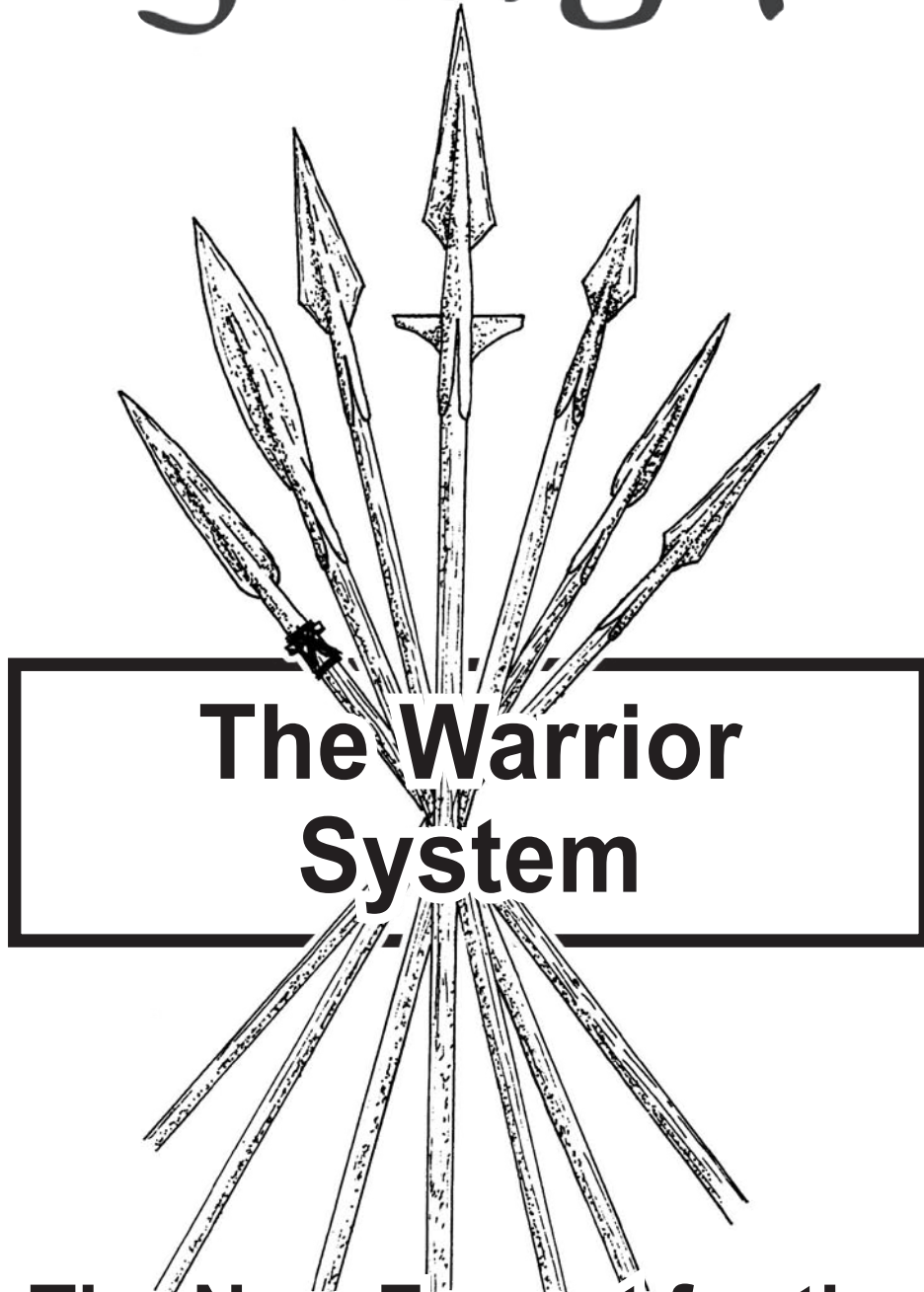




Regia Anglorum



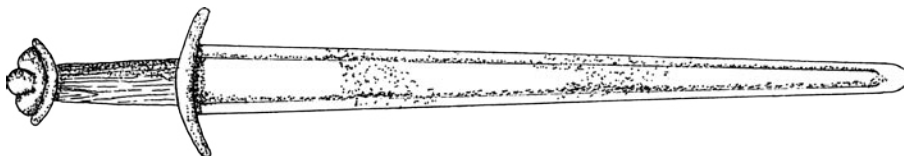
**The Warrior
System**

**The New Format for the
Regia Battlefield**

Version 1.0 - Spring 2005

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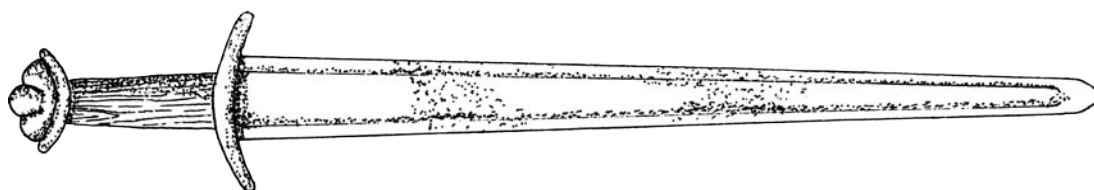
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Issued, Spring 2005

Introduction



Welcome to the New Battlefield Format for Regia Anglorum. This document has been constructed over a number of years using the ideas and influence of dozens of Regia Members, being finally completed over the winter of 2004 amid an unprecedented level of consultation with the membership. For the first time we are drawing together the diverse areas that affect the Regia Battlefield, looking at an individual combatant's training, quality of kit, conduct, attendance, and the activities they undertake in the combat arena and outside of it, and for the most part, rewarding their efforts with a competitive edge.

The new format seeks to value every combatant on the field, and recognises different types of contribution. It promises more competitive fighting as armies; as well as including a variety of areas to interest the individual combatant. These could include show-fighting, choreographed combat, and competitive single combat, all contained within the standard combat display.

The Warrior System requires increased levels of sportsmanship, and increased input into the combat display as a combatant ascends through the rank structure.

The new format recognises that there is a place for a variety of combat styles in Regia. It seeks to provide a structure within which every combatant can maximise their enjoyment, while doing more to authentically recreate our period, and by doing so entertaining and educating our audience.



The Hits System

Central to the new format is a change to a multiple hits system. This means that the old 'armour rules' system, where warriors could ignore strikes to their arms and legs according to their armour, has been discontinued.

Now, all combatants play by the same rules, regardless of the armour they are wearing.

However, combatants will be graded at various ranks, and will receive a number of hits (initially 1-3) based upon their battlefield rank (See the ranking system). The wearing of armour now forms part of the new ranking structure. However, other considerations, such as training and quality of general kit, join with the armour to determine the number of hits that a combatant can take.

Scoring a Hit

There is also a change to the way in which we fight. Previously, combat was conducted under the 'metal kills' rule – whereby any touch of the metal part of a weapon caused instant death. In extremis, this meant that even the lightest, accidental tap with a weapon would have to be regarded as a hit. This has now been changed so that the onus is on the attacker to score a 'convincing' hit.

It is the responsibility of the person making the strike to communicate that they have done so, either by the nature of the strike or by other means. It is not acceptable to simply tell your opponent that you have hit them – if you have to do so, the hit was most probably not worth taking. A well-delivered strike is very rarely ignored and almost never requires discussion or explanation.

When a hit is struck, the person receiving the hit should make every effort to acknowledge the hit by a grunt or shout of feigned pain, or otherwise.

A 'Hit' is defined as:

A clear strike of measured weight, delivered to any legal target area. The weight of the hit should be heavy enough to be felt, taking into account the recipient's clothing and any armour, though it should never be so hard as to cause a person of reasonable firmness undue pain or injury.

So far as is reasonably possible, a strike must be delivered in such a way as to suggest that, if delivered in reality, an injury or wound would have resulted. Warning – this does not mean that a hit must ever be 'hard'.

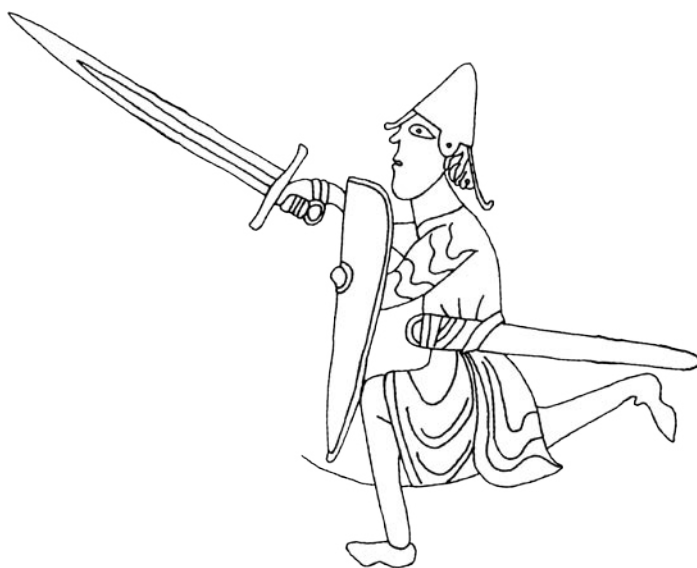
Once a combatant has taken all of their hits – they are 'dead' – this means that they can take no further part in the competitive combat, although different ranks may react to losing all of their hits in a variety of ways (see the Ranking System).

No document can seek to explain the above fully, that is the task of the training officers. If you are unsure about any aspect of the above – consult the MTO, or one of his deputies, who will be happy to explain and demonstrate.

Sportsmanship

We are aware that a system such as the above is difficult to police. This system expects that combatants behave as mature individuals, and give one another the benefit of the doubt. However, if you genuinely feel that a combatant is consistently abusing the system, then you, or your group leader, should inform a training officer as soon as possible. That combatant's behaviour can then be observed and scrutinised. Having stated the above, if combatants are insistent about counting and enquiring after every hit, then it is likely that they will find the new format somewhat frustrating. The new format will require some changes to fighting styles and tactics, and most importantly – attitudes. Such a change will require time and some patience on the part of all combatants, but the end result will be very worthwhile.

**Fight with honour and sportsmanship.
Where there is any doubt, be generous.**



When do I take a hit?

(Examples of good, and bad strikes)

The above implies that if a hit is dubious or invalid the recipient may simply ignore it, without explanation, and continue fighting. This is entirely true. When you score a strike, you should not pause and wait for the hit to take effect - rather you should continue to fight, even if this means that your enemy receives more hits than they can actual 'take'. This is a far more authentic attitude to combat.

Here are some examples to help.

A Bad Hit

A spearman hits you a couple of times in the knee (an illegal and unsafe shot) and then proceeds to slide the weapon upwards until he eventually finds your upper leg. Do not take this hit.

A Good Hit

A strike lands on your upper arm. It is well within the target area. You feel it - it even stings for a second but is unlikely to result in a bruise. Your response to it is natural and immediate, of course you are going to take it.

A Marginal Hit (1)

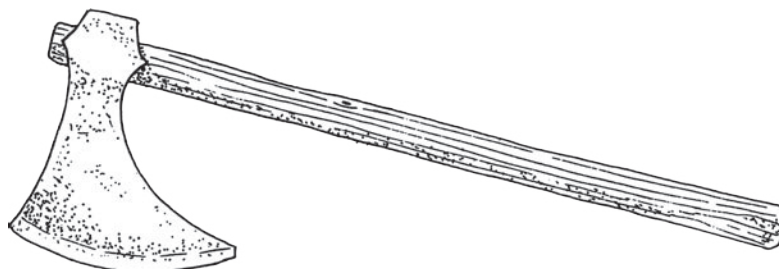
A spear grazes past you, possibly the blade came into contact with you—or was it the shaft? You are wearing mail and you barely notice it. If you hadn't seen it, you would not have been aware of it at all. In reality, it would not have caused an injury - it would have been a miss. You should not take this shot—more importantly, your attacker should not expect you to.

A Marginal Hit (2)

A sword strikes you on the arm. It is very near the elbow. Difficult to tell in the heat of battle whether it was upper arm or not, you're having to think a bit too hard about it.

This last one is tricky isn't it? It's your call. If you have more than one hit, then maybe the sporting thing to do would be to take it. If you are a Levy with only one hit, do yourself a favour and ignore it—he can probably do better.

It should be obvious from the above that what we are requiring is a greater level of sportsmanship and some give and take. This should increase as the combatant moves through the ranking system. The combatant with three hits can afford to behave with more largesse and honour than the new combatant with only one hit.



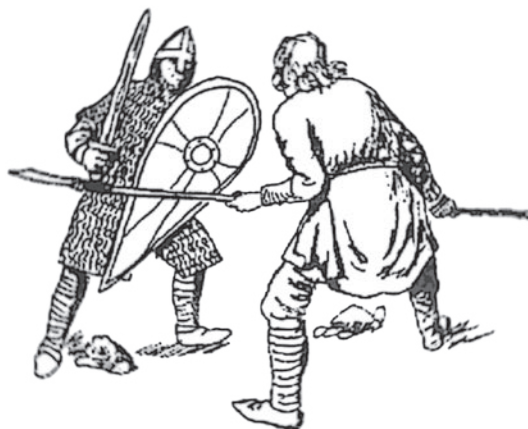
The Ranking System

All combatants, existing or new, will be allocated field ranks. Once they have been given these ranks by the appropriate officers, or their deputies, then and only then may they allocate to themselves a number of hits. There are four battlefield ranks, the names of which are mostly intended for administrative purposes.

These ranks have no bearing on any ranking system that may be employed at a local group level. However, it is hoped that in awarding local ranks, group leaders will take into account the progress and field rank of combatant members.

There are four battlefield ranks:

- **Levy**
- **Militia**
- **Warrior**
- **Warlord**



These general terms apply throughout Regia, regardless of ethnic background. As time goes on, more work will be done on supplying members of different backgrounds with more appropriate 'ethnically specific' titles and ranks, as well as information to assist the combatant in portraying that rank.

Central to this concept is the idea that combatants should be portraying more specific characters and their clothing and behaviour should be appropriate to that persona. For example, those dressed for the Levy, or to an extent, the Militia, should not be barking orders, while those dressed as Warlords should be taking a greater role in the command of the armies.

All new members will begin at the first rank, that of 'Levy'. They will be able to take only one hit. However, because of the new format, there are two competitive clashes, and so the new member gets more actual combat than was previously the case.

As the combatant progresses through the ranks of Militia and Warrior, they will receive an extra hit at each rank.

Promotion through the ranks is based upon a variety of criteria, with each successive promotion becoming more and more difficult to obtain.

The Requirements of Rank

Level 1 – Levy – 1 Hit

You are a new member, with little or no kit of your own, who is training in spear and shield. You are a member of the Levy – welcome to the army!

The Levy is composed of peasants. Drafted more out of desperation for numbers than for any military advantage. Depending upon their ethnic background, they have been largely pressed into service and in the main, would rather be doing anything other than fighting on the battlefield.

A member of the Levy can take only one hit. When hit once, they die outright, cover up and do not move.

Progression to the next level will be after the Levy has been signed off as having achieved the basic requirements for the field by an MaA Deputy; an Authenticity Deputy, and a Training Deputy. National Officers will be equally willing to sign off members of the Levy also.

Training (MTO)

In order to take part in the battle display, new members must have taken a battlefield safe test at a training session.

Wargear (MaA)

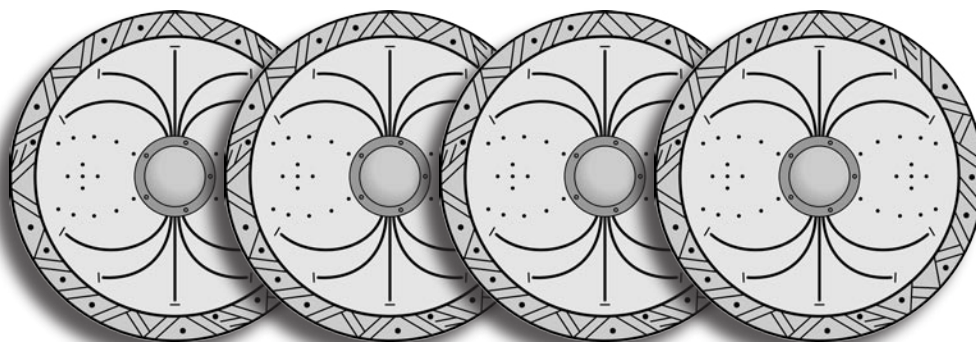
They will have borrowed or otherwise acquired a spear and shield that meet the minimum MaA requirements.

Kit and Authenticity (AO)

They will have be wearing a tunic, belted and rucked to knee level. Colours from the poor/middle class end of the spectrum (see the Regia colour chart.)

Note:

Some members have expressed the concern that this means that new members are being penalised on first joining by only being given one hit. We prefer to regard it that a new member is being encouraged to pass their spear test quickly, acquire their basic equipment and achieve the minimum standard to take part in combat on the Regia battlefield. As soon as this standard is achieved; the combatant will progress in to Militia and have two hits.



Level 2 – Militia – 2 Hits

The Militia are paid professionals. For them, soldiering is more of an occupation than a calling. They guard walls quite well and are happy enough when the advantage is on their side, but don't expect too many heroics – they really aren't paid enough for that.

When hit twice, they may crawl around; retire wounded or run off.

Before you can begin your career in the Militia, you will need:

Training (MTO)

A full weapon's pass in spear and shield, with or without a backhand scamseax.

Wargear (MaA)

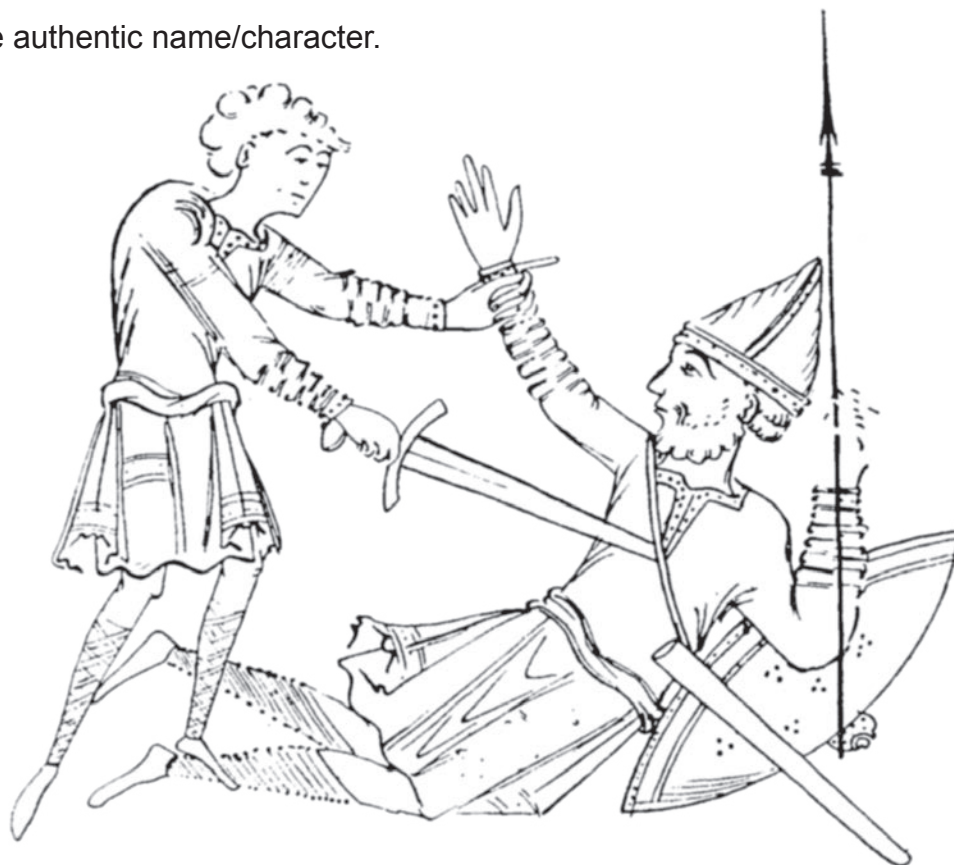
Your own spear and shield, manufactured to at least the minimum acceptable standard.

Kit and Authenticity (AO)

Trousers or Hose – tight to the leg or with leg bindings. Colours should be from the poor or 'middle-class' end of the colour chart.

Shoes.

At least one authentic name/character.



Level 3 – Warrior – 3 Hits

'Warriors' are professional, often noble, fighting troops. Unlike the lower ranks, they are fighting because they want to. With victory will come wealth, lands, and advancement. They are armoured; motivated fighting men who live in the halls of their Lords. They are possessed with a lust for battle and some of them hope to be Warlords themselves in the fullness of time.

The curve of promotion steepens here. Fewer allowances will be made for poor quality kit. All kit and equipment should come from, at least, the 'acceptable' columns on kit specs.

Note 1: A helmet is now a requirement for a combatant in order to take a sidearm test.

Note 2: Only combatants passed in a sidearm may use a lenticular shield.

To achieve promotion to the rank of 'Warrior', you will need:

Training (MTO)

A full weapon's pass with a short arm i.e. (sword, axe or langseax) with a helmet.

A Battlefield Safe Test in one other Short Arm.

War-gear (MaA)

A shield manufactured to Good standard

A helmet.

A mailshirt.

A short arm (e.g - axe, langseax, or sword).

Kit and Authenticity (AO)

Soft kit as per the Militia, but with some ethnic, character or period specific items of kit for certain shows. Generic kit can be retained for shows where that is not appropriate. All kit to be made of good quality materials and exhibit good quality workmanship. Some colours can be taken from the higher-class end of the colour chart.

Authenticity Officer's Note

Members seeking to advance to Warrior level should first ask an Authenticity Deputy for advice and have their kit examined. That Deputy will then, if appropriate, recommend the promotion to the National Authenticity Officer who will normally approve the promotion.

Other requirements

Candidates for Warrior must have volunteered to be a Marked Man (see p. 14) while at Militia level. Once promoted, Warriors must volunteer to be Marked Men on at least one occasion per season.



Level 4 – Warlord

(to be assessed by National Officers only)

It has already been decided that a fourth level rank will be created, the highest rank that can be earned for the battlefield.

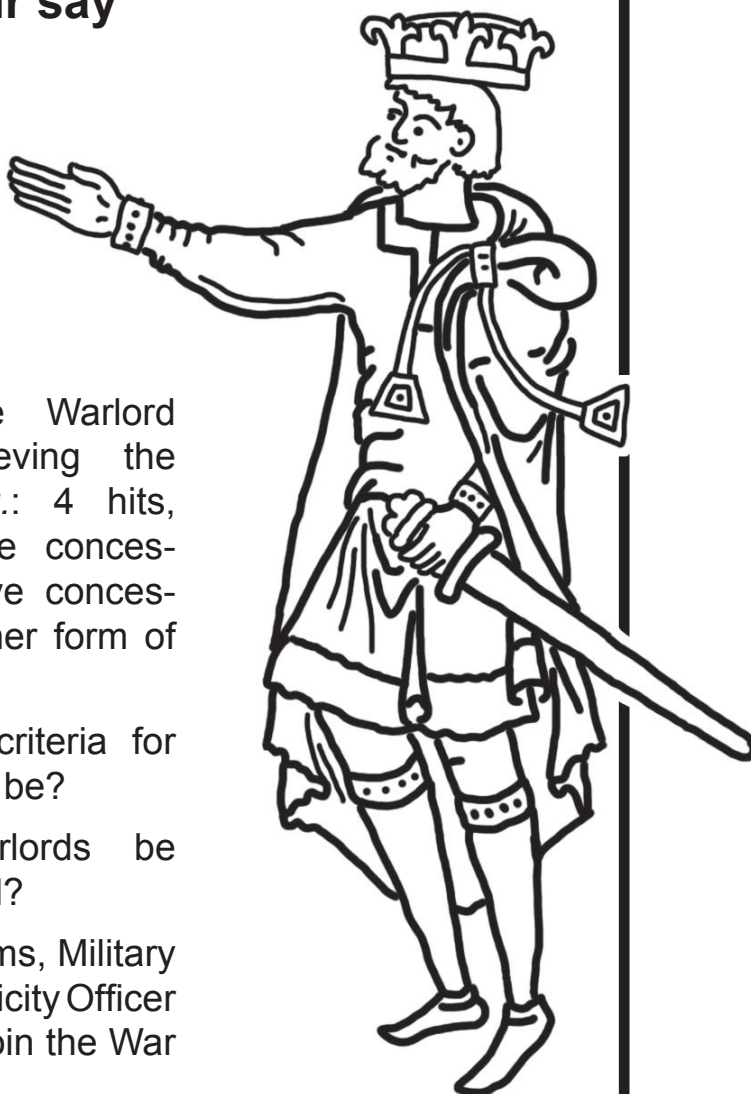
However, since we have no intention of creating any combatants to the rank of Warlord during the first season of the new format, decisions regarding the criteria for promotion to Warlord, and any reward achieved for doing so, have been shelved until the end of 2005. It is felt that, after a season under the new combat rules, we will be in a much better position to decide upon this important matter.

Have your say

The War Council and the National Officers would like to hear from any members who have questions, suggestions or ideas concerning the following issues:

- 1) What should the Warlord receive for achieving the highest level (e.g.: 4 hits, another competitive concession, no competitive concessions but some other form of award)?
- 2) What should the criteria for choosing a Warlord be?
- 3) How should Warlords be nominated / created?

Contact the Master-at-Arms, Military Training Officer or Authenticity Officer with your comments; or join the War Council itself.



The Battle – A New Game

The new format unashamedly sees the daily battle display as a complete game for the combatants, and attempts to use the rules and structure to encourage the combatants to make every effort to make the display exciting and informative for the public. The battle happens in four stages, comprising two display clashes and two competitive clashes:

First Clash – Display only.

The two sides take the field and skirmish, parley etc.

Second Clash – Competitive Fight

All combatants have only one hit in this clash.

This is a battle fought as a line, with no outflanking. When hit, the combatants simply step back a few yards, appearing, perhaps, to nurse minor injuries. One of the Commanders must signal that they have lost this clash by waving their standard or by giving another agreed signal. If a decision cannot be reached, the two commanders will parley and fight the Second Clash again.

Third Clash – Display only

In this clash, The **Marked Men** (see below) will live or die, according to the outcome of the Second Clash. Also any **Single Combats** (see below) may occur. The dead stay where they lie. Also, other hand-picked persons will feign wounds. This will not affect their hits in the final clash.

Fourth Clash – Competitive Fight

This is the final battle, where the combatants employ their full number of hit points. At least one side will have lost one or two men as a result of losing the Second Clash, and they will suffer from that deficit at the beginning of the Fourth Clash.

Marked Men

To help alleviate the age old problem of having several clashes without losing a single man, only to see every combatant suddenly keel over at the end of the show, the 'Marked Men' game has been introduced.

This is essentially a gamble. Each side will be required to produce a proportionate number of volunteers (usually no more than ten per cent of their field strength) of Militia class or above (for their own safety, untested members of the Levy may not volunteer).

These volunteers enter a gambit situation. If their side loses in the Second Clash, then the volunteer must 'die' during the Third Clash – hopefully in as noticeable and spectacular a fashion as possible. They then remain dead on the field for the rest of the display, taking no part in the final battle.

However, if their side wins during the Second Clash, they get the reward of an extra hit in the final battle, hence a Militia man will have three hits while a combatant of Warrior class will be fighting with four hits in the Fourth Clash.

Notes

Members of the Levy cannot volunteer to be Marked Men.

Militia do not have to volunteer, however, to move up to the next rank they do need to volunteer on at least one occasion per season.

Warriors have to volunteer on at least one occasion per season.

Single Combat

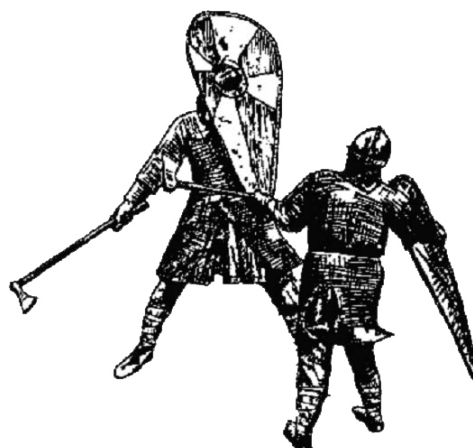
Warriors and Warlords have an additional option in the Third Clash. Instead of volunteering as Marked Men, they may arrange a Single Combat with a Warrior or Warlord from the other side.

This can take several forms. All are equally valid and encouraged;

- A pre-arranged and rehearsed, choreographed show-fight, where the outcome of the Third Clash decides the winner.
- A freeform fight where the outcome of the Second Clash decides the winner.
- A fully competitive, one-on-one fight - up to two hits, winner survives into the final clash.

In each case the winner takes an extra hit in the Fourth Clash, taking them up to four hits.

Note: Volunteers to be Marked Men and arrangements for Single Combats **must** be agreed at muster before the battle begins.



The Code of Conduct

The battlefield of Regia Anglorum has always been based on an honour system. Combatants have been tacitly expected to behave in a fair and sportsmanlike fashion. However, the actual rules of the field have never been firmly written down, and it is felt that this may have been behind some of the occasions in the past where combatants have found themselves in dispute with one another. Now, with a more formalised structure and rules for the game, it is expected that combatants will demonstrate their greater understanding of the battlefield through their sportsmanlike behaviour.

The Code of Conduct can be found on the back page of this document.

In Conclusion

This concludes the initial guidance to the new Warrior System. Like all such documents, the Warrior System will be a living document, and will probably see changes and additions made to it every few years.

The intent behind this document is not to impose a draconian set of rules, but to provide a framework within which we can all reenact our period better, and enjoy doing so more. It must be pointed out that the new system does not require any combatant to advance through the system; that remains entirely a matter for their own choice.

The battlefield belongs to every one of us, for our mutual enjoyment. None of us want to ruin our day by having pointless and petty arguments over this or that hit. Do not abuse the new hits system. Be generous and sportsmanlike both in giving and receiving your hits, and help to make our combat displays better for everybody, combatants and public alike.

We commend this new system to you, and look forward to many exciting battles ahead.

Nigel Amos (Master-at-Arms)

Patrick O'Connell (Military Training Officer)

Steve Etheridge (Authenticity Officer)

This is the Code of Conduct of the



Battlefield.

It is expected that all combatants will abide by it.

Rule 1

Fight safely at all times. Protect yourself at all times.

Rule 2

Fight at all times with honour and sportsmanship – where there is any doubt, be generous and act within the spirit of the Code, if not the letter.

Rule 3

Never argue in front of the public. Never stop a combat to verbally dispute a hit – if you have to discuss the shot, it was probably not worth taking.

Rule 4

Never abuse the hits system and take more hits than you are entitled to.

Rule 5

Never ignore a valid hit.

Rule 6

If you cannot land a blow safely – don't take the shot.

Rule 7

Never hit an opponent too hard. Always take time later to apologise if you do. Never apologise audibly in front of the public during a display combat.

Rule 8

Never forget – it's only a game.