

THE RULES OF THE LISTS, CONVENTIONS OF COMBAT, AND WEAPON AND ARMOR STANDARDS
FOR THE KINGDOM OF ATLANTIA

JULY XVI

The interpretations of the Rules of the Lists and the Conventions of Combat are the sole province of the Marshallate, and requests for specific modifications for an event must be made to the Earl Marshall or his Deputy. At ordinary events, the Marshall-in-Charge is the final arbiter on the field, and may make slight modifications of the Rules of the Lists and Conventions of Combat.

CONVENTIONS OF COMBAT FOR THE KINGDOM OF ATLANTIA

CC1 The legal target area for the edge of any weapon is defined as the whole torso, head, and limbs, with the exception of the lower leg beginning one inch above the top of the kneecap, and the hand and wrist from one inch above the wrist. The legal target area for impact weapons is identical. Blows landing on illicit targets need not be counted.

CC2 All weapons to be used in a particular combat shall be declared to the opponent and the marshalls before the fight. If an auxiliary weapon is to be carried, Convention of Combat #7 may be waived subject to the Marshall's approval. Such a waiver shall be announced publicly before the commencement of combat. If an auxiliary weapon is carried in such a way as to prevent proper acknowledgement of a blow, it is considered broken if struck twice by the opponent's weapon, and shall be discarded.

CC3 A "Hold" may be called only by the fighters and marshalls upon the field, or by the Sovereign or Their representative. Upon the calling of a hold, combat shall cease, and will not resume until the cause of the hold has been corrected, and the marshalls have given their permission. Blows begun after a "Hold" is called shall not be counted, and fighters shall be especially careful that this situation does not arise.

CC4 Judging the effects of blows is left to the honor of the individual combatants, unless they jointly relinquish this responsibility.

CC5 Blows striking the shield or defensive weapon and the combatant need not necessarily be counted, unless they retain sufficient force to kill or cripple, or the offensive weapon's characteristics permit a kill while part of the weapon is obstructed by the shield. For example, an axe or mace blow may kill even though the haft struck the shield or defensive weapon.

CC6 A blow immediately followed by the dropping or breaking of the weapon involved need not be counted, unless in the latter case a sound weapon was clearly broken upon the combatant's body.

CC7 A helpless opponent is not struck, and a "Hold" must be called. An opponent is helpless if he has fallen and struck the ground, or if he has dropped or broken his weapon. Blows begun before the event that necessitated a "Hold" will be counted. If a combatant either drops his weapon, or slips and falls without being pushed, three times, then he shall forfeit that fight.

CC8 If a fighter's helm falls off during a fight, he shall forfeit that combat.

CC9 Blows struck in combination count to both combatants. A kill that follows a wounding blow is a kill (i.e., a wounded opponent is not helpless). A wounding blow struck in combination by a wounded combatant wounds his opponent. A killing blow to the opponent that was started before the fighter receives a killing blow counts. Double kills may be refought, except in melees or wars, where both are deemed dead.

CC10 If a sword is used for three static blocks, braced against the shield or helm, the sword will be considered broken and must be discarded.

CC11 A fighter who has been wounded once loses control of the portion of the limb below the wound. If the arm is struck again below the wound in such a way as to block a further disabling or killing blow, the blow is counted as though the arm was not there. A wounded limb may not be used to grasp, or propel the fighter; he must act as if motor control in that limb is completely gone. A mace blow to the hip shatters the pelvis, and is therefore a killing blow. A broadsword blow to the shoulder can be either disabling or killing, depending on the incident angle. Greatsword blows to the shoulder and hip are killing blows.

CC12 In a melee, an opponent unaware of one's presence may not be struck until a positive effort has been made to acquaint him of your presence. Purposely refusing to acknowledge an opponent's presence is unchivalrous. A fighter in a melee who has dropped or broken his weapon is not considered helpless, and a "Hold" is not to be called. Fighters killed in a melee must die defensively, and may not give aid in any form to still active fighters.

CC13 It is the prerogative of any belted fighter to observe the Crown finals from the field.

CC14 Only titles earned in combat may be used on the field, save as pretext for a challenge.