

# Rules for Fratricidal Combat

## SECTION I. OFFICIATION OF FIGHTING EVENTS.

1. The Markland insurance policy covers only official events.
  - a. Insurance is required by most national and state parks and to help protect Markland from lawsuits.
  - b. Markland insurance shall not be confused with personal accident insurance! Personal accident insurance may be available to Markland members at group rates; it is inexpensive and provides excellent coverage (contact the Bailiff for more details). The Reeves' Guild highly recommends this insurance for all fighters, if available
2. In order for any event at which fighting will take place to be official, sponsoring Markland group must provide:
  - a. A properly filled out event form approved by the Witan.
  - b. A qualified Head Reeve, as recommended by the Reeves' Guild, who will be present at the event. This person does not have to be a member of the sponsoring group, but must be a member of the Reeves' Guild.
  - c. A first aid kit. If the group feels they do not have sufficient first aid equipment or experience, they will contact the Reeves' Guild for assistance.
  - d. Some means of identifying fighter classes.
  - e. Suitable safety barrier must be used at Public Events.
  - f. Some means of measuring the draw weight of bows. NOTE: fishing scales capable of measuring 30 lb. are both cheap and effective. Several Markland groups already own them. Again, if a group has trouble obtaining one of these, they can ask the Shire Reeve to help them find one to buy or borrow.
3. These frat rules will be updated and kept online.
4. Reeves are recognized as the official referees of the sport of Markland Fratricidal Fighting.
5. Official Fratricidal Markland events shall require a ratio of at least 1 field reeve to every 15 fighters. The head reeve may, at their discretion, draft reeves from among members if volunteers are unavailable. The draftee will be responsible for only one half hour or one scenario, whichever is longer.

## SECTION II. THE HEADREEVE

Only one person will be designated Head Reeve at any one time; he may delegate any responsibility at his discretion but will still be held accountable for their performance.

1. The Head Reeve must:

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- a. Have fought in at least three Markland wars, where his primary activity, in those wars, was combat.
  - b. Have acted as a Field Reeve in at least three wars, where his primary activity, in those wars, was as a Field Reeve.
  - c. Have acted as a Head Reeve, under the guidance of an official Head Reeve, in the running of at least three scenarios at a war.
  - d. Know the Markland Rules of Fratricidal War, and understand the consequences of failing to follow these rules.
  - e. Show an aptitude for planning and implementing interesting scenarios.
  - f. Must be approved by the Reeves' Guild.
  - g. Must be a paid Markland member.
2. The Head Reeve may, at his discretion, suspend or ignore any rule in the interest of safety.
3. Before the event, the Head Reeve must:
- a. Study the current Rules for Fratricidal Combat.
  - b. Select Armorer Reeves who will inspect all weapons and armor for safety and conformance to the guidelines for construction that are included in these rules. They should be carefully selected by the Head Reeve, with the object of choosing the most experienced and knowledgeable fighters available.
  - c. Select Archery Reeves who will inspect all bows & arrows and armor for safety and conformance to the guidelines for construction that are included in these rules. They should be carefully selected by the Head Reeve, with the object of choosing the most experienced and knowledgeable fighters available.
  - d. Inspect any nonstandard, experimental or special weapons or armor.
  - e. Select Field Reeves to assist in regulating combat.
  - f. Decide what types of armor, if any, are "proof" against which missile weapons.
  - g. Give a brief speech to the assembled reeves and fighters, explaining the rules and regulations governing Markland fratricidal combat (including any special rules announced previously in the Plague) and stressing safety and fun for all.
  - h. Call forward and announce the presence of lightly armored combatants.
  - i. Demonstrate a loud, audible signal which will mean that all combat must STOP (a whistle or compressed air horn works great).
4. After the event, the Head Reeve must submit a report of any problems or injuries to the Shire Reeve.

NOTE: that the job of Head Reeve is one of the most arduous tasks in all of Markland; the Reeves'

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guild recommends that anyone who does a good job be rewarded by the sponsoring group so they'll do it again!

### SECTION III: ARMORER REEVES

1. All Armorer Reeves must:
  - a. Be carefully selected by the Head Reeve, with the object of choosing the most experienced and knowledgeable fighters available.
  - b. Know the current Rules governing the construction of Markland Fratricidal weapons and armor.
  - c. Have fought in at least three wars using weapons of their own construction.
  - d. Be approved by the Reeves' Guild.
  - e. Take an active role in promoting safety as outlined in the Rules.
  - f. Be a paid Markland member.
2. Armorer Reeves must inspect all weapons (except bow and arrows).
  - a. No Armorer Reeve will inspect his own weapons.
  - b. All weapons approved as safe for use shall be marked in some fashion. The Reeves' Guild recommends using marking tape or stickers that are difficult to duplicate.
  - c. The Head Reeve must personally approve any weapon that is not covered by the guidelines included in these rules before it will be used on the field.
  - d. Unsafe weapons (even those that appear to have been constructed and tested within the guidelines) can be banned by any reeve for the event.
3. Armorer Reeves must inspect all fighters:
  - a. No Armorer Reeve will inspect his own armor.
  - b. All fighters must be wearing armor sufficient to qualify them as one of the classes as detailed in these rules if they wish to participate in combat (i.e. Heavy or Light).
  - c. Armor designated as "proof" to missile and thrown weapons, must be made of historically accurate materials and of sufficient construction to hold such a designation. (The minimum gauge for steel armor to count as plate in Markland Fratricidal combat is 18 gauge for example). What and when armor is determined to be "proof" at any particular event is at the discretion of the Head Reeve for that event. For example: Plate armor is not always proof just because it is "Plate."
  - d. The Head Reeve must personally approve any armor that cannot be evaluated using the rules of appropriate fighter type before it is to be used on the field.
  - e. Fighters must be at least 16 years old. Fighters under the age of 18 must have a signed waiver on file with the Witan.
4. Any fighter may at his or her own discretion, appeal an Armorer Reeve's decision to the Head Reeve

at the Head Reeve's convenience. No one else has the ability to override such a decision.

#### SECTION IV. ARCHERY REEVES

1. All Archery Reeves must:
  - a. Be carefully selected by the Head Reeve, with the object of choosing the most experienced and knowledgeable archers available.
  - b. Be familiar with the current Rules of Fratricidal Combat, especially those concerned with archery, bows, and arrows.
  - c. Have fought in at least three wars using arrows of their own construction.
2. Archery Reeves shall inspect all bows and arrows:
  - a. No Archery Reeve will inspect his own weapons.
  - b. All bows and arrows that are approved as safe for use must be marked in some fashion. The Reeves' Guild recommends using marking tape or stickers that are difficult to duplicate.
  - c. The Head Reeve must personally approve any bow or arrow that is not covered by the Frat rules before it may be permitted on to or be used on the field.
  - d. Unsafe bows and arrows, even those that appear to have been constructed and tested within the guidelines, may at the discretion of the head, archery, or field reeve, be marked as unusable at said event.
3. Any fighter may at his or her own discretion, appeal an Archery Reeve's decision to the Head Reeve at the Head Reeve's convenience. No one else may override such a decision.

#### SECTION V. FIELD REEVES

1. All Field Reeves must:
  - a. Have read the current Markland Rules for Fratricidal Combat.
  - b. Have fought in at least two wars or been an interested spectator at least five wars.
2. Field Reeves must be easily identifiable by:
  - a. REEVE'S TABARD. A Reeve will wear a white tabard trimmed in yellow. However, it is more important that there be reeves present than they are garbed properly. If there are not enough tabards to go around, wear something bright.
  - b. REEVE'S STAFF. Reeves must carry a pole, most preferably of stout wood or rattan painted or taped white and banded with yellow stripes.
  - c. WHISTLE. It is recommended that reeves carry these to signal temporary halts to combat (generally for safety reasons).

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3. Field Reeves will regulate combat:

- a. To ensure the SAFETY of everyone on the field, by ANY method necessary.
- b. By calling any fighter "Dead by Plague" in the interest of safety, or to keep the battle/scenario moving smoothly. Field Reeves have authority to "Call Kills" if:
  1. A safety hazard exists, such as a Light fighter ignoring blows.
  2. A fighter is blatantly breaking or ignoring rules.
  3. There is a disagreement between fighters as to who is dead and who is not, in which case both fighters will be "Called Dead".
  4. Fighters are ignoring deliberate blows that get through their guard or are killed from behind.
- c. And are authorized to enforce their commands with their staff if whistle and voice commands have no effect.

4. Any fighter may at his or her own discretion, appeal a Field Reeve's decision to the Head Reeve at the Head Reeve's convenience.

NOTE: The Reeves' Guild HIGHLY RECOMMENDS that ANY fighter throwing tantrums be IMMEDIATELY DECLARED DEAD! Angry fighters are a hazard to themselves and those around them; get them off the field and let them cool down.

SECTION VI. THE REEVES' GUILD

1. Is composed of those fighters who have met the qualifications of HEAD REEVE, ARMORER REEVE, ARCHERY REEVE, or FIELD REEVE.
2. Will meet at the first and last war of every year to discuss current trends, and rule changes.
3. Will meet at least once a year to review and approve new Reeves of all Classes.
4. The approved list of Reeves will be submitted to the Bailiff to be included in the Markland database and to verify the status of those individuals who must be paid up to qualify for that position.
5. Shall be managed by the Head of the Reeves Guild.

SECTION VII. COMBAT

1. Combat holds:
  - a. When a hold in combat is signaled, all combatants must cease fighting, stop moving, and drop to one knee. A hold may be called at any point during combat. A hold may be called

by any reeve or fighter in the case of safety emergency. Reeves may call holds to signify the end of combat or for reasons peculiar to the scenario in use. All 'dead' combatants are allowed to move out of the way of combat or to a resurrection point when indicated by the reeves. A hold may be indicated by loudly shouting the word "Hold!" or by use of a device such as a whistle or air horn. If a device is to be used, the reeves shall announce this prior to the commencement of combat.

2. Striking unaware combatants ("Dead/Death From Behind"):

- a. To 'kill' an opponent that is unaware (e.g. being attack from the rear) the attacker must land a light but solid blow and call out the words "Dead from behind" or "Death from behind." It is important to note that it is the words "Dead/Death from behind." that actually do the killing, not the blow. The call must be made for each individual so struck (i.e. you may not 'picket-fence' a string of opponents and only make one call for the group). Obviously, the blow should be landed in a safe manner. It is recommended that you NOT strike the back of the head whenever possible.

3. Hits from missile or thrown weapons:

- a. Missile weapons must not and cannot be used as hand weapons. Thrown weapons may be used as hand weapons at the discretion of the Head Reeve.
- b. Any fighter struck by a missile or thrown weapon may no longer use the part of the body that was struck. Unless the struck area is the head, chest, or abdomen in which case the fighter is dead, except in the specific case of a fighter being hit on armor previously declared "proof" by the Head Reeve.
- c. Unless a weapon is inspected and passed as a throwing weapon by the Armorer Reeves, weapons are not permitted to be thrown.
- d. Thrown javelins must strike a target with the designated (taped) bladed end to affect the target. Thrown weapons (i.e. axes, maces, and daggers) may hit with any part of the weapon to affect the target. Arrows/bolts must strike head first to affect the target.
- e. Ricocheted missile & thrown weapons do not affect the secondary targets, or other fighters.

4. Illegal hits with any handheld weapons

- a. No fighter is permitted to aim at the groin, throat, base of the neck, knees, or below the knees.
- b. Blows landing on or below the knees are to be ignored, except specific instance of a fighter blocking by interposing his feet or legs.

5. No fighter is permitted to forcibly remove another fighter's safety equipment (such as a helmet) under any circumstance.

6. All fighters must visually identify all potential opponents' fighter class prior to engagement so that lights are not stuck with excessive force. Lights are also required to be aware of those around them, and are encouraged to die safely prior to any contact being required by a foe.

7. Heavy versus heavy:

- a. Heavy infantry will hit one another as hard as necessary based on the armor the target is wearing (see next section). However, any overseeing reeve may pull a fighter displaying unsportsmanlike conduct from the field.
  - b. A heavy infantryman's armor counts for what it is. For the purposes of taking shots only historically accurate materials such as leather, steel, and cloth count as "Historically Accurate Armor" and offers the protection leeway granted by wearing armor. The same armor if made out of aluminum or plastic is considered "Personal Protection" and even light blows or glancing shots must be accepted if they are hit in that respective location.
  - c. A fighter wearing only padding (i.e. a gambeson) or "Personal Protection" must acknowledge all blows and cuts on those sections of their body.
  - d. A fighter wearing thick padding and mail, or heavy leather may, at their discretion, ignore light and glancing blows as well as cuts.
  - e. A fighter wearing steel plate of 18 gauge mild or better, must be hit both solidly and squarely on the plate for the blow to count. The fighter is asked to acknowledge the blow, and announce the blow as "light" if the blow is not solid or square.
  - f. Helmet bar-grills count for nothing. All strikes on the bar-grill are to be accepted.
8. Light versus heavy:
- a. Heavies must touch light softly, if possible avoiding the head.
  - b. Lights must die if contacted anywhere (including weapons or shield) by a deliberate touch of a heavy's weapon.
  - c. All fighters must visually identify all potential opponents' fighter class prior to engagement so that lights are not bashed.
9. Code of Conduct:
- a. The Markland Code of Conduct exists and is maintained as a separate document. All participants and attendees are bound by it's contents of the Markland Code of Conduct document.

All fighters are bound by a code of conduct while participating in Markland Fratricidal Activity. This will include the acknowledgment of fairly struck blows, maintaining of temperament, and conduct proper and conducive to the enjoyment of all participants at the event. The deliberate and repeated ignoring of blows is both unsafe and unsporting and will not be tolerated at an event.

## SECTION VIII. DEATH

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1. A KILLING BLOW IS ONE DELIVERED SQUARELY (the killing part of the weapon lands firmly) AND SOILIDLY (delivered with significant enough force to best ones armor) ON A VITAL AREA. All fighters killed in combat must immediately fall down!
2. Dead fighters will in no way aid or abet their live companions; i.e. passing weapons, yelling warnings or commands, etc.
3. After falling down:
  - a. If you are anywhere near fighting:
    1. Curl up and protect yourself as best you can.
    2. STAY DOWN until the fighting moves off or is over.
    3. Wait for a Reeve to clear you or there is a “hold.”
  - b. If you are well away from all fighting:
    1. Check to be sure you are safe.
    2. Get up and move to a neutral area as soon as possible. Carry your weapons in a non- aggressive manner and do not interact with live fighters.
    3. If the scenario calls for resurrection, report to your assigned dead pile and stay there until resurrected. Otherwise, get off the battlefield.

### SECTION IX. PENALTIES FOR INFRACTIONS OF THESE RULES

1. The Head Reeve or any Field Reeve may, at their own discretion, call any fighter DEAD or require a fighter to sit out the remainder of a battle.
2. The Head Reeve or any Armorer Reeve may at their own discretion and at any time, confiscate any weapon which is deemed to be unsafe. Confiscated weapons may or may not be returned, taking into account whether the weapon was deliberately and knowingly used as an unsafe weapon.
3. The Head Reeve at any time has the ability to disallow any fighter from fighting for the remainder of the event (recommended for any fighter who is CONSISTENTLY breaking the rules).

The Head Reeve, in consultation with his appointed Field Reeves and Armorer Reeves, may make a recommendation to the Markland Council that a fighter be barred from fighting, or barred from attending any fighting events, for a period of not more than one year and one day. This penalty is reserved for the most awful of transgressions; and note that the Council, upon hearing the facts, has the authority to impose EVEN HARSHER PENALTIES as they see fit.

### SECTION X. HEAVY FIGHTERS

All heavy infantry must wear the following minimum protection and must be familiar with the rules of



combat, especially those governing combat with Lights:

1. A helmet that conforms to the following qualifications:
  - a. A helmet must be constructed of at minimum 1/16 inch (aka. 16 gauge / 0.0625 inch) thick steel sheet metal with 3/16 inch minimum thickness for bars in the bar grill and cover the entire head to below the jaw. No helmet openings can be large enough to pass a 1 1/4" stick. No sharp edges or protrusions are allowed.
  - b. All parts of the helm that might cause contact with the wearer's head shall be padded with a closed-cell foam or equivalent padding, or shall be suspended in such a way as to prevent contact with the wearer during combat. Similarly, parts of the inside of the helm that might come in contact with the wearer's neck or body should also be padded.
  - c. All helms shall be equipped with a chin strap or equivalent means to prevent the helm from being dislodged or metal contacting the wearer's face during combat. The chin strap must be constructed of a strong enough material to avoid breaking and must avoid being placed in the helm in a manner that could strangle the wearer.
2. Body Protection: The minimum requirement of a gambeson is that a 1/2 inch thick (or two layers) mover's pad or equivalent padding covering the torso from shoulder to crotch and is to be worn with kidney protection (weight belt) at least equal to an 8 oz. leather belt that must cover the area of the fighters back between pelvis and ribs. The wearing of a gambeson or kidney belt is not required as long the other armor being worn offers equivalent or greater protection for the torso of the fighter
3. Frontal throat protection (if not provided by the helm even when the head is tipped back to maximum distance) must be at least equivalent to 8 oz. leather over 3/8" pipe insulation.
4. Joint protection covering both knees and elbows provided must be at least padded protective sports gear (this covers a very wide range of elbow and knee pads). Though the knees are not a legal target, more armor there is recommended.
5. Hand protection AT LEAST equal to ice hockey or lacrosse gloves and are expected to make the good faith effort to black-out or cover up any modern symbols and branding on gloves and equipment. Aluminum and leather hand protection and gauntlets will provide protection from DRAW CUTS ONLY, not contact hits. Steel still counts as steel. This is the ONLY current area where aluminum counts as anything (other than shields) and is designed to get more period looking equipment on the field.
6. A groin cup or form of rigid crotch protection.
7. Heavy's shields are "proof" against all blows, including arrows and other missiles, and thrown weapons but not necessarily siege weapons.
8. Heavies are permitted to use any legally constructed weapon.

## SECTION XI. LIGHT FIGHTERS

All Light fighters must be familiar with the rules of combat, especially those governing combat with heavies.

1. All light archers must be clearly identifiable as light; minimum markings are bands of 1" wide INTERNATIONAL ORANGE tape from front to back, side to side, and all the way around at mid-

helm or above the eye-slit or the helmet.

2. Armor: All light archers must wear:
  - a. Head protection at least equivalent to three-weapon or saber fencing mask or street hockey helmet providing back of the head protection is allowed. A padded coif of at least mattress pad thickness that extends to the shoulder and gives throat and back of the neck protection is also required.
  - b. Hand protection at least equivalent to leather driving gloves except on archer'snock hand.
  - c. Body armor is the equivalent of a sturdy tunic covering the torso from shoulder to crotch.
  - d. A cup or rigid groin protection is strongly recommended.
3. Light Fighters are permitted to use missile weapons, thrown weapons, shields\*and may also man siege equipment.

\*(A Light Fighter's shield must be marked prominently with a large X or cross in INTERNATIONAL ORANGE across length of the shield.
4. Light fighters may not grapple. They may not be grappled by heavy fighters.

NOTE: these rules assume the fighter is in excellent physical condition and perfect health. The Reeves' Guild recommends all fighters wear more than the minimum armor; fighters who do not regularly work out or who suffer from medical problems would be extremely stupid to attempt to fight with minimum armor.

## SECTION XII. SHIELDS

1. The basic construction of shields must be of a material AT LEAST as sturdy of 1/2" plywood and painted. Aluminum Shields must be constructed of at least T6 grade aluminum. They must be covered with cloth or canvas, or be painted. They must follow all other rules that pertain to basic shield construction. Plastic shields are not allowed. Shield bosses must be dome shaped and must be constructed of steel, aluminum, hard plastic, or hard rubber. Reeves may make a strength test against the boss to ensure safety. This is the only exception to the "no plastic" rule for shields listed above.
2. Shield edges must be padded to minimize damage to weapons; the minimum acceptable padding is a garden hose.
3. Shields must not have protruding metal or sharp edges and/or corners.
4. Shields must not incorporate NAILS, SCREWS, or STAPLES; bolts and rivets are acceptable. All exposed ends must be rendered non-hazardous. Bolts and extruding heads must be covered by Duct Tape.
5. Shields may not be used as OFFENSIVE WEAPONS.
6. Shields are "proof" against all blows including arrows and other missiles. Shields are not "proof"

to siege weapons. It is possible for the Head Reeve to declare that certain weapons (perhaps poleaxes, crossbow bolt, or throwing spears) can penetrate shields.

7. Shields used by Lights must be clearly marked with a "X" across the front of the shield in International Orange. Light combatants are limited to round shields of a maximum diameter of 24". See section on Lights for more information.
8. Shields may not be worn as body armor, and must be both attached to and controlled by your hand.

### SECTION XIII. WEAPONRY

1. No weapon will be used in combat which has not been inspected and approved by an Armorer Reeve or the Head Reeve because:
  - a. All weapons degrade with use and age; a weapon constructed to the MINIMUM standards will often wear out after only one fratricidal war.
  - b. Any weapon could be taped too tightly, or repeatedly repaired to the point where it is too rigid for safe use.
2. All weapons, weapon core, and weapon parts, such as shafts (including rattan core), cross guards, false quillons, etc., MUST be an 1 1/4" thick or greater so that they cannot enter eye slits of helmets. Exceptions to this rule are bows, arrow/bolt shafts, bowstrings, flail cords, hand grips, and other equipment the reeves may designate as being unreasonable to require a width of 1 1/4".
3. Hafts and blades must be made of some reasonably lightweight, non-splintering substance; rattan is the ONLY material that is currently recognized as consistently safe except for Spears which may be made of fiberglass. If you choose to use some substance other than what is listed, bring some samples of the material for the reeves to test break or your weapon will not pass inspection. Any such weapons count as "experimental".
4. Counterweights must be recognizably NOT thrusting caps; any counterweights must be marked in CONTRASTING COLOR in bright International Orange to single them out as something you DO NOT use as a weapon.
5. INTERNATIONAL ORANGE will not be used on any weapon's "edges," nor will it be used to signify striking surfaces of a weapon.
6. Padding:
  - a. For the purposes of weapon construction, 3" of upholstery foam is equivalent to 1/2" of sealed cell, which is equivalent to 3/8" of pipe insulation.
  - b. PIPE INSULATION is often sold under brand names such as "Armaflex"; it is available from plumbing and hardware stores. It is black, pipe shaped, and feels rubbery. BE CAREFUL WHEN BUYING! Some brands are inferior and unsuitable for padding weapons! As a test, pinch one wall of the pipe flat; if it springs back with NO DENTS or MARKS where you pinched it, it is good stuff. If it springs back slowly or not at all, or if there is a dent or thumbprint on it, DO NOT USE IT! Also be aware that pipe insulation degrades with long storage, especially if it is folded in storage.

- c. SEALED CELL FOAM is dense, bubbly, usually white or pale green, and gives slightly when pressed. Don't use the super rigid stuff that doesn't give at all. Sealed cell can be sculpted into aesthetically pleasing weapons.
- d. UPHOLSTERY FOAM is the yellow, soft foam commonly found in your sofa. It is generally available at sewing outlets. When using upholstery foam, you must compress the foam to half its original thickness when you tape the weapon: i.e. to make a 2" layer, you must tape 4" of foam down to 2" thick. Thus, it is difficult to work with, and tends to make bulky, slow, funny looking weapons.

#### 7. Butt Spikes:

(NOTE: from the Shire Reeve: All Armorer Reeves will point out to all combatants with butt spikes on their weapons that they are to be used for THRUSTING only.)

- a. Butt spikes must be constructed in the same manner as spear thrusting tips which in this case is 2" of padding for thrusting tip and at least 2 inches of padding for safety and attachment/securement to weapon. They may NOT be counterweighted.
- b. Butt spikes will not be applied to any weapon over 78" long.
- c. Butt spikes must be designated as a striking surface on a weapon.
- d. Any weapon with padding that might be mistaken for a butt spike must be marked with INTERNATIONAL ORANGE to remove any doubt that the reverse end of the weapon is or isn't a weapon.

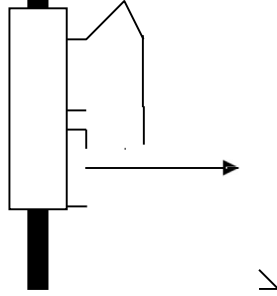
#### 8. Spears:

- a. Must be used for thrusting only and must not have any striking surfaces or markings similar to striking surfaces other than on the point.
- b. Spears shall be made of any continuous length of approved material that is over an inch and a quarter in diameter.
- c. The haft must be covered in AT LEAST 1/2" sealed cell or equivalent, extending AT LEAST 8" below the head.
- d. The thrusting tip must be 2" long and 2" wide at the base. The tip must not taper too less than 1 1/4". It is ideal that the tip be constructed of pipe insulation, as sealed cell is too hard.
- e. Fiberglass and rattan are approved to be used as poles for spears. Fiberglass Spears must be capped before padding. It is permissible to pad over other types of approved tips so long as they meet Markland padding guidelines, pending approval by the Head Reeve.
- f. Spears may have a maximum of one (1) spear hook on the end. The hook must be made of approved materials (i.e. foam or padding). They must not interfere with the required courtesy padding for spears and must not be used or marked for slashing as spears are

Thrusting Only. All parts of the spear must remain greater than 1 1/4 " in diameter. The Reeve's Guild recommends 2" since padding can compressed.

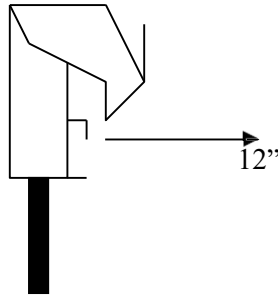
9. Slashing Weapons:

- a. All edge weapons must have contrasting material representing the cutting edge (i.e. different color tape).
- b. Steel or metal basket hilts are not allowed. Leather or other approved materials are allowed.
- c. One-handed swords (maximum length 36")
  1. Must have 3/8" pipe foam or equivalent on entire blade (including flat)
  2. Cutting edge must be obvious; and have an additional 3/8" of pipe foam with a strip of contrasting tape running down it at least 1 1/4" wide.
  3. If to be used for thrusting, must have a thrusting tip as described for spears.
- d. Two-handed swords (maximum length 78")
  1. Must have 3/8" pipe foam or equivalent on entire blade (including flat).
  2. Cutting edge must be obvious; an additional 3/8" strip of foam with a strip of contrasting tape running down it an 1 1/4" wide.
  3. If to be used for thrusting, must have a thrusting tip as described for spears.
- e. Battle axes:
  1. Maximum length is 36"; larger axes will be considered slashing polearms.
  2. Must have at least 3/8" pipe foam or equivalent on entire head (including edge, top, back, and sides). Head must be made of approved substances, such as certain types of computer sealed cell foam with padding over it.
  3. Cutting edges must be obvious and marked.
  4. Haft must be covered in at least 3/8" pipe foam or equivalent extending below the head at least 1/3 the total length of the weapon.



f. Slashing polearms:

1. Maximum length is 78".
2. Head must be built up from lightweight, semi-flexible material.
3. Must have at least 1/2" sealed cell or equivalent on entire head (including edge, top, back, and sides).
4. Cutting edge must be obvious and padded with at least 2 (two) layers of 3/8" pipe foam or equivalent at least 1" wide. If an axe head is added, construct per Battle Axe Guidelines above.
5. Haft must be covered in at least 3/8" pipe foam or equivalent extending at least 12" below the lowest part of the cutting edge.



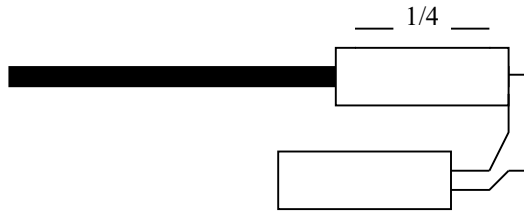
6. If to be used for thrusting, must have thrusting tip as described for spears.

10. Impact weapons:

a. Standards types (morning star, hammer, mace, lead pipe, etc.)

1. Maximum total length of 36".
2. Must not be counterweighted; these weapons are SUPPOSED to be tip heavy, obviously!
3. Minimum two (2) layers of 3/8" pipe foam or equivalent on the entire striking surface.
4. Maximum length of a morning star cord is 12". The Reeves' Guild recommends braided parachute cord or 6000lb-test nylon rope; plastic chain usually shatters.

5. Maximum diameter of a morning star ball is 6".
6. Any shaft over 24" in length must be padded with 3/8" pipe foam or equivalent extending 9" from the lowest part of the striking surface.



- b. Peasant's flail: polearm originally used for threshing wheat
  1. Maximum length is 78".
  2. Maximum length of impact head is 30".
  3. Maximum length of cord is 10".
  4. Head must have two (2) layers of 3/8" pipe insulation; sealed cell is too hard and equivalent upholstery foam is too heavy.
  5. The impact head will be constructed of a flexible material (i.e. heavy rope, braided rope, multiple layers of foam, etc.) This is then attached to the cord. Solid impact heads are not allowed for the flail.
  6. The main shaft must be padded with 3/8" pipe foam or equivalent for at least 1/4 of its length extending from the corded end of the shaft.

11. Throwing weapons:

- a. All throwing weapons must be banded with three 1" wide bands of brightly contrasting tape, preferably red. If weapon is red, then a different non-orange color can be used.
- b. Throwing weapons will not incorporate any metal parts.
- c. Javelins (throwing spears, darts, etc.):
  1. Shaft must be lightweight and between 1/2" and 3/4" in diameter and is permitted to be made of green bamboo.
  2. Both ends must have a wooden plug at least 1" in diameter firmly affixed as described for fratricidal arrows. Shafts must be covered in strapping tape from head to start of fletching.
  3. Both ends must have thrusting tips as described for spears.
- d. Other throwing weapons (axes, clubs, rocks, bricks, etc.):
  1. Must be between 12" and 18" in total length and not contain any rattan or hard/solid

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material. Foam, padding, tape, etc may be used.

2. All knobs, ends, edges, pommels, corners, protuberances, etc. must be padded with at least 3/4" sealed cell or equivalent.
3. All parts of the weapon, including any type of handle, grip or shaft, must be at least 1 1/4" in diameter to avoid entering the eye slits of helmets.
4. The minimum size of a "rock" or "brick" type is 2" (tennis ball diameter), and be made of some lightweight material.

12. Bows:

- a. Maximum draw anywhere through a pull of 29" is 30 lbs.
- b. No pulleys or modern sights are allowed on the bow.

13. Arrows:

- a. No arrow will incorporate any metal parts ***and must not come to a point or tip.***
- b. All arrows must be constructed with a maximum possible draw length of 29". This is because the draw weight of Markland bows is only tested over a 29" draw; thus if your arrow could be drawn a greater distance, anyone who picked them up could be firing them with greater force than is allowed without knowing it.
- c. Arrowheads must be firmly affixed to the arrow shaft with glue and strapping tape continuing at least 6" onto the shaft.
- d. Approved method of constructing arrowheads:
  1. Drill an arrow-shaft-sized hole halfway through a 1" diameter, 1" long wooden dowel. It is recommended to use either Carbon Fiber shafts or 3/8th" Wooden dowels to construct the arrow shafts.
  2. Cut the metal and wooden points off the arrow and solidly affix, with glue or nylon strapping tape, the cutoff end of the shaft into the hole drilled in step 1.
  3. Pad the sides of the arrow head with 3/8" pipe insulation all the way around.
  4. Put 1" of pipe insulation or equivalent on the tip of the warhead. Do not use sealed cell foam for padding, as it is too hard. This may be 2 or 3 layers of pipe insulation depending on what size you are using.
  5. Cover padding with strapping and affix this covering firmly to the shaft by running the strapping tape 6" down the shaft.
  6. Cover the arrow head with duct tape and permanently mark the arrow with some means of identifying the owner. This could be the owner's name or a banding pattern painted on the shaft. If a banding pattern is used, the owner must give the Head Reeve a 3x5 card with the banding pattern and their name.

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7. The shafts of all fratricidal arrows must be completely wrapped with strapping tape from the forward end of the fletching (feathers) to the head of the arrow, overlapping the tape used to affix the arrowhead for additional security (i.e. the strapping tape on the head and shaft should be joined).
- e. The Armorer Reeve and/or the Archery Reeve may, at their discretion randomly select an arrow and dismantle it during weapon inspection to remove any doubt about construction methods.

14. Cross Bows and Bolts:

a. Definitions:

1. Crossbow: Any device designed to fire a projectile (bolt) by means of mechanical energy stored in bow limbs (arms or prod), released by a trigger mechanism.
2. Bolt (Quarrel): A projectile similar to a short arrow, fired from a crossbow.
3. Limbs (Arms, Prod, Lath): Means for storing mechanical energy, used to fire a bolt.
4. Bowstring (String): String attached to the Limbs for propelling a bolt toward a target.
5. Trigger (Tickler): Any assembly for holding a crossbow string in a loaded position before firing.
6. Body (Tiller, Stock): The body of the crossbow.
7. Stirrup: A projection from the front of the bow, held by the tip of the user's shoe to aid in arming the crossbow.
8. Bow Irons: Solid metal fixtures for attaching the Limbs of the crossbow to the body.
9. Bridle: Cord and block used to attach the Limbs of the crossbow to the Body.

b. Standards:

1. All rules and conventions of fratricidal combat applied to combat Archers also apply to those wielding a crossbow.
2. Draw weight of a crossbow is measured in inch-pounds (“#”). Inch-pounds are calculated by multiplying the draw weight of a bow at its draw length by its draw length in inches. (For example, a bow which measures 50 lbs draw at 6 inches would measure 300”#). INCH POUNDS = Draw Weight x Draw length
3. Maximum draw weight of any crossbow is 450”#
4. Minimum recommended draw weight of any crossbow is 300”#.
  - Those fighting with a lighter bow pose no hazard to other combatants, but may have difficulty making reasonable “good” shots.
5. All crossbows must have a reasonable period appearance, at the head reeve's discretion.

6. No crossbows may have modern pistol-grips.
7. To avoid possible misfire, Crossbows must NOT be loaded during breaks such as water/lunch breaks, injury breaks, or any time the acting Head Reeve says so.

c. Materials, Construction:

standard: General: Any Combat Crossbow should be constructed to the following general minimum

1. Crossbows must be constructed to reasonably survive the stresses of combat (drops, rough handling).
2. Crossbows must be free of faults and damage that may render the weapon dangerous to use.
3. Crossbows must be constructed in a way to not pose a threat to others in a combat scenario (free of sharp metal points, sharp protrusions, etc.).

d. Body:

1. Constructed of a durable, solid material. Most hardwoods are sufficient (oak, cherry, walnut, etc). Pine boards, particleboard and plywood are not acceptable.
2. Solid, single-body construction. The body can be from a single board, or multiple properly glued and dowelled together.
3. Free of visible cracks and faults between the trigger mechanism and limbs that would affect the integrity of the crossbow under draw.
4. Reasonably finished against moisture damage. A bow allowed to rot may fail unexpectedly under draw pressure.

e. Limbs:

1. Must be recurve-style bows. Modern compound bows are unacceptable.
2. Constructed of a safe, standard material for bow limb construction and in a manner consistent with safe use.
3. Acceptable materials include metal, wood, wood/rawhide/leather composites, and fiberglass.
4. All bow limbs must be either purchased from a reputable supplier, or be inspected by an individual knowledgeable in the safe construction of bow limbs.
  - Reputable vendors include manufacturers of limbs specifically for reenactment combat, archery suppliers, and are at the discretion of a head reeve.
  - “DIY” limbs must be built in an acceptable and established manner for constructing bow limbs (no Fiberglass Tent poles!).

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- “DIY” limbs must be thoroughly tested by an individual knowledgeable in archery, and approved by the head reeve.
  - As crossbows typically involve greater poundage than recurve bows, bow limbs may be subjected to additional security or care before use.
5. Constructed of a single, continuous piece of material.
    - “Split” limb design seen on some modern bows is unacceptable.
    - Atypical DIY limbs (fiberglass tent poles) are unacceptable.
  6. Free of holes, cracks, faults
  7. May **not** be attached to the body by means of screws, washers, or any other mechanical fixture that must be drilled through the limbs.
    - Bow Irons, Bridling, and other bindings are acceptable methods of attaching limbs to a body.
  8. May be of any poundage, so long as the inch-pounds of the bow do not exceed 450”#
    - Heavier limbs will have a lower draw weight when underdrawn. Take this into consideration when designing a bow and choosing limbs.
- f. Strings:
1. Strings must be made of a reasonable material for string construction (modern synthetics, traditional animal materials).
  2. Strings must be designed and made with the explicit purpose of acting as a bowstring.
    - A loop of discarded polycord is unacceptable.
  3. Strings may not be re-knotted after breaking. Broken strings must be disposed of.
  4. Strings and string service must be free of visible degradation.
  5. Strings must be attached to limbs without clips of any kind. Limb-tips are allowed.
- g. Trigger:
1. There are several acceptable period trigger designs, and designs that are derived from those.
  2. Triggers must be of a safe design or be consistent with aspects of that design.
  3. Example period trigger designs include:
    - Notch-Lock
    - Clasp-Lock
    - Roll-Nut-Lock
  4. Trigger Mechanisms must be constructed to reasonably withstand extended use safely.

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- Materials used must be reasonably durable, including steel, hard plastics, etc.
  - Construction will vary with trigger type.
5. A loaded trigger mechanism should show no signs of stress, bending, or other fault.
  6. Trigger mechanisms must smoothly release under simulated pressure.
  7. Trigger mechanism must be constructed to reasonably prevent misfire under normal circumstances.
    - Safety latches, or even general trigger stiffness are sufficient to prevent misfire during normal handling.
- h. Stirrup, Bow Irons, Bridle:
1. The front assembly of the crossbow (collectively, bow iron/bridle and stirrups) must snugly and securely hold the limbs to the bow body.
  2. The Stirrup may not pass more than ½” into a typical bar grill at any angle.
  3. Stirrup, Bow Irons, and Bridle may not have any sharp protrusions
  4. Stirrup, Bow Irons, and Bridle may not have any solid protrusions of less than 1” in diameter, more than ½” from the body of the crossbow
    - The tips of the limbs are an exception to this. Exercise caution around fellow fighters!
- i. Bolts:
1. Bolt construction must be consistent with current Markland arrow construction

## 15. Experimental Weapons

All experimental weapons (and their ammo) must be approved by the Shire Reeve or designated representative *prior* to inspection by a Head Reeve and approvals are on a *per-event* basis only.

