available.
 - One shall be on the side nearest the archers and have a ford surrounding its approach.
 - Each redoubt shall have a reversible flag or staff to show the current holder of the area
 - Battle will be fought timed (TBD) with regular intervals to assess how many flags are standing and points awarded per flag to each team.
 - Battle will be fought resurrection timed at 3 minute
 - Point total at the end will determine the winner, if equal...a champions battle of 10 Unbelted non-principle combatants from each side will determine the winner
 - Archery is allowed based on field limitations
 - Siege allowed if someone wants to haul the SW to the broken field
 - Victory Condition: highest number of captured redoubts or winner of unbelted champions represented by non-principle Kingdoms
 - Victory Point: 1 point for each redoubt captured
- Battles for fun based on time and attrition

Peers vs the world (timed each way), More res battles

SUNDAY

- If we have enough interested fighters we will gladly offer scenarios for the hardcore extreme!

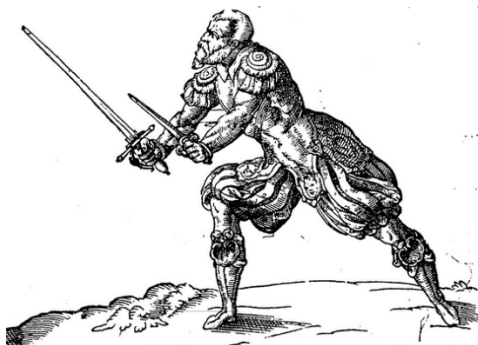
HARD SUIT TOURNAMENTS

Tournament descriptions can be found in the Special Events and Youth Activities booklet.

DAY	NAME	TIME	LOCATION
Wednesday	Laurel's Prize Tournament	1pm-3pm	Town Square
Thursday	Outlands Prize Tourney	9am – 5pm	OUTLANDS
Friday	Roses Cancer Tourney	3pm – 6pm	Town Square
Saturday	Novice Tournament	2pm-6pm	Town Square

YOUTH COMBAT AND TOURNAMENTS

- There will be the traditional Youth Melee on Friday as well as the age division tournaments on Saturday.
- Melee will be, most likely, in the woods just as the past couple of years. Some limited loaner gear will be available. I'm looking to get started as close to 2pm as possible on Friday.
- Tournaments will be Saturday, in the Town Square, and will run concurrently with the Barony of Atenveldt Novice Tourney. We'll start sign-ups at 2pm and hopefully have everybody geared up and fighting by 2:30! Prizes for the tournament winner and most chivalrous are lovely acid etched medallions made by the Honorable Lady Kirsten Matz, best death is a wooden plaque made by myself. There are prizes for each age division!
- Kingdom of Atenveldt Youth Combat Champion will also be decided through the Saturday tournament. If you'd like to declare your intent to fight for Youth Champion, send me a message and I'll let you know how to do it. Final details will be decided at Crown Tournament when we have heirs!



RAPIER COMBAT CONVENTIONS

Estrella Rapier Marshals and Rapier Marshaling Team

1. The Estrella War Rapier Marshal in Charge (RMIC) and their designated Deputy will serve as the primary marshals for armor/weapon inspections and marshaling of rapier scenarios.
2. The RMIC shall form a Rapier Marshaling Team (RMT) that works together to administer and manage all rapier activities.
3. The RMT holds primary responsibility for:
 - o Coordinating setup for all rapier scenarios and marshaling of the combat fields for those scenarios.

- Ensuring the safety of spectators, unarmored participants, marshals and rapier combatants. In this capacity they are responsible for defining boundaries and guidelines to minimize the risk to spectators, participants, and bystanders within the constraints of the site.
- Holding a Marshals' Court at the end of each day of fighting to address any issues of the combat field.

Marshaling

1. At least one member of the RMT must marshal the field during all melee scenarios.
2. There shall be at least 1 marshal for each 25 fighters on any melee field.
3. There shall be at least 1 marshal for each 2 active arenas during tournament combat.
4. A marshals-and-commanders meeting will be held at Estrella, location to be determined, prior to the first day of combat.
5. All field marshals will have notepads available to record incidents that arise during the Rapier Scenarios. The RMT may choose to address incidents immediately and/or at the Marshals' Court.
6. Marshals shall use the phrase "edge of the world" or other similar phrasing to warn combatants when melees approach the edge of the field. "Edge of the world" in no way implies a hold. Any fighter(s) that continue to retreat and touch the edge of the field are "killed" and will be informed of such by the marshal.
7. Unless otherwise published, the "Kingdom of Atenveldt Rapier Marshal's Handbook, October 2015" and the "SCA Rapier Marshal's Handbook," November 2015, along with subsequent addendum and rulings, will be the default for all tournaments and melees.
8. If the condition of the melee field is found to be a safety concern for either melee or tournaments, an alternative combat venue will be used. This decision must be made by the RMIC in consultation with Estrella War Staff and/or the Crown.

Armor & Weapons Guidelines/Inspections

1. Atenveldt and Outlands allowable blade conventions will be observed; Light Rapier blades/flexi-daggers will not be permitted.
2. Parrying devices and rubber band guns need to be inspected only once during the War.
3. Armor and Weapons must be inspected daily. Fighters will observe the armor requirements of their respective Kingdoms. Fighters must have their fighter authorization card or paperwork with them at the time of inspection.
4. Inspections must be from a member of the RMT or a marshal designated by them.
5. Inspections will be available at Rapier Marshals' Point, Principal Kingdom Musters, and any official tournament.
6. Any Rapier Fighter from any Kingdom under the age of 18 years:
 - May only be inspected at Marshals' Point by a Youth Marshal, one of the Principal Kingdom KRMs, or the RMIC.
 - Must have a parent or legal guardian on site and with them at daily inspection to sign paperwork.
 - Must display a yellow diamond "Youth Fighter" mark on the glove of their dominant hand; another yellow diamond MAY be displayed on their mask.
7. Rubber Band Guns (RBGs):
 - RBGs are allowed in some scenarios.
 - Each side will have ammo equal to 10% of the opposing force, rounded down.
 - Spent ammo may not be re-used in the same scenario or gleaned.
 - Dead fighters may not pass off guns or ammunition.
 - RBG ammunition may not be filled with material or otherwise artificially weighted.
 - RBGs and simulacra may not be modified to falsely appear loaded.

- Non-standard RBGs will be considered on a case by case basis with final say belonging to the RMIC. Non-standard includes but is not limited to RBGs modified to serve as a dagger, sword, or spear in addition to its RBG function.
 - RBG rounds DO NOT ricochet and are not considered valid hits after they have hit the first target.
 - Menacing with unloaded RBGs is permitted; see Conventions and Rules of Engagement.
8. Thrown Weapons are not in use.
9. Combat Archery. Combat Archery will use the following guidelines:
- Generally, each side will have ammo equal to 10-20% of the opposing force, rounded down
 - Combat Archery will conform to Atenveldt Rapier Combat Archery rules, available upon request from the Atenveldt Kingdom Rapier Marshal. The following is a summary of those rules:
 - Hand-bows will have a draw weight between 20-30lb as measured at a 28in draw length. Crossbows are NOT allowed.
 - Arrows will be fiberglass or carbon shafts with broad, padded foam arrowheads with ¾" flat surfaces interior to the foam to prevent penetration by the shafts consistent with Junze or GPP® foam screw-in arrowheads for LARP/Archery Combat. They will NOT contain sharp points. Combat archers must purchase commercially available arrow heads; they will not construct their own arrow heads.
 - Bows will be inspected at the beginning of each day of combat by the RMIC or designated representative.
 - Combat Archery arrows will be inspected at the beginning of each day of combat by the RMIC or designated representative, and between each scenario in which they are used.
 - There will be two categories of Combat Archers; Armed and Unarmed. Armed Archers are an individual with a secondary offensive weapon on the field such as a rapier, dagger, etc. Unarmed Archers are an individual with no secondary weapon.
 - Combat Archers may not fire at anyone within a minimum range of 10 feet. Unarmed Archers must call themselves as dead when an armed opponent approaches them at engagement distance. Armed Combat Archers may choose to join the fray at any time if they are made ineffective due to range or depletion of their arrows.
 - Arrows may not be gleaned during the scenario. All arrows will be inspected at the end of the scenario in which they are used to determine their suitability for continued use.
 - Any **MOSTLY** unimpeded hit by an arrow should be considered a valid blow and the fighter should react appropriately. Archers may target only the front 180 degrees of fighters. However, as melees are dynamic, a hit anywhere on the body shall be considered a valid blow.
 - Glancing hits on secondary targets as a result of impeding an arrow or an arrow rebounding are considered non-injurious.
 - Arrows may be blocked, parried, and caught in a fighter's hands.
 - For Estrella 2018 melee scenarios, the only acceptable attack by an arrow is firing from a bow.
10. Spears / Pikes / Polearms. These weapons are allowed in some scenarios. In order to use spear, fighters must be authorized for spear by their respective Kingdom. Spears will use the following guidelines:
- Each side will have spears equal to 10% of the opposing force, rounded down.
 - Only fighters approved by the RMIC and participating Kingdom KRMs will use spears.
 - All weapons will meet Society standards and will be employed as described in Society rules.
11. Two-Handed Swords. The 2015 Society Rapier Handbook provides guidelines to define dagger, single-handed swords, and 2-handed swords with greater clarity at inter-Kingdom events. Two-handed swords will use the following guidelines:
- All weapons meeting the Society standard for 2-handed weapons will be noted and approved for use by the RMIC and/or the KRMs of Atenveldt and Outlands prior to use on the field.
 - Questionable weapons (e.g., those with handles longer than 1/3 the length of their blade) will be considered on a case by case basis by the RMIC and/or the KRMs of Atenveldt and Outlands.

Conventions and Rules of Engagement

1. Rules cannot replace common sense, good judgment, and concern for the safety of all participants. “Rules lawyering” is unacceptable and will not be tolerated. Anyone trying to bend or break rules to gain unfair advantage will politely be asked to stop. If the questionable action persists or constitutes a safety violation, any Marshal from the RMT may remove the offender from the field and they may be subject to further sanction by the RMIC or their respective KRM.
2. Target Areas and Valid Blows:
 - As with any event with multi-Kingdom participants, there will be differences in blow calling, consideration of a “valid” blow, and other conventions. **Communication—both between fighters, and fighters and Marshals—is key to reducing misunderstandings and frustration.**
 - The entire body is a legal target.
 - There is no “armor as worn” during melee combat and all combatants are assumed to be unarmored when judging the validity of blows. Combatants need only make their blows felt through their opponent’s clothing.
 - Valid blows are thrusts, draw cuts (See below), and tip cuts. A slap, flat, or skipping blow does not constitute a valid blow. **As is the accepted norm, fighters will honorably determine the validity of and accept blows dealt to them.**
 - A valid draw cut is any cut delivered by placing the edge of the offensive weapon against the opponent and drawing (**pulling AND/OR pushing**) the blade. No contact should be made with either the quillions or guard during the execution of a cut.
 - A valid tip cut is delivered by placing or laying on an edge in the last 2 inches of the blade against the opponent and drawing it across their body/limb.
 - In all cuts, continuous pressure and a draw length of at least 4 inches are required for the completion of the cut; merely laying the tip or edge of the blade against an opponent is not sufficient to be considered a valid cut.
 - If the blade is drawn all the way across a limb or the throat and this distance is less than 4”, this shall also be considered a valid draw cut.)
 - Society rules will be utilized for determining the validity and result of blows.
 - Some attack may be reasonably considered to be capable of penetrate through an obstacle (for instance a thrust into a hand placed near to the body would continue through the hand and into the body behind). This is called “stapling” and fighters may consider them valid blows.
 - Unless a scenario specifically forbids it, a combatant that loses the use of both arms/hands may step off the line of combat and remain active. If any armed opponent then enters engagement distance, the “disarmed” fighter must immediately yield and quit the field.
3. “Death from Behind” and “180° Engagement” shall be used in all melee scenarios.
 - “180° Engagement” is a safety convention that defines the “front” versus “rear” of an opponent for determination of delivering Death from Behind attacks. An attacker will be considered in a “front” attack zone if he/she is at least even with and parallel to the opponent’s shoulders and torso. Attacks, from start to finish, should be delivered only if the attacker is within this zone. If an attacker is outside the “180° Engagement” zone, “Death from Behind” attacks must be used.
 - Additionally, attackers should consider the area of their opponent’s attention. If they are within the “180° Engagement” but the fighter’s attention is elsewhere, they are encouraged to either wait until their opponent notices their presence or use caution to gently place their blade on their opponent. Fighters should consider that as a courteous and valid attack by the attacking fighter.
 - “Death from Behind” is safely performed by approaching an opponent from behind and laying a sword blade (**NOT** a dagger blade) upon their shoulder. A minimum of 1/3 of the blade should be visible to the opponent. The attacker must then give a verbal cue of “You are dead from behind m’ lord/m’ lady.” or other equivalent before continuing on.

- The attacked fighter is considered dead upon seeing a blade over their shoulder, feeling the touch of the blade, or hearing their opponent call them dead. Fighters may not spin, dodge or otherwise evade a properly executed “Death from Behind”.
 - Fighters are encouraged to use good judgment in accepting blows if they turn towards an opponent either in the midst of executing “Death from Behind” or when close enough to have actually struck them from behind.
 - A fighter may only perform “Death from Behind” on one opponent at a time.
4. “Killing” Touches and Exiting the Melee Field:
- Upon receiving a “killing” touch, fighters must clearly identify themselves as “dead”. Preferably, this is done by carrying their weapons crossed over their head or held in front of them by the blade, point down. Any fighter seen carrying their sword reversed by the blade will be considered dead by the RMT and will be expected to exit the field or Res, as the case may be.
 - A fighter may utter a single word or short phrase when they are killed. Any subsequent communication with “living” fighters is prohibited, except for marshaling and safety concerns.
 - A dead fighter must attempt to exit the melee field in a timely manner. When exiting the field, they should do so in a direction that is away from active combat. During a press, dead fighters should signal their status, make themselves as small a target as possible, and exit in the most expeditious direction that limits the disruption of either side’s movement (this maybe through the opposing side’s line or your own). If there are no feasible exits from the current combat, the fighter should signal their status and remain stationary until a hold is called or opportunity presents. Stalling to block or obstruct opponents, or using a “Dead” fighter as a barrier, is expressly forbidden and may result in marshal sanction.
 - Legged fighters will remain stationary except to change direction on the field. Legged fighters may be moved by being “carried” by 2 other fighters. Carrying fighters must have a free hand to hold the arms of the legged fighter.
 - During a battle, legged fighters may not take themselves off the field (i.e. go resurrect) unless they have a medical or equipment issue prohibiting them from sitting on the ground. Fighters unable to take leg shots must communicate that to their opponent at the time of the received blow. A fighter from the friendly army within engagement distance of a legged fighter may send them to the resurrection point. The RMT may send legged fighters to resurrect at their discretion.
 - Legged fighters **MAY** be engaged from behind/outside the 180° arc of engagement. Fighters will execute Death from Behind on legged fighters using the same procedures cited above, remembering that a legged fighter may potentially lay backwards abruptly.
 - Any fighter who removes their mask or other safety equipment before fully exiting a live field can be removed from the next scenario at the discretion of the marshal.
5. RBGs on the Melee Field
- Safety with gun simulators is of utmost importance. Loaded RBGs will not be pointed at anyone except during active melees; nor will they be pointed at any individual not on the melee field and engaged in the melee. This includes the RMT, field support, and spectators.
 - Gunners **may** menace other fighters with both unloaded and loaded RBGs without firing.
 - Fighters hit by RBG rounds will treat them as they would any other blow. Fighters may take hands, arms, legs, suffer a stapling attack, and be “killed” as a result of RBG attacks.
 - Once discharged, RBG rounds may **NOT** be dodged, ducked, parried, or blocked. Bullets are considered to pass through bucklers/shields and weapons to strike the body behind. Fighters will treat such hits as though they would have continued and struck the body part in its path. Fighters **MAY** throw themselves in front of incoming RBG rounds, sacrificing themselves to spare the intended target.
 - RBG rounds **DO NOT** ricochet. Only the first fighter struck by the RBG round is required to accept the attack.

6. Resolving Conflicts: Fighters who have a conflict should accompany each other to a marshal. The name of each combatant and the nature of the dispute will be heard and recorded. The issue can be resolved either immediately or at the Marshals' Court. Any fighters leaving the field without pursuing this process may forfeit their right to make a legitimate complaint at a later time.
7. Sealing the field: The fighting field will be closed at the beginning of each scenario. In a normal scenario, fighters not on the field will not be allowed enter the field until the beginning of the next scenario. In the case of a resurrection battle, latecomers may enter the field at their resurrection point.
8. Holds:
 - o A hold will be called whenever there is a clear safety hazard due to conduct or equipment.
 - o When a hold is called, all combatants should assume a non-threatening posture, point their weapons vertically, and await direction by the marshals. If possible, fighters are encouraged to kneel or sit during a hold.
 - o Combat shall not resume until the cause of the hold is resolved and reported to the RMT.
 - o There is no convention for "local Holds"; fighters are encouraged to pause in a localized area in a chivalrous and honorable manner if a situation warrants it but a "Hold" for the entire field is unnecessary. Fighters should not be chastised for calling "Hold" in any situation.
9. Lay on:
 - o Fighters may engage in melee combat only after the primary marshal has received acknowledgement of readiness from both Allied Realms and has instructed them to begin.
 - o At "lay on" of a melee, or anytime thereafter, any fighter on the field who is not fully armored may be called dead by a marshal and must immediately exit the field of combat.

RAPIER COMBAT SCENARIOS

Conventions and Marshalling Concerns are set forth on the Estrella War website:
www.estrallawar.org.

FRIDAY IN THE BROKEN FIELD IN THE WOODS

Estimated fighting time: 2.5 hr + 4 scenario switches.

The Mad King's Hunt (mixer)

Special weapons: Spears (unlimited) and archery (6 arrows/archer).

Resurrections: none

Time: 15 minutes or until last man standing. Run once.

Victory points: none

It's MoD, DWS, and equivalent season. They will start seeded across the broken field as individual fighters who may form temporary alliances as they are able and willing.

The rest of the fighters will form teams of three and distribute the teams along the edges of the field; fighters may opt to switch or join teams, but no more than three on a team at any given time. Weapons of choice allowed, including combat archery, but no RBGs. Archers will be permitted up to 6 arrows each and may choose to take another weapon if they can carry it safely with them. Please refer to rules for combat archery. Once a side (individual DWS/MoDs or teams) are depleted, fighters will turn on each other in a bloodthirsty fugue-state. There can be only one. Scenario will run until a winner is determined or until 15 minutes have elapsed. Does not count towards victory points.

The Duke's Rebellion

Special weapons: RBGs with number of rounds equal to 10% of opposing army.

Resurrections: none

Time: 15 minutes or until last man standing. Run twice, switching attacker and defender.

Victory point: yes (1)

The King is a real jerk. Let everyone know this by hanging a strongly-worded manifesto in the center of the field. "Requisition" supplies while you are at it. Down with the man!

Attackers count as placing their manifesto in the center of the field by raising the flag there. Once raised, the manifesto flag cannot be lowered.

Additional points can be earned by looting the town to gather supplies for the upcoming conflicts. A finite number of loot bags will be scattered across the field at the beginning of the scenario; loot will not be re-seeded during fighting. Attackers may return loot to the starting point for scoring at any point during the scenario.

However, looting with a cause is justified requisitioning of supplies, but base thievery otherwise. Therefore, there will be no points awarded for loot acquired if the flag is not raised by the end of the scenario.

Attackers and defenders will start from their respective starting points. After first iteration, sides will switch attackers versus defenders, loot will be replenished, and scenario will re-run. The victor will be the side with the most points. 1 point for raising the flag, 1 point for each loot. 0 points (regardless of loot) if the flag is not raised. The side with more points earns 1 victory point.

For the honor of the family!

Special weapons: none

Resurrections: none

Time limit: Until one side's commander is dead. Run best 2 of 3.

Victory point: yes (1)

This civil war would end a lot sooner without the heads of the families uniting the sides. Killing one of them in battle would bring honor to your family and reprieve to your people.

The scenario ends and victory is awarded for killing the other army's commander. Commanders will be clearly marked and must be visible during the scenario (i.e., you are commanding a battle, not playing hide and go seek). The commander may fight inside a structure, if available.

Attackers and defenders will start from their respective starting points. Scenario will run best 2 of 3 for 1 victory point, switching starting points between iterations.

Commissions of Array

Special weapons: RBGs with ammo equal to 10% of opposing force and spears, no more than 10% of opposing force.

Resurrections: unlimited

Time: 10 minutes, or until one side has placed all three banners. Run twice, switching start points.

Victory point: yes (1)

Both sides are attempting to recruit to their cause; this has led to a series of skirmishes across the lands. Get through the opposing force to plant your banner, demonstrate your worth, and recruit local nobles and their armies to your cause.

Each side will receive 3 banners. Each side will need to move as many of their banners as possible from their start point to the 3 points of contention in the field. Each point will have 2 holders: 1 for each side's banner.

Once planted, banners may not be removed; no more than 1 banner per holder.

Banners will be a piece of cloth affixed to a 4-6 foot long wooden rod. Each banner requires one person with a free hand to carry; each fighter may only carry one banner. Banners can be used as a parrying device, but may not be used offensively (i.e. to strike another fighter) and may be used in combination with a buckler. You may

not pick up or move the banner belonging to the opposing side. Armies/units are encouraged to bring their own banners. Fighters killed while holding a banner may either drop the banner or hold the banner until another fighter can retrieve it. Dead fighters still holding a banner must clearly demonstrate they are dead by taking a knee and holding their blade in a non-threatening manner. The scenario will run for 10 minutes or until one side has planted all 3 banners. The armies will switch sides and scenario will be run again. One point is awarded per banner planted; one victory point awarded to the army with the most points at the end of 2 iterations.

Liberate to fight another day

Special weapons: none

Resurrections: unlimited

Time: 15 minutes or until all flags are raised. Run twice, switching attacker and defender.

Victory point: yes (1)

Members of your glorious cause have been wrongfully imprisoned for making manifestos, totally justified supply gathering, and recruiting militias to overthrow the Crown. A misunderstanding, really. Free your comrades by killing the guards and opening the doors.

Doors will be represented by flags scattered across the broken field. A count of 10 without engaging is required to open the door. The marshal will perform the count and stop (but not reset) when the fighter turning the flag is killed or interrupted. A door, once opened, cannot be closed. The prison break has already been successful.

The entire attacking and defending armies will begin from their starting point. No fighters will be positioned behind the doors from either army.

Scenario will run with unlimited resurrections for 15 minutes or until all flags are raised. Armies will switch attacker/defender sides and scenario will be re-run. One victory point goes to the army with the shortest time to raise all flags.

SATURDAY IN THE TOWN AND OPEN FIELD

Estimated total time: 2.25 hours with 3 scenario changes

Affairs of Honor and Revenge

Special weapons: none

Resurrections: unlimited

Time: 15 minutes

Victory point: none

Let's fight each other. Scatter across the field. Challenge whomever you wish to one-on-one combat. The loser takes a knee or otherwise indicates dead and counts to 10. Choose a fight with someone else, get to know one another. Mixer will run for 15 minutes. There is no victory point or special weapons here, only fights! Why? Because fights.

Wedding on Heworth Moor

Special weapons: Spears permitted (10% of opposing force)

Resurrections: none

Time: Unlimited. Best 2/3.

Victory point: yes (1)

The King had the bright idea of marriage between the two families to relieve tensions. Unfortunately for the mad King, no one is fooled by the sack of potatoes in a wedding dress and the cake is a lie. The only union we've gathered to witness is a clash of steel. Kill every last one of them.

This scenario will run in the town with all buildings closed off. Victory goes to the army with fighters remaining after the other side is wiped out. Sides will switch starting positions. Run best 2/3 for one victory point.

The Siege of Harlech

Special weapons: Combat archery permitted, total ammunition equal to 10% of opposing side.

Resurrections: Yes, until an attacker has exited the field

Time: 15 minutes. Run twice, switching attacker and defender.

Victory point: yes (1)

This war is for the royal seat in London. If you wait for the rest of the army, you will allow too much time for the town to defend itself for a siege and reinforcements to arrive to defend the town. A small group may be able to fight their way past the guards to wage guerilla warfare to make capturing the town possible later. However, you must slip past safely in order to live to fight another day.

Attackers start outside of the city. Defenders start inside the city at locations of their choosing. There will be 2 'exit points' at the sides of the field with marshals present. In order to be counted, an attacking fighter who is not within engagement distance of a defending fighter may put up their swords and declare that they are exiting the field. The marshal will indicate whether they may exit or if they were in engagement and need to finish the fight before they can safely pass. Defenders may not strike or shoot an attacking fighter while they are speaking with the marshal. An attacking fighter may not exit through live combat involving other fighters, although they can pass behind active combat. An attacking fighter who safely passes is counted. They do not resurrect or rejoin the fight.

After 15 minutes, a hold will be called and armies will switch sides for attacker and defender. The army with the most fighters who exited into the town gets one victory point.

The Battle of Towton

Special weapons: None

Resurrections: Unlimited

Time: 60 minutes. Run once.

Victory point: yes (1)

Reinforcements have arrived, the city's outer defenses are breeched, and the battle for the town has begun in earnest. Both sides are vying for control of governmental buildings and other points of interest to establish or maintain the rightful government, depending on your perspective.

Flags will be positioned in and around buildings throughout the town; all flags will begin in a neutral position. Fighters from either side may change the position of the flag at any time during fighting. Total fighting time will be 60 minutes. At roughly 6 minute increments, the marshal team will count the number of flags in favor of each side. No hold will be called for the purpose of counting flags. One victory point will be awarded to the side with more flags in their favor tallied at the end of the scenario.

Cover Art by: Anna Bjugstad

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RAPIER TOURNAMENTS

Tournament descriptions can be found in the Special Events and Youth Activities booklet.

DAY	NAME	TIME	LOCATION
Wednesday	Early Bird Tournament	3pm-5pm	Town Square
Thursday	Men's Skirts Tournament	10pm-12pm	Knowne World Rapier Camp
	Ladies' Treasure Chest Tournament	12pm-2pm	Knowne World Rapier Camp
	Long Sword Cut & Thrust Tournament	2:30pm-4:30pm	Barony of Twin Moons
Friday	Roses Cancer Tournament	3pm-5pm	Town Square
	Rapier Torchlight Tournament	6pm-9pm	Barony of Twin Moons
Saturday	Rapier Novice Tournament	2pm-5pm	Town Square
	Estrella War Cut & Thrust Tournament	2pm-5pm (concurrent with Novice Tournament)	Town Square