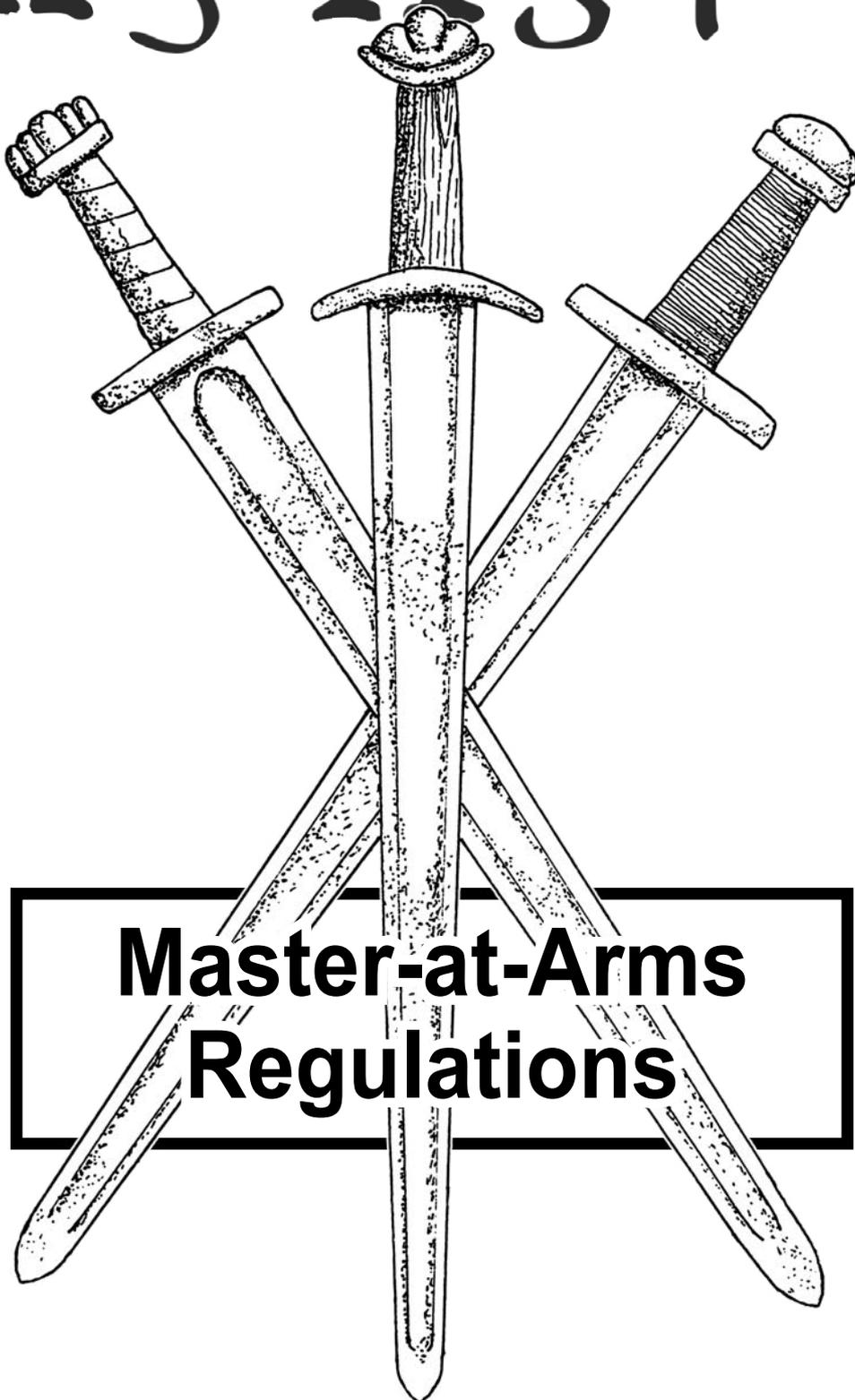




Regia Anglorum

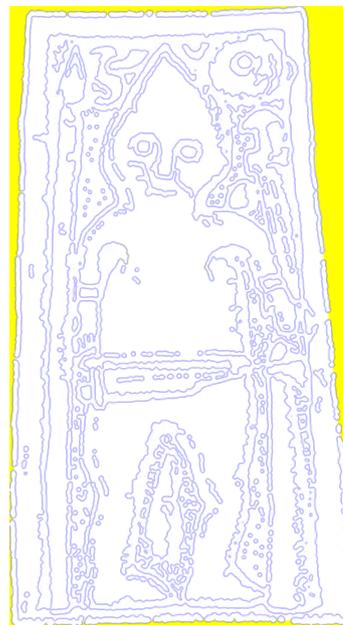


**Master-at-Arms
Regulations**

Version 3.0 - Spring 2005

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1. Introduction

The principal concerns of the Master-at-Arms (**MaA**) are the safe construction and use of Weapons and Wargear. In association with the Authenticity Officer (**AO**), the MaA is also concerned with the authenticity and quality of kit and equipment presented by members of the society. Further, with the Military Training Officer (**MTO**), the MaA has a responsibility for the safety of Regia Anglorum's battlefield presentations.

The decisions of the Master-at-Arms are informed by a number of considerations. Authenticity and safety are pre-eminent; but quality of presentation, clarity of information and the effect of particular items of wargear on 'gameplay' on the field of combat also play an influential role.

This document is a guide, for the members of Regia Anglorum, to what is expected of them by the Master-at-Arms in respect of all of the wargear used by them for society combat displays.

It is a direct replacement for the Master-at-Arms section contained within the document '**Officers' Regulations v. 2, Jan 2000**', as well as any previous regulations. It should be noted that there are no retrospective references made and that this document, from issue, stands alone as the only one dealing with all MaA rulings and guidelines. All thanks must go to the previous Master-at-Arms, whose excellent work comprises the bulk of this document.

The document must be seen as neither definitive nor complete as it would be almost impossible to make it so. Neither should it be expected to detail matters of authenticity or provenance, a job for another publication.

Weights and dimensions given within the guidelines section are exactly that, guidelines. It is hoped that adequate scope is given for any user's physical build or proportions. It is therefore expected that anyone wishing to use items of sizes outside of the given parameters will first contact the MaA.

It should be made clear that, despite any rules, guidelines or implications, it is the MaA, as elected by the High Witan of Regia Anglorum, who shall have the final decision on all matters or disputes arising from this document.

1.1. Definitions

Several words appear frequently throughout this document and they are defined here:

- **"MAY"** means that it is the user's discretion as to whether a suggestion is followed or not.
- **"SHOULD"** means that there is very little, or no, excuse or reason not to follow that suggestion made. You may be questioned as to why you have not followed it.
- **"MUST"** means that it is an obligatory ruling. No excuses.

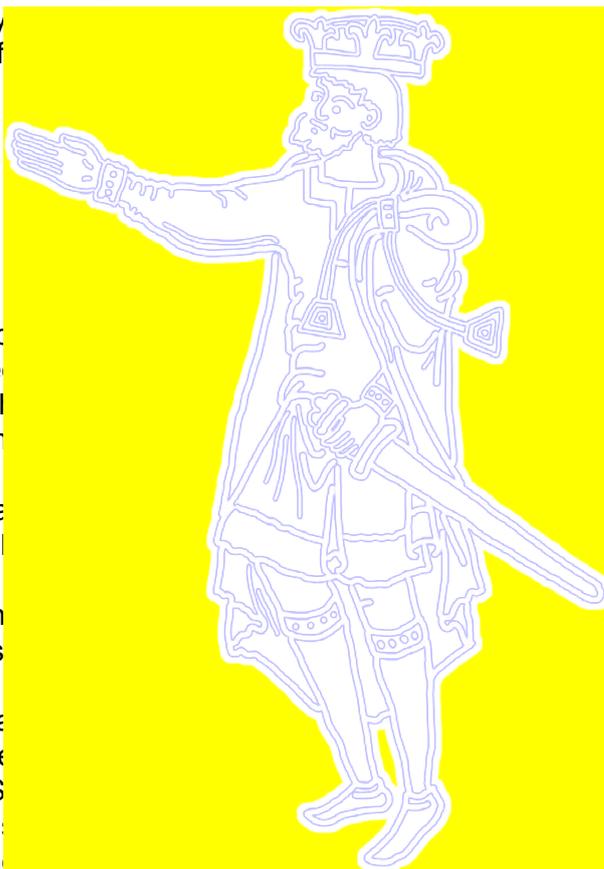
2. The Code of Law

Within the Code of Law Ver.6.0, there is a provision that may have a legal implication to all of those who bear arms and/or armour within the society. In the opening section of the Code of Law titled “The Regulations Of Regia Anglorum”;

“Any reference to Weapons, Wargear, Arms or Armour shall specifically refer to the theatrical props that the members of the society may use in the course of the historical re-creations that they undertake whilst about the business of the society”.

The description of the roles of the Master-at-Arms as detailed under Section 2B part VII of “The Regulations Of Regia Anglorum”

- VII. “The HW shall elect a Master-at-Arms (MaA)
- a. He shall attend at least half of the Society’s major events in any one year.
 - b. He shall be responsible for ensuring the safety in construction and authenticity in outward form of wargear that the Society’s members may employ displays at Society events. All members of shall fall under his jurisdiction (within the they are within the bounds of the military display area. He shall work closely with the AO in this regard, and may amend but not lessen the force of the rulings of the AO in these matters.
 - c. He shall instigate and maintain a policy app the use of weapons. This shall be published to at least the members of the HW at tl expense. Changes, additions and other m shall be circulated from time to time.
 - d. He shall instigate, maintain and oversee a system of visual inspection of the mem Society and their weapons in advance of display, aimed at ensuring the safety of th so involved, insofar as that may be reas practical.
 - e. He shall liaise with local group leaders a officers with the aim of ensuring consist quality and preparedness throughout the S
 - f. He may arbitrate in disputes that may arise use of weapons at events under the a Society. He shall share this responsibility equally with the MTO.
 - g. He may appoint deputies, the number of which (including himself) shall not exceed 1.5% of the total membership of the Society, unless otherwise agreed by the HW. He shall co-ordinate their activities, and report back to the HW upon them from time to time”.



2.1. Weapons and the Law

The Society's members need to be aware of the status of their 'weapons' in the eyes of the Law.

Almost any object can be employed as an offensive weapon. However, officers of the law could mistake our convincing theatrical props for genuine offensive weapons. Consequently members should always ensure that they behave in a sensible and sober fashion in any situation that might find them carrying their weapons in a public place.

Certain knives and swords are defined in law as offensive weapons '*per se*', i.e. they have no purpose other than to cause harm to the person. Other dangerous objects, such as fishing knives, certain tools and ceremonial swords, have an innate 'innocent use' and so are not necessarily offensive weapons. However, one must still have a good reason for carrying such objects in public. For our purposes, it would be wisest if we were to consider reenactment weapons in a like manner.

Being in the process of performing at a reenactment event would qualify as good reason. Likewise, traveling to an event would be good reason for having the weapon in your vehicle or about your person – however, it should be, as far as is reasonably possible, secured by being wrapped, bagged or buried under other objects in a vehicle – it must not be ready to draw, ready to hand. Further, it would be wise to have proof about your person that you are a member of Regia Anglorum (your membership document) and some details of the event or practice that you are attending.

Local battle practices would qualify as events and therefore good reason, but local Group Leaders should ensure that the practice site is appropriate, and that permissions have been obtained where necessary.

Note 1: It would be very difficult to argue that any member would have good reason to be wearing weapons in a public house, or any publicly accessible place where alcohol is consumed. Being in possession of replica weapons in such a situation is fraught with potential danger and is strongly advised against except in certain circumstances, such as a banquet or other special occasion pre-arranged with the licensee.

Alcohol, weapons, and the general public do not mix.

Note 2: The possession of sharp eating knives, or similar, sharp replicas in public could constitute an offence. In England and Wales, ANY knife with a lockable blade of more than three inches in length can be classed as an offensive weapon, and the possession of such an object without good reason is likely to result in arrest. Simply being a reenactor is not sufficient reason to carry such a blade when not attending an event.

The above relates to the law in England and Wales. Members outside of those countries should ensure that they are familiar with their own national or state legislation. Likewise, members traveling beyond their own borders should explore the relevant legislation in their destination country.



3. MaA Kit Specifications

Prior to all shows the MaA will distribute a list of kit and equipment that may and may not be used at the show given its specific dateline and context.

The list will be divided into three headings and all of the wargear used within the Society will be listed under one of these headings. The headings will be:

Encouraged

These are items of direct provenance for the dateline or context of the show. These may also be ethnically specific, but all items are hoped to be exactly right for that show. Please endeavour to use these items whenever possible.

Acceptable

These are items of limited or indirect provenance, or are items permitted on safety or other grounds. You may use any item on this list for that show. Some rare items may appear on this list, which may be used by prior arrangement with the MaA, but these will appear marked as such.

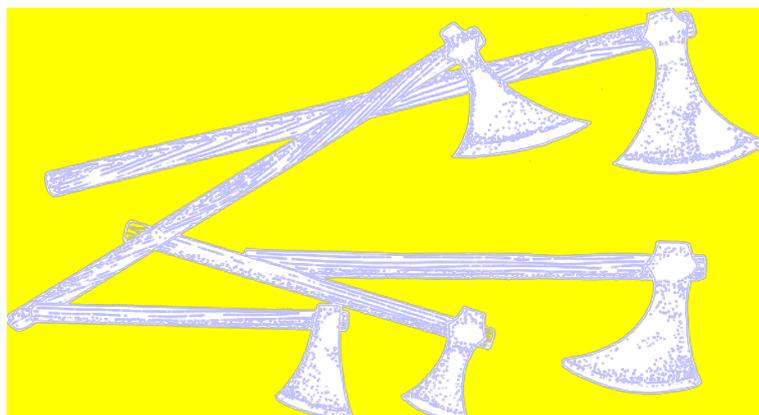
Unacceptable

These are items thought to be wrong for the dateline or context of that show. They may also be items deemed to be unsafe. You must not use any item on this list for that show.

All items of wargear should fit into, and appear in, one of the above lists. If for any reason there is an item of kit that you own that does not appear on the lists, then please contact the MaA so that the lists can be updated as soon as possible.

Should you own an article of wargear that is not listed in the Kit Specification, and believe that it is suitable for use at a specific show, given it's dateline and context, you must contact the MaA prior to the show, for his approval.

It must be stressed that it is down to the individual to ensure that he is only using items from the encouraged or acceptable lists. Any other item must be approved on an individual show basis by the MaA prior to the event.





4. MaA Kit Checks

One of the Master-at-Arms' responsibilities under the Code of Law is to ensure that a system is in place for checking the condition and suitability of the wargear used for combat displays by the members of the Society. To this end, all combatants must have presented themselves, together with all the wargear that they intend to use, to the MaA or one of his appointed deputies, prior to taking part in any combat display. This must take place on every day of every show.

To assist in completing kit checks and to provide cover for shows that the MaA cannot attend he will appoint a number of national assistants, and a Deputy Master-at-Arms. The Assistant MaAs will carry full authority of the MaA to enforce the current regulations at any show where he is unable to attend, while the Deputy Master-at-Arms carries the full authority and discretion of the Master-at-Arms in his absence. The Deputy and Assistant MaAs will be selected on experience, relevant knowledge, availability and willingness to do the job. Their role is to encourage and promote compliance with the regulations.

4.1. Disputes

In the event that a dispute over an item occurs, it is recommended both to new members and to Assistant MaAs that the member's Group Leader, or another experienced group member, should be present to assist the discussion.

Should a dispute occur over an item that is not covered by the regulations, that item must be withdrawn by the member and re-presented to the Master-at-Arms or the Deputy Master-at-Arms in order for a ruling to be made. The item may not be taken on the field until a ruling is provided.

If a member feels he has been unfairly treated by an Assistant MaA he should report this to his Group Leader, who in turn should raise the matter with the Master-at-Arms.

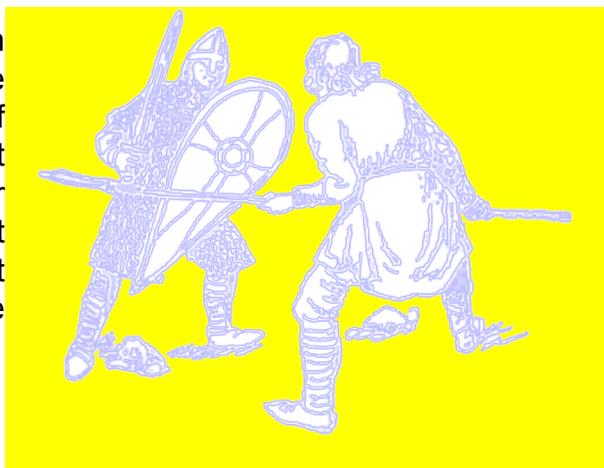
4.2. Master-at-Arms checks at local events

It is the responsibility of the local Group Leader to ensure safety at events under their control. Accordingly, if an Assistant MaA is not available, that Group Leader should ensure that a suitably experienced and competent member of the Society carries out safety checks in accordance with these regulations.

Competence in this instance can be defined as knowledge of the regulations and experience.

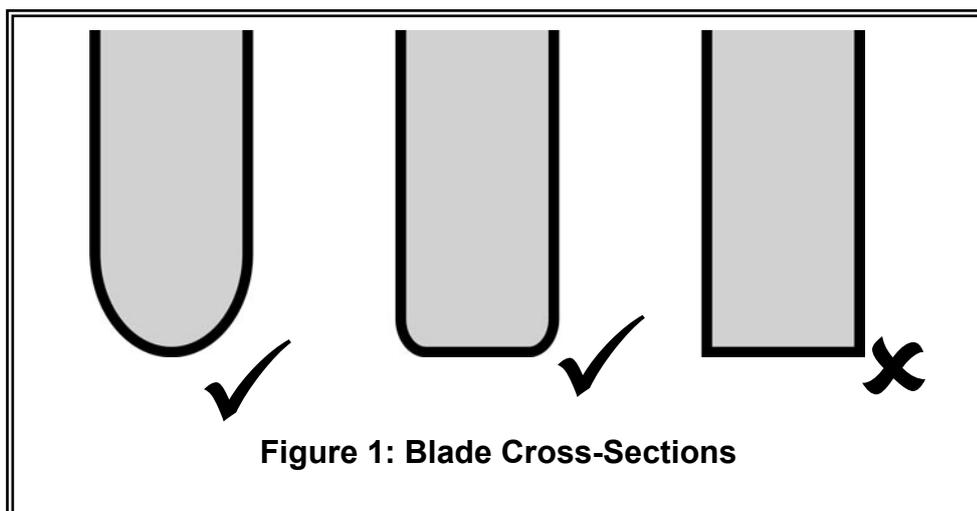
5. General Rules for Kit

- 1) All individuals taking part in Regia combat displays must present themselves and everything that they intend to use in the display to the MaA (or one of his appointed deputies) before the start of the display. Those who fail to do this are in breach of the Society's rules. They may be asked to leave the display, and may be liable under the disciplinary sections of the Code of Law.
- 2) No article of wargear shall show evidence of modern manufacture (e.g. spinning, machining).
- 3) All wargear was a mark of status in the period and should be treated and maintained as such. No article of wargear will be allowed on the field if its overall condition is deemed to be poor.
- 4) The MaA reserves the right to ban articles which would not normally fall into his remit on the grounds of safety (e.g. hobs on shoes, or spurs) if in his opinion they constitute a safety hazard.
- 5) It must be noted that it is the responsibility of the individual to ensure that, at the time of any check, his kit is in a safe and satisfactory condition for use. For the purpose of the kit check, any kit or equipment that is loaned to an individual is the responsibility of that individual. It is therefore his responsibility to ensure that it complies with all of the Society's rules.
- 6) 'Datelines' which have been set for an event apply to ALL activities relating to that event, including training sessions, unless notice is given otherwise.
- 7) If a member of the Society attends muster with an article of protective gear that is banned by the Master-at-Arms, then that member of the Society may not take the field of combat. If that member wishes to remove the article and reapply to join the field of combat, he is free to do so. Please note that all members of the Society take part in combat at their own risk.
- 8) All wargear should be in proportion to the user. That is to say that the user must be physically capable of wielding or wearing the equipment safely. Also, for example, if the user is very large then they should not select weapons and wargear that have been manufactured to the minimum permitted sizes.

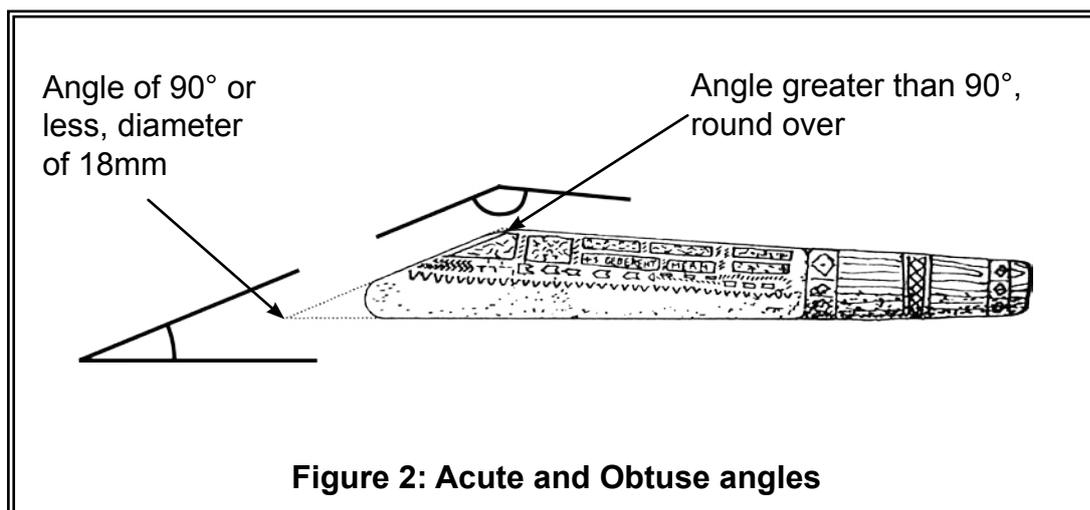


6. Mandatory Rulings for All Weapons

- 1) All weapon blades, tangs and sockets must be made from steel. They must be rust and burr free and must be of good overall construction and condition.
- 2) All weapons edges must be no less than 3mm (1/8") and no more than 5mm (1/5") in thickness. In cross section, the edge may be rounded or round shouldered but must not be square edged (fig. 1). The edges of a weapon must include its cutting surface and any back edges also.



- 3) All spearheads must end in a 10mm (7/16") diameter rounded swelling. This may be forged into the blade or welded to the point. Other methods of termination may be considered and will be judged on an individual basis. NOTE : "Spoon-ended" spears must not be used.
- 4) Any weapon with a bladed part exceeding 200mm (8") in length must be made entirely of spring steel. (See Appendix: Notes on Spring Steel.) NOTE : The bladed part of a spear does not include the socket as the bladed part of a sword does not include the tang.
- 5) Any angle made by the edges of a bladed weapon that is 90° or less should be rounded to no less than an 18mm (11/16") diameter. (i.e. the diameter of a 1999 5 pence piece). Any angle made by the edges of a bladed weapon that is greater than 90° must be rounded over (see fig. 2). This applies to all bladed weapons including spears and flanged maces.
- 6) Any protruding part of a weapon not covered under part 3) or 5) above must terminate in a rounded end of no less than 10mm for reenactment use.



- 7) All spear shafts, axe and mace hafts etc. must be made from a white hardwood, preferably ash. Spear shafts, axe and mace hafts must be in a good overall condition and free from splinters and cracks.

NOTES:

- i) Ramin is an acceptable alternative to ash but oak must be avoided as it is heavy and shatters easily.
 - ii) Kiln dried timber should be avoided as this process can make the timber more brittle.
- 8) All spearheads must be securely attached to their shafts and should be riveted into place.
- 9) All hafted weapons (axes, maces) must be securely fixed to their hafts.
- 10) All swords and fighting knives must be carried in a scabbard.
- 11) All battle standards intended to remain on the field for the duration of the display must fulfill all of the requirements laid down for other weapons.

Standards or items that are non-compliant may be used in processions or entrances to the display, provided:

- a) the Master-at-Arms has been made aware of their presence;
- b) they are carried by a responsible, non-combatant adult;
- c) they are removed from the field and made safe before competitive combat begins, or at another suitable time as agreed with the MaA.

The MaA (or his appointed Deputy or Assistants) reserves the right to refuse permission to bring a standard onto the field if he feels that safety will be compromised.

Standards that have not been presented to the Master-at-Arms may be summarily removed from the field.

7. Individual Weapons Guidelines

7.1. Seaxes (Knives)

1) Hadseax: Blade length	178mm - 355mm	(7" - 14")
2) Langseax: Blade length	457mm - 660mm	(18" - 26")
3) Maximum weight	1.36 Kg	(3lb)

NOTES

- i) The blade should not be parallel-edged (back edge to cutting edge).
- ii) The blade should not be parallel-sided.
- iii) The blade may have a narrow fuller in one or both sides.
- iv) Seaxes may have small ferrules on the hand-grip but must not have a properly developed crossguard or a pommel.

7.2. Double-edged Knives

Double-edged fighting knives (daggers, stilettes, basilards *etc.*) although known throughout Eastern Europe, were very rare in Northern Europe throughout Regia Anglorum's stated period of interest. For some show date-lines and contexts a few may be permitted, but please contact the MaA first. (See Section 3, MaA Kit Specs).

7.3. Swords

Broadswords during Regia's period of interest were developing into the more wieldy weapons of early medieval warfare. They were being mass-produced upon the Rhineland, making them more common, and more likely to be employed against other swords in combat. They were used almost exclusively single-handed.

1) Blade length:	560mm - 915mm	(26" - 36")
2) Maximum weight:	1.825 Kg	(4 lb)

NOTES

- i) All blades must have a fuller on both sides of not less than 1/3 the total width of the blade. This fuller should not be square shouldered.
- ii) Blades should taper evenly from crossguard to tip.
- iii) The handgrip of the sword from crossguard to pommel should not exceed the width of the user's gloved hand by more than 25mm (1").
- iv) Less common patterns of swords (Norwegian single-edged *etc.*) will be judged on an individual basis.
- v) Disc pommel swords are only acceptable at events with a dateline set after 1050.

7.4. Hand Axes

- 1) Max head size: 178mm x 127mm (7"×5") (in either axis)
- 2) Max head weight: 0.9 Kg (2 lb)
- 3) Min haft diameter: 30mm (1¼")
- 4) Max haft length: From user's armpit to fingertips.

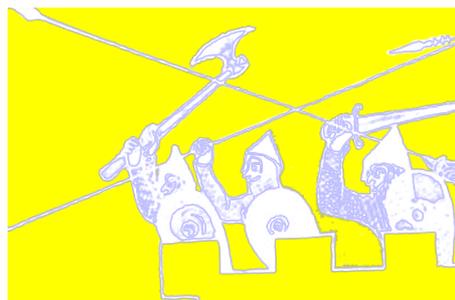
7.5. Broad Axes

- 1) Max head size: 254mm x 204mm (10"×8") (in either axis)
- 2) Max head weight: 1.36 Kg (3lb)
- 3) Min haft diameter: 40mm (1½")
- 4) Max haft length: From the ground to comfortably under the user's chin.

Broadaxes appear to have come into use in this country during the late tenth century. Many were found in the River Thames and have been dated to the Great Army's attacks on London in the 990s.

Broadaxes are therefore restricted to events post 980. They continue to be in use beyond 1066.

Note this image from the St. Etienne bible c.1109. In particular, see the use of the back-slung shield by the axeman.



7.6. Maces

Maces, while known throughout the Near and Middle East, were undoubtedly rare in Northern Europe throughout Regia's period of interest. It is possible that a mace or club would only be used as a symbolic weapon held by a commander, or as an unfamiliar weapon for use in certain forms of trial by combat.

Therefore, anyone wishing to use a mace on the field of combat must do so only with the MaA's permission; see Section 3, MaA Kit Specifications. In general, these items will be restricted to those combatants portraying commanders at Norman period events.

NOTES

- i) The dimensions for maces will generally be the same as for hand axes, laid out in Section 7.4., with the exception that the maximum head size will be 5" x 4".
- ii) Cast bronze maces of any type that may be correct for the dateline or context of a show may be used only after the MaA has been convinced of their safety

7.7. Agricultural Implements

These are representations of commonly used tools which may be used on the battlefield, but do not fall into any other categories; e.g. a felling axe will be covered in either hand or broad axes, depending on size, whereas a spade or shovel would not fall into any other category.

They will be allowed on an individual basis after prior arrangement with the MaA, subject to dateline and context. (See Section 3, MaA Kit Specs.)

7.8. Single-handed Spears

1) Max head weight	0.455 Kg	(1 lb)	
2) Max blade length	355mm	(14")	
3) Min overall length	1.83 m	(6')	(including shaft)
4) Max overall length	2.14 m	(7')	(including shaft)
5) Max overall weight	1.36kg	(3lb)	
6) Min shaft diameter	25 mm	(1")	
7) Max shaft diameter	30mm	(1¼")	

NOTES

- i) One-handed spears longer than 7' may be authorised by the MaA and MTO together after due consideration of the weapon's construction and the user's stature and ability to use that weapon.
- ii) One-handed spears must not be equipped with winged attachments.
- iii) Pointed spikes or spigots on the butt ends of spear shafts are unacceptable on any combat spears.

7.9. Two-handed Spears

1) Max blade length	406 mm	(16")	
2a) Max blade width	102 mm	(4")	(up to 12" blade length)
2b) Max blade width	76 mm	(3")	(blade length 12" to 16")
3) Max head weight	0.575 kg	(1¼ lbs)	
4) Mini overall length	1.83 m	(6')	(including shaft)
5) Max overall length	2.74 m	(9')	(including shaft)
6) Max overall weight	1.8kg	(4lb)	(including shaft)
7) Min shaft diameter	25mm	(1")	
8) Max shaft diameter	38mm	(1½")	

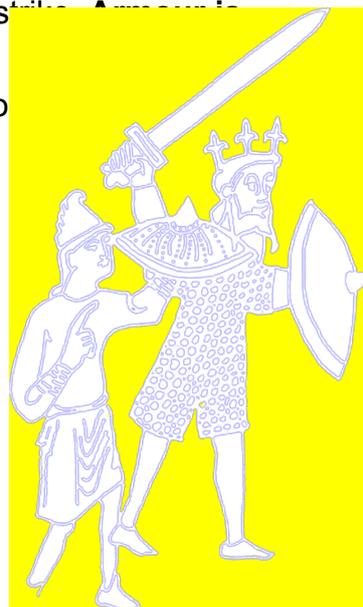
NOTES

- i) Two-handed spears may be winged. The wings must not protude more than 76mm (3") from the side of the socket of the spear and should remain in proportion with the overall size of the spear.
- ii) Pointed spikes or spigots on the butt ends of spear shafts are unacceptable on any combat spears.

8. Armour Guidelines

8.1. General Guidelines

- 1) It must be noted that armour of the period was seen as protective and not necessarily life saving. Although leather armour may be seen to be fairly ineffective, it will protect against some incapacitating injuries. In the same way mail will protect against slashing blows but would probably be very ineffective against a good spear strike. **Armour is protective - not a bringer of immortality.**
- 2) All armour must be constructed in such a way as to provide genuine physical protection for the wearer.
- 3) Armour may be constructed from:
 - (i) Ferrous metal plates;
 - (ii) Ferrous rings;
 - (iii) Leather;
 - (iv) Padded textile;
 - (v) Other materials, such as non-ferrous metals, horn, rawhide or wood.
- 4) All ferrous metal must be rust and burr free.
- 5) NOTES on the construction of mail:
 - (i) Mail must be constructed from steel or iron rings made from wire of square, rectangular, sub-rectangular, oval or round cross-section.
 - (ii) The wire used for the rings should be a minimum of 1.2mm (18 SWG) square or in diameter, and a maximum of 2.2mm (13 SWG) square or in diameter.
 - (iii) The internal (mandrel) diameter of the rings should be a minimum of 4mm (5/32") and a maximum of 11mm (7/16").
 - (iv) The size of the wire should increase in proportion to the internal diameter of the rings.
 - (v) Rings may be butted closed. However, it is suggested that mail should be constructed of alternate rows of riveted and forge welded or solid rings.
 - (vi) Mail should be constructed so that every link goes into two other links in the row above and two in the row below, unless for the purpose of shaping the garment.
 - (vi) Any mail armour that is constructed from Galvanised or zinc coated steel rings should have the zinc layer removed, at least partially (if some is removed, eventually the zinc will be stripped off in the course of use).



Important Note:

With the exception of i), the notes ii) – vi) above are only recommendations. All mail armour will be judged on its own merits. For riveted mail, the most important consideration is the manner in which the riveting has been finished, as poor quality riveted mail can result in a garment with sharp edges and protuberances that may be considered unsafe for the battlefield. In such a case, the armour will be banned from the field – no exceptions.

- 6) Padded armour should be faced with heavy grade linen or leather, quilted or padded to afford real protection to the user.
- 7) Armour constructed from other materials will be judged solely on its merits after consultation with the MaA (See Section 3, MaA Kit Specs.)

8.2. Head Protection

There are many types of helmet available through Regia's stated period of interest and many of these types are dateline and/or ethnic specific. Details of the types of helmets and head protection permitted at any shows will be issued in the MaA kit specs prior to each event.

NOTES

- (i) Spun helmet domes are strongly discouraged and must be disguised or treated to hide all evidence of spinning.
- (ii) All edges of metal helmet fittings must be rounded off, with particular care being paid to any attached nasal or face guards.
- (iii) Helmets may be made of ferrous metal or a ferrous frame with panels made from a suitable organic material, such as hardened leather or horn. If organic materials are used, the helmet should be constructed so as to afford the wearer a similar level of protection to one made entirely from iron or steel.
- (iv) Mail hoods (coifs) should be worn only in conjunction with a helmet.
- (v) Mail coifs and mail curtains (aventails) applied to helmets may be decorated with no more than two rows of bronze rings at the edges.
- (vi) Padded head protection should be worn only in conjunction with a mail coif and/or helmet.
- (vii) Helmets are often closely inspected by members of the public. Therefore any modern or synthetic padding added to the inside of a helmet must be suitably disguised.

8.3. Body Armour

1) Mail Body Armour: Byrnies and Hauberks

- (i) Mail shirts must extend in length to cover the user's crotch or below, and the sleeves should cover the elbow when the arm is held straight out.
- (ii) Mailshirts may exceed these minimum length requirements but this will generally be dealt with under the provision of the MaA Kit specs.
- (iii) Mail shirts longer than this minimum may be split at the sides, the front and back, or just the back. Mail shirts split front and back for riding should be split no higher than the crotch at front and the base of the spine at back.
- (iv) Mail shirts may be *vandyked* (have triangular extensions) at leg and shoulder (or just leg) as long as the highest split does not exceed the minimum length restriction.
- (v) Mailshirts may be decorated with no more than two rows of bronze rings at their edges.

2) Leather Armour

- (i) Leather jerkins, cottes or waistcoats were almost certainly used throughout Regia's period of interest both under metal armour and as armour in their own right.
- (ii) It is highly recommended that leather armour be laced into any mailshirt worn over it.
- (iii) Lamellar, scale and padded forms of armour made from leather are covered in their relevant sections.

3) Padded Armour

- (i) Padded body armour must extend to cover the length of the user's crotch or below, and the sleeves should cover the elbow when the arm is held straight out.
- (ii) It is highly recommended that padded armour be laced into any mailshirt worn over it.
- (iii) Padded body armour **should not** be worn without a leather or metal armour covering.

4) Scale and lamellar

These forms of armour, whilst known, were undoubtedly rare in Northern Europe throughout Regia's period of interest. These items may however be used at some shows given the show's dateline and contexts (see section 3, MaA Kit Specs.), but because of their scarcity they will be judged solely on their individual merit.

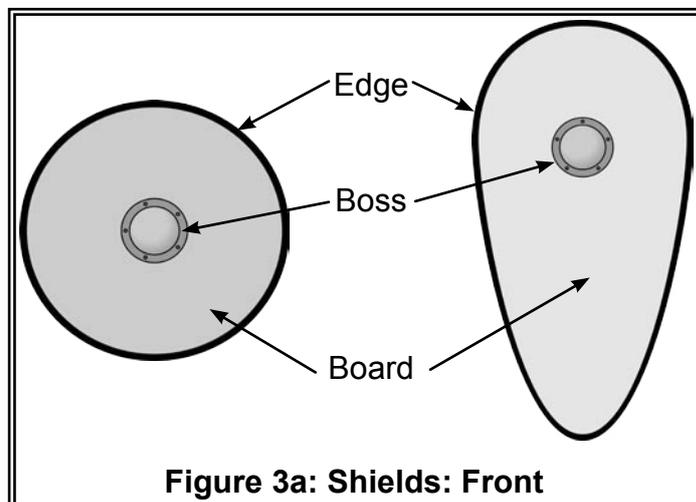
8.4. Limb Armour

Mail arm and leg protection may be worn subject to a show's dateline and context. This will be detailed in the kit specs. for each show. Other forms of arm and leg protection (leather bracers, splinted armour, etc.) will be considered on an individual basis.

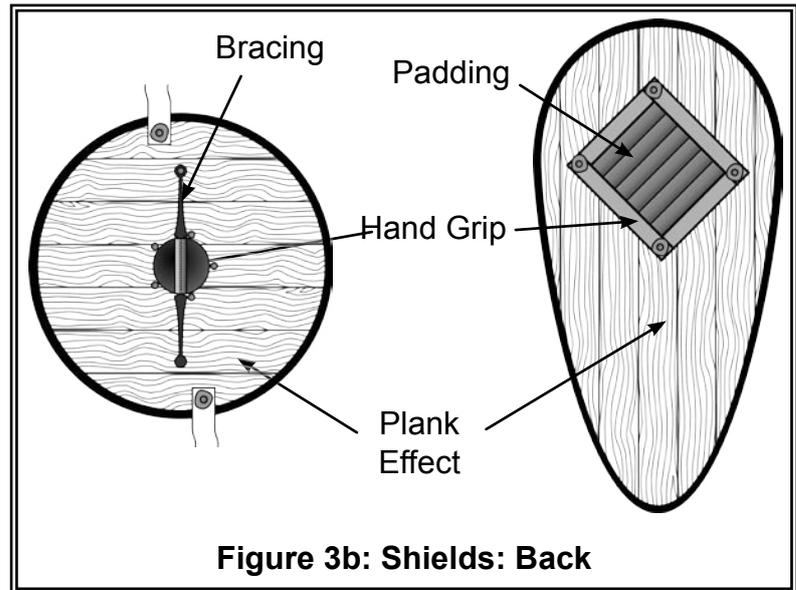
It is recommended that combatants wear sturdy gloves or mittens, which may be reinforced with leather or mail. Modern welding or gardening gloves must be thoroughly disguised to hide their origins.

9. Shield Guidelines

- 1) All shield boards must be constructed from exterior grade plywood of a minimum of 9mm (3/8") thickness. Other methods of construction (planking, etc.) will be examined on an individual basis. Shield boards of 8mm may be used if the shield is faced with stout hide of at least 2mm in thickness.
- 2) All exposed plywood edges must be disguised. Please pay attention to the cut-out behind the boss of a centre-grip shield
- 3) All shields must be edged with leather or rawhide. Nails used to attach the edging must be flush with the surface. Stitching edging to shields is highly recommended. The edging must always be in a good overall state of repair. Metal edging must not be used on combat shields.
- 4) All shield board fronts should be covered in cloth, leather or rawhide. This prevents splinters from impacts to the front of shields causing a hazard to other combatants. Shield backs may be similarly covered.
- 5) All uncovered plywood surfaces must be scored in the direction of the grain so as to give the impression of planking.
- 6) All shield boards must be in good general condition, and free of holes and splinters.
- 7) Washers used in the construction of a shield should be distressed, or otherwise disguised, so as to hide any evidence of modern manufacture. Washerless clenched nails can be used only after the approval of the MAA or one of his deputies. Clenching seems to be the most common way of securing a boss to a shield, but can be tricky and cause safety concerns.
- 8) All shields must be bossed. There is a limited case for exceptions to this rule subject to dateline and context. Please contact the MaA. Apathy is not an exception.
- 9) All bosses must be made from steel or forged iron and must be free of rust and burrs. If they are of spun construction, they must be disguised to hide any evidence of spinning marks. They must be attached to the shield board with a minimum of four rivets, with the use of five being encouraged.
- 10) Shield bosses must have a diameter between 76mm (3") and 178mm (7"), excluding the flange. They should be of hemispherical or conical section, and may be "shouldered".



- 11) Any shield may have metal strapping or reinforcement added to the back of its board, simulating the bracing of period planked shields. Such bracing should show no evidence of modern manufacture. Additional metal strapping or metal plate decoration on the front face of the board must be avoided.

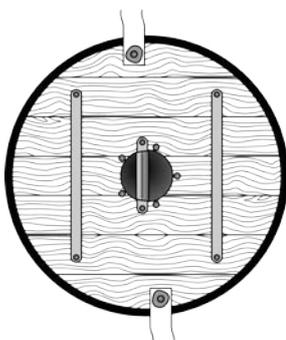


- 12) Shields of the period were painted in a variety of designs ranging from single colours and simple geometric designs (crosses, quarters, etc.) to extensive and complex patterns. These designs tend to be very dateline and ethnic specific and it must be remembered that the evidence is sketchy at best. Please contact the Authenticity Officer before attempting anything unusual or untried.
- 13) As a general note, shield types other than those detailed under “guidelines for shields” (such as oval, Slavic, Pictish, Byzantine, etc.), may be given consideration for certain datelines and contexts. (See Section 3, MaA Kit Specs.) However, since the vast majority of our events are set within the British Isles and within a given period, there would be very few, if any occasions when such items may be needed. If you have an interest in equipment from another period or geographical area, the MaA will be happy to discuss with you the possible uses of your equipment in a Regia context.

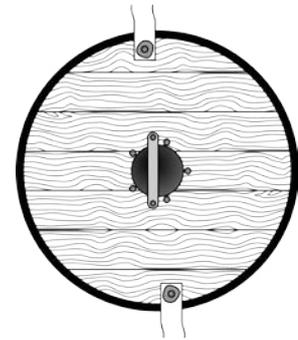
9.1. Round Shields

Minimum diameter	0.51 m	(20")
Maximum diameter	1.02 m	(40")

A Note on Size.

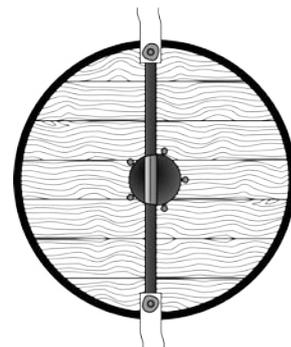
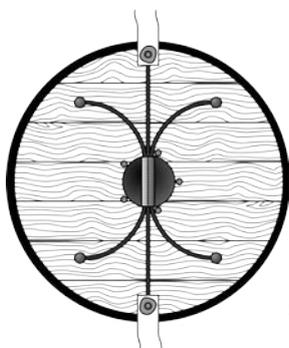


As noted earlier (General rules for kit 5.8), all wargear should be in proportion to the user. This is particularly true of round shields. It is therefore highly unlikely that any member would need a round shield of the maximum size allowed. A combatant of average size (5'10"/1.8m) and build is well served by a shield of 31" (0.8m) diameter.



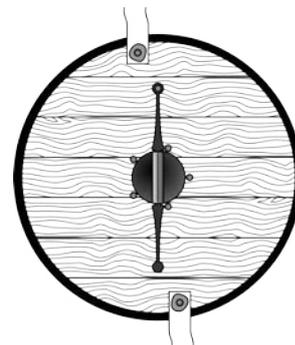
NOTES

- (i) A boss must be placed at the centre of the board covering the hand-grip.
- (ii) The hand-grip must have the appearance of having been attached, as a separate component, to the shield board.
- (iii) A round shield's board may be flat or lenticular (watchglass) in shape.



Round shields curved in a single plane are considered completely unacceptable from January 1st 2006.

- iv.i.) Lenticular, or watchglass, shields **should** have metal bracing straps, preferably of the 'spider' variety. Lenticular shields may only be used by combatants who have a full weapons pass in a short arm (sword, langseax or axe). They must be constructed in such a way as to be structurally sound and capable of withstanding heavy blows.
- ii.) Lenticular shields should have a **maximum** diameter to depth ratio of 1:6. Thus, if you put a 36" (0.9m) diameter lenticular shield flat on the ground, with the boss facing upwards, the hand-grip should be no more than 6" (0.15m) off the ground. A 30" (0.75m) shield's hand-grip should be no more than 5" (0.13m) off the ground etc.
- v.) Round shields may be smaller than 20" (0.5m) in diameter subject to dateline and the user's ethnic background (See Section 3, MaA Kit Specs.). It is generally recommended, however, that when centre-gripped and braced against the forearm, the shield should extend to adequately cover and protect the user's elbow.

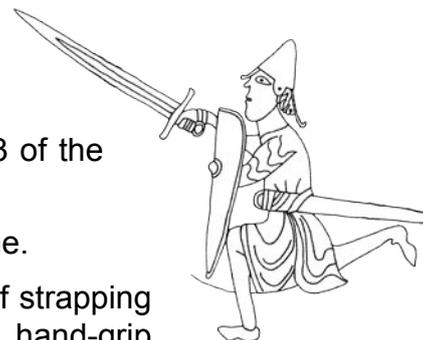


9.2. Long (Kite) Shields

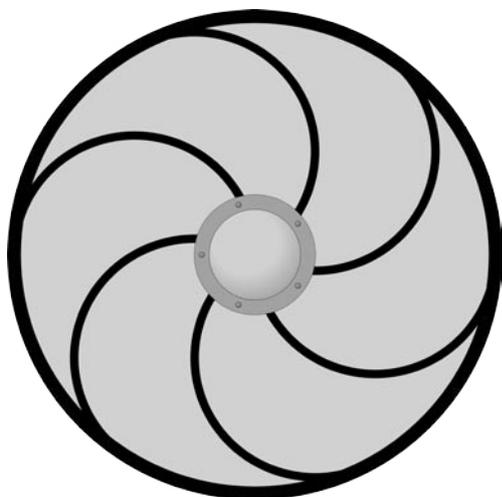
Maximum width	0.61 m	(24")	(over the curve)
Maximum length	1.22 m	(48")	

NOTES

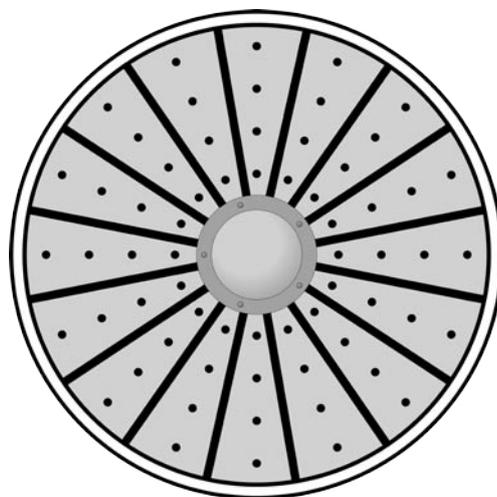
- i) A boss must be placed at between 1/4 and 1/3 of the total length from the top of the shield.
- ii.) A long shield must be curved in the vertical plane.
- iii.) A long shield may be equipped with a variety of strapping arrangements for use and may have a rigid hand-grip attached. The board may have sections of padding attached to the rear face.
- iv.) Larger long shields will be allowed subject to the user's physical build and proportions only after consultation with the MaA. Please be aware that these shields **must** only be used by the approved user and must not be lent to an unapproved user.



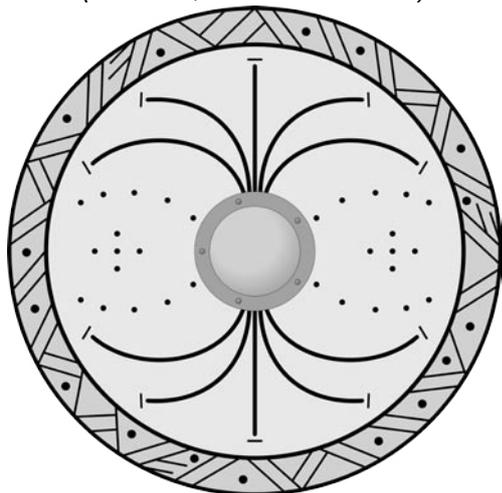
Round Shield Designs



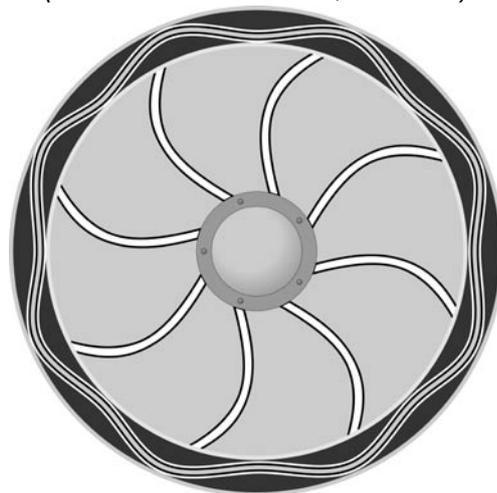
*Swedish Picture Stone (C8-9th)
(Gotland; several C5-10th)*



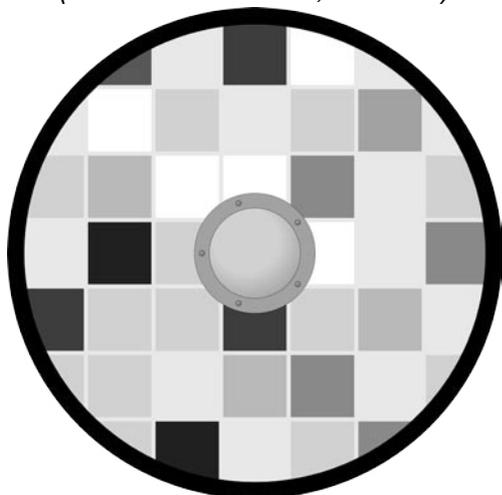
*Anglo-Saxon 1000AD
(ms. Cott. Claud. B. IV; Brit. Lib.)*



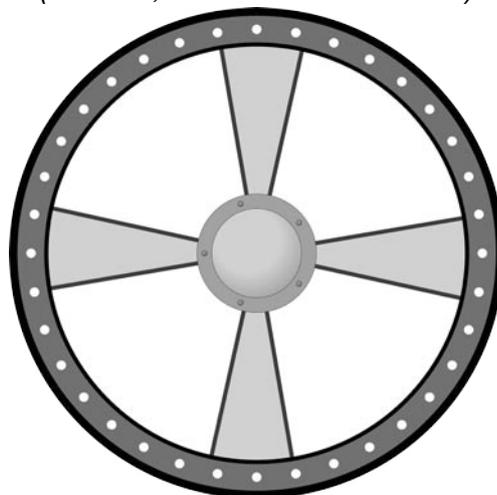
*Anglo-Saxon C11th
(ms. Cott. Tib. C. VI; Brit. Lib.)*



*Northern French, early C11th
(ms. 435; Bib. Munic. Arranchez.)*

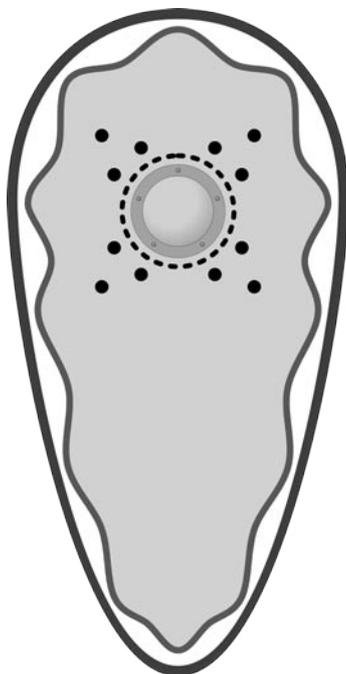


*Norman 950-1066
(ms. 50; Bib. Munic. Arranchez.)*

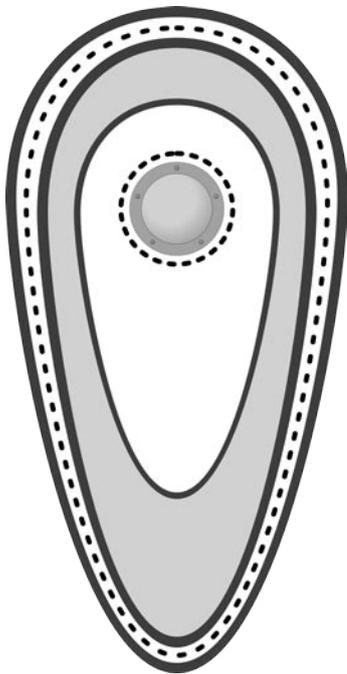


Bayeux Tapestry; late 11th

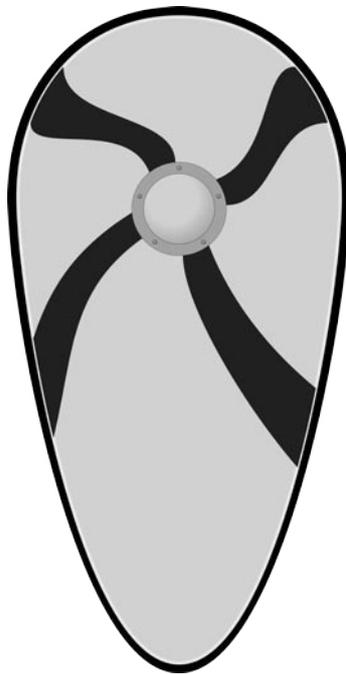
Long Shield Designs



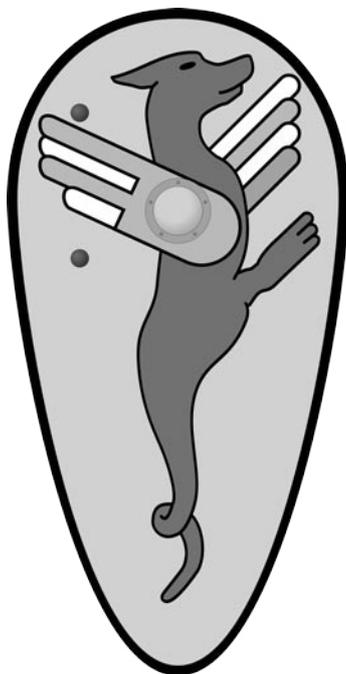
*French ms.
mid C11th*



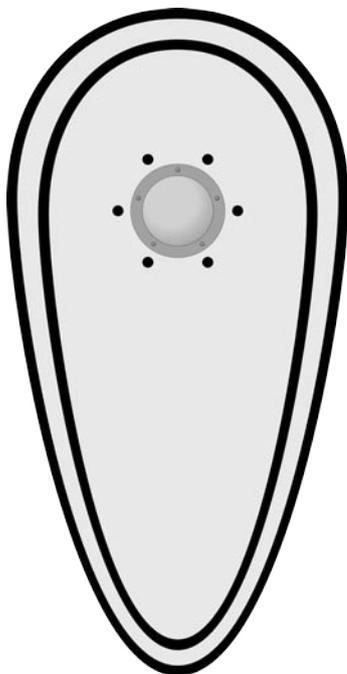
*French ms.
mid C11th*



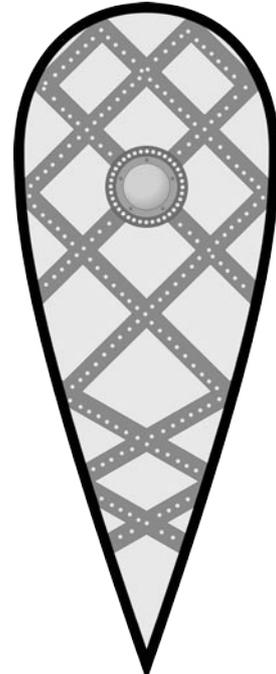
*Bayeux Tapestry
Anglo-Norman
late C11th*



*Bayeux Tapestry
Anglo-Norman
late C11th*



*Bayeux Tapestry
Anglo-Norman
late C11th*



*Temple Pyx
Anglo-Norman
mid C12th*

Appendix: Some Notes on Spring Steel

Without a large and expensive laboratory, it is almost impossible to determine or categorise the exact grades of steel that have been used in the construction of a weapon.

We allow some weapons to be made from mild steel. This is fairly easy to spot as, generally, it dents and burrs readily and will bend and stay set to that bend. Other weapons we insist are made from “spring steel”. EN42, EN45, case hardening and other terms abound, and very few people have any idea what they are or what they mean. It is easy to accept the reply “oh it’s spring”, when we ask a manufacturer what he has made a weapon from.

What is needed is a test of whether a weapon is suitable for reenactment purposes, and the approved method for testing a suspect item will be as follows:

Bending Test

When a bending load is applied, a blade should take up the load progressively without yield or set. The deflection of the blade should be proportional to the varying load applied to it (a slight variation on Hooke’s Law). When the load is released, the blade should spring quickly back to its original state, exhibiting no evidence of deformation.

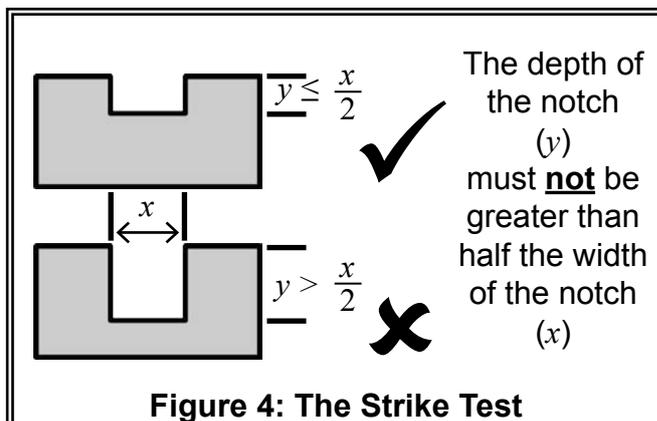
Notch Hardness (Strike) Test

When the edge of a blade is struck with reasonable force by the edge of another blade of known and approved properties, the edge of the struck blade should not show excessive burring or chipping. On inspection of any notch produced in the struck blade, the depth of the notch should not exceed more than half of the width of the notch (see fig. 4 below).

These tests will not normally be carried out at regular kit checks but are provided merely as a guide. Obviously, they may be carried out by the MaA or one of his appointed deputies on any weapon believed to be of suspicious construction.

NOTE

Pattern welded or leaf welded blades may be considered to be a “composite spring” steel and although these blades will all be judged on their own merit, the above tests may be applied to determine their suitability for reenactment use.



Weapons at a Glance

BLADES	Hadseax	Langseax	Sword
Blade Length			
Min.	7"	18"	27"
Max.	14"	26"	36"
Max. weight	3lb	3lb	4lb
HAFTED WEAPONS	Hand Axe	Broad Axe	Mace
Max. head size	7"×5"	10"×8"	5"×4"
Max. head weight	2lb	3lb	2lb
Max. haft length	Armpit to Fingertip	Ground to Chin	Armpit to Fingertip
Min. haft diameter	1¼"	1½"	1¼"
SPEARS	Single Handed	Two Handed	
		(type a)	(type b)
Max. blade length	14"	12"	16"
Max. blade width	n/a	4"	3"
Overall length			
Min.	6'	6'	6'
Max.	7'	9'	9'
Shaft diameter			
Min.	1"	1"	1"
Max.	1¼"	1½"	1½"
Max. weight			
Head	1lb	1¼lb	1¼lb
Overall	3lb	4lb	4lb

**“A wayfarer should not walk unarmed,
but have his weapons to hand;
He knows not when he may need a spear
or what menace meet on the road.”**

Hávamál, verse 38.



Master-at-Arms Regulations (v3.0)
Owner Master-at-Arms.
Author Nigel Amos (MaA@regia.org).
Images Ben Levick, Jon Smith,
Roland Williamson.
Formatting Nigel Amos, Jon Smith.

**Regia Anglorum**

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