

# Appendix C: Rapier Scenarios, Combat Rules & Weapons Standards for Estrella War XXV

*Last Revised: 10/18/08*

## A. Rapier Marshals-in-Charge/ Rapier Senior Marshalling Team:

1. The Earl Marshal for the Kingdom of Atenveldt shall designate a warranted marshal (usually the Atenveldt Kingdom Rapier Marshal) to serve as the **Rapier Marshal-in-Charge** of armor/weapons inspections and marshalling of rapier scenarios at Estrella War XXV.
2. Each of the Principal Kingdoms shall designate a warranted marshal to serve as their Kingdom Rapier Marshal (KRM) at Estrella War XXV.
3. The Principal Kingdom Rapier Marshals (KRM) or their appointed representative shall form the **Rapier Senior Marshalling Team**. This team shall work together to administer and manage the rapier activities at Estrella War XXV, with each member having an equal vote on all decisions. The **Rapier Senior Marshalling Team** holds primary responsibility for:
  - a. Coordinating setup for all rapier scenarios defined in **this Treaty and marshalling of the combat fields** for those scenarios. To assist in this effort each Principal Kingdom shall provide:
    1. 10 people each to assist with setup of the Rapier Scenario **battlefield at Noon of Wednesday, February 11, 2009.**
    2. 1 Marshal per 25 Participants during the Rapier Scenarios.
  - b. Ensuring the safety of spectators, unarmored participants, marshals and rapier combatants. In this capacity they are responsible for defining boundaries and guidelines to minimize the risk to spectators, participants, and bystanders given the constraints of the site.
  - c. Holding a Marshal's Court at the end of each day of fighting to address any issues that arise between fighters.

## B. Marshalling

1. The **Rapier Senior Marshalling Team** shall be on the melee field at all times during the Rapier Scenarios.
2. There shall be no less than 1 marshal for each 25 fighters on a melee field. There shall be at least 1 marshal on the field during any tournament combat.
3. A marshals-and-commanders meeting will be held at Marshal's Point at 4pm of Wednesday, February 11, 2009.
4. All field marshals will carry notepads to record any incidents that arise during the Rapier Scenarios. These concerns will be reviewed at the Marshal's Court.
5. Marshals shall use the phrase "edge of the world" to warn combatants that they are approaching the edge of the field. "Edge of the world" in no way implies a hold. As an engagement nears the boundaries the marshal will voice a warning of "edge of the world" or equivalent. Any fighter(s) that retreat off the edge of the field are "killed" and will be informed of such by the marshal.
6. The "[Atenveldt Kingdom Rapier Rules](#)" will be the default rules for all tournaments unless otherwise published in the tournament description in the Gatebook.
7. If the condition of the melee field is found to be a safety concern, an alternative venue and/or the **Alternative War-Point Tournaments** will be used. The decision to do so will be made by consensus of the **Rapier Senior Marshalling Team**. Before a general announcement is made, the decision will be communicated and/or discussed with the commanders of each Principal Kingdom as the representatives of their Crown.

### C. Armor and Weapons Guidelines/Inspections:

1. Society allowable blade conventions (except flexi-daggers) will be observed with one addendum: Any fighter who is authorized in a Kingdom where “flexi- dagger” type blades are allowed will be allowed to use them for rapier combat.
2. Armor, parrying devices, and rubber band guns only need to be inspected once during the War.
3. Weapons must be inspected daily at the Rapier Marshal’s Point.
4. Rubber Band Guns (RBGs):
  - a. RBGs will not be used on Saturday, but are allowed any other day. The number of shots allowed to a side will be equal to 20% of the opposing force.
  - b. Dead fighters may not pass off rubber band guns or ammunition.
5. The **Rapier Senior Marshalling Team** holds responsibility for the staffing and running of Rapier Marshals Point for armor and weapon inspections by Marshals from their Kingdoms as follows:
  - a. The Rapier Marshallate point will be open from 10am to lay-on on Thursday & Friday; and 8am to lay-on on Saturday. On all other days, each Principal Kingdom is responsible for their own inspections.
  - b. The Principal Kingdom of Atenveldt & Allies will staff Rapier Marshal’s Point on Thursday.
  - c. All 3 Principal Kingdoms will staff Rapier Marshal’s Point on Friday & Saturday.

### D. Rules of Engagement:

1. **Target Areas/Valid touches:**
  - a. The entire body is a legal target area.
  - b. There is no “armor as worn” rule in use during melee combat. All combatants are assumed to be unarmored when judging the validity of blows. Combatants need only make their blows be felt through their opponent’s clothing. No touch is assumed to have the effect negated by protective armor or clothing.
  - c. Valid touches are thrusts, push cuts, draw cuts, and tip cuts. Cuts must be 6 inches long *or* across the majority of an appendage (i.e. a wrist or knee) that is less than 6 inches. A slap, flat or skipping blow does not constitute a cut.
  - d. Society rules will be utilized for determining the validity of killing blows and wounding of appendages.
  - e. A combatant that loses the use of both arms/hands may continue on the field. If an armed opponent approaches to engagement distance, the “disarmed” fighter must immediately yield and quit the field.
2. **“Death from Behind,” and “180° Engagement”** models shall be used in melee scenarios as follows:
  - a. “Death from Behind” is safely performed by approaching an opponent from behind and laying a sword blade (*not a dagger blade*) upon their shoulder. A minimum of 1/3 of the blade should be visible to the opponent. The attacker must also give a verbal cue of “You are dead from behind m’lord,” or equivalent.
  - b. The fighter attacked from behind is considered dead upon seeing a blade over his shoulder, feeling the blade upon his shoulder *or* hearing his opponent call him dead, and ***may not*** duck, spin, twist or otherwise evade the blow.
  - c. An individual may only “Death from Behind” one opponent at a time.
3. **When a fighter is killed & exiting the field:**
  - a. They may utter a death cry of a single word or short phrase. All subsequent verbal and non-verbal communication with “living” fighters is prohibited, except for marshallate concerns.

- b. Any combatant who is killed during melee fighting must acknowledge the blow and fall down dead or exit the field immediately.
- c. Fighters exiting the field should proceed in a direction that is open and away from active combat. Fighters should not exit through opposing lines. If there is no feasible exit from the current combat, a fighter should crouch down and exit the field when able.
- d. A fighter may not delay exit from the field except for safety reasons.
- e. Fighters exiting the field must clearly identify themselves as dead, preferably by carrying their weapons crossed over their heads or held by the blade. Any fighter asked about their current status must answer, dead or alive.
- f. Fighters attempting to abuse any of the above can be subject to marshalled investigation.

**4. Resolving conflicts:**

- a. Fighters who enter into a conflict should accompany one another to a marshal so the name of each combatant and the nature of the dispute can be recorded. This will be resolved at the Marshal's Court as necessary. Any fighters leaving the field without pursuing this process shall forfeit their right to make a complaint at a later time.
- b. "Rules Lawyering" will not be tolerated. Anyone trying to bend rules for an advantage will be asked by a Principal Kingdom Rapier Marshal to stop. If the individual continues, they will be removed from the field at the discretion of the **Rapier Marshal-in-Charge**. Additionally, a marshal can ask anyone exhibiting a lack of common sense to leave the field.

**5. Sealing the field:** The fighting field will be closed at the beginning of each scenario and new fighters may not enter combat. Fighters may still be inspected during this time but cannot enter the field until the beginning of the next scenario.

**6. Holds:**

- a. A hold should be called when dropped weapons or equipment present a safety hazard.
- b. When a hold is called, all combatants will assume a non-threatening posture with their weapons pointed either upward or downward and await direction by the marshals. If possible, fighters are encouraged to kneel or sit during a hold.
- c. Combat should not resume until the cause of a hold is resolved and reported to a member of the **Rapier Senior Marshalling Team**.

**7. Lay on:**

- a. Fighters may engage in melee combat only after the **Rapier Marshal-in-Charge** has received acknowledgement of readiness from both Allied Realms and has instructed them to begin.
- b. At "lay on" of a melee, or anytime thereafter, any fighter on the field who is not fully armored will be called dead by the marshals and must immediately exit the field of combat. Any fighter who removes their mask before exiting the field will not be allowed to fight in the next scenario and may be required to marshal instead.

**E. Victory Conditions:**

1. Estrella War Rapier Scenarios shall be conducted between two Allied Realms.
2. Any scenario that takes less than 15 minutes may be fought best 2 of 3 at the discretion of the **Rapier Senior Marshalling Team**.
3. The Allied Realm winning the most Rapier Scenario Victory Points shall be declared the victor, and the populace of the Principal Kingdoms of that Allied Realm shall be awarded the right to display an Estrella War Rapier Victory Pennant.

4. Victory Points shall be awarded for the following scenarios:

**THURSDAY, FEBRUARY 12, 2009 SCENARIOS**

- |                                |                     |
|--------------------------------|---------------------|
| 1. River Crossing              | =1                  |
| 2. Scattered Loot Resurrection | =2                  |
| DAILY TOTAL                    | =3 Victory Points** |

**FRIDAY, FEBRUARY 13, 2009**

- |                      |                   |
|----------------------|-------------------|
| 1. Ship to Ship      | =1                |
| 2. Flag Resurrection | =2                |
| DAILY TOTAL          | =3 Victory Points |

**SATURDAY, FEBRUARY 14, 2009**

- |                      |                   |
|----------------------|-------------------|
| 1. Escort the Noble  | =2                |
| 2. Grab the Treasure | =2                |
| 3. Flag Resurrection | =3                |
| DAILY TOTAL          | =7 Victory Points |

\*\* The scoring of day 1 of rapier scenarios will only be used if the combined scores from the Friday and Saturday scenarios results in a tie.

**F. Start Times for Rapier Scenarios**

1. Day 1 of combat shall commence at 1pm on Thursday, February 12.
2. Day 2 of combat shall commence at 10am on Friday, February 13<sup>th</sup>.
3. Day 3 of combat shall commence at 10am on Saturday, February 14<sup>th</sup>.

**G. Thursday Rapier Scenarios**

**1. OPENING MIXER: Last Man Standing**

- a. FIELD SETUP: None
- b. SPECIAL WEAPON STYLES ALLOWED: None.
- c. SPECIAL FIGHTING CONVENTIONS: Fighters will ignore “water” terrain for the duration of this scenario.
- d. DESCRIPTION/STARTING POSITIONS:
  1. Fighters are entirely on their own this battle. Alliances may be made or broken as desired.
  2. Fighters may start the scenario anywhere on the field.
- e. VICTORY CONDITIONS: This battle lasts for 20 minutes or until only 1 fighter remains alive on the field.
- f. VICTOR RECEIVES/GAINS: This battle is a friendly mixer and worth no Victory Points. Any fighter(s) still alive get bragging rights.

**2. SCENARIO 1: River Crossing**

- a. FIELD SETUP: A river at least 15’ wide will be constructed across the center of the battlefield. This will be crossable at a single 12’ wide bridge and two river-rock fords.
- b. SPECIAL WEAPONS STYLES ALLOWED: RBGs.
- c. SPECIAL FIGHTING CONVENTIONS: None.
- d. DESCRIPTION/STARTING POSITIONS: Defenders may start anywhere on the bridge and up to the center point of the river crossing. Attackers start in the open field.
- e. VICTORY CONDITIONS:
  1. The Attackers get 3 fighters fully onto the bank of the river at any one crossing point.  
OR
  2. The Defenders hold out for 10 minutes.

- f. VICTOR RECEIVES/GAINS: The victorious Allied realm shall be awarded 1 Victory Point and choice of field side for the next scenario.

### 3. SCENARIO 2: Scattered Loot Resurrection

- a. FIELD SETUP:
  - 1. Several dozen bags will be scattered throughout the battlefield.
  - 2. A resurrection point will be set up at the center of each long edge. Fighters may only resurrect at this point.
- b. SPECIAL WEAPONS STYLES ALLOWED: None.
- c. SPECIAL FIGHTING CONVENTIONS:
  - 1. Resurrected fighters may re-enter play anywhere along their long edge as long as they may do so in a safe manner.
  - 2. A fighter killed while carrying Loot bags must drop them immediately.
  - 3. Marshals will randomly reseed Loot bags.
- d. DESCRIPTION/STARTING POSITIONS:
  - 1. Forces may start anywhere on their long edge of the battlefield.
  - 2. This battle will last 60 minutes.
  - 3. Live fighters may turn in Loot counters to their resurrection point to score a Loot point for their side.
- e. VICTORY CONDITIONS: The side with the most total Loot at the end of the scenario will be the victor.
- f. VICTOR RECEIVES/GAINS: The victorious Allied Realm will be awarded 2 Victory Points and choice of side in the next scenario.

## H. Friday Rapier Scenarios

### 1. OPENING MIXER: Zombie Apocalypse

- a. FIELD SETUP: **Combat will be** conducted in the “City” & “Wharf” portions of the field.
- b. SPECIAL WEAPONS STYLES ALLOWED: None.
- c. SPECIAL FIGHTING CONVENTIONS:
  - 1. Fighters will be split evenly between two forces. Force A will start as the “Humans” and Force B as the “Zombies”.
  - 2. Zombies may “ignore” a single disabling blow to their torso and/or arms, but must acknowledge the blow.
  - 3. Zombies are encouraged to shuffle, moan, and feast upon the brains of the fallen.
- d. DESCRIPTION/STARTING POSITIONS:
  - 1. Humans may start in any building they wish but may not leave that building.
  - 2. Zombies may start anywhere on the battlefield.
- e. VICTORY CONDITIONS: This battle lasts for 15 minutes or until all of one side is defeated. Sides will then switch and repeat.
- f. VICTOR RECEIVES/GAINS: This battle is a friendly mixer and worth no Victory Points.

### 2. SCENARIO 1: Ship to Ship

- a. FIELD SETUP: 2 ships approximately 70’x30’ will be constructed at the north end of the field. They will be at least 6’ apart and joined by 3x 8’ wide gangplanks. The other side of the ship will connect to a pier/dock.
- b. SPECIAL WEAPONS STYLES ALLOWED: RBGs.
- c. SPECIAL FIGHTING CONVENTIONS: 5 minutes after lay-on, the ships will be considered to have drifted into port. The pier exits will then open up and fighting may move into the “Wharf” district.
- d. DESCRIPTION/STARTING POSITIONS: Both armies start upon their respective ships.
- e. VICTORY CONDITIONS:

1. One side clears all opponents from both boats. OR
2. The side with the most able fighters still onboard either boat after 10 minutes.
- f. **VICTOR RECEIVES/GAINS:** The victorious Allied Realm shall be awarded 1 Victory Point and choice of field side in the next scenario.

### **3. SCENARIO 2: 3-Flag Resurrection**

- a. **FIELD SETUP:**
  1. 3 flags will be placed on the long centerline of the battlefield, approximately 160' apart.
  2. Each army will have a resurrection point at center of their long edge. Fighters may only resurrect at this point.
- b. **SPECIAL WEAPONS STYLES ALLOWED:** RBGs.
- c. **SPECIAL FIGHTING CONVENTIONS:** Resurrected fighters may re-enter play anywhere along their long edge as long as they may do so in a safe manner.
- d. **DESCRIPTION/STARTING POSITIONS:**
  1. Forces may start anywhere on their half of the field.
  2. This battle will last 60 minutes from lay-on.
- e. **VICTORY CONDITIONS:** Control of each flag will be checked 5 times during the battle; approximately every 10 minutes. Each flag fully controlled by an Allied realm will grant 2 Battle Point to the side.
- f. **VICTOR RECEIVES/GAINS:** The Allied Realm with the most total Battle Points will be awarded 2 Victory Points. No points will be awarded in the event of a tie.

## **I. Saturday Rapier Scenarios**

### **1. OPENING MIXER: Battle of the 5 Armies**

- a. **FIELD SETUP:** None.
- b. **SPECIAL WEAPONS STYLES ALLOWED:** None.
- c. **SPECIAL FIGHTING CONVENTIONS:** Fighters will ignore "water" terrain for the duration of this scenario.
- d. **DESCRIPTION/STARTING POSITIONS:** Fighters will be split into 5 forces: Atenveldt, Caid, Outlands, Defenders of the White Scarf (or equivalent), and Others. Atenveldt will start on the south field edge, Caid to the west, Outlands to the east, Others to the north and DWS in the center.
- e. **VICTORY CONDITIONS:**
  1. All opposing forces have been wiped from the field. OR
  2. After 20 minutes, victory will go to the largest surviving force.
- f. **VICTOR RECEIVES/GAINS:** This battle is a friendly mixer and worth no Victory Points.

### **2. SCENARIO 1: Escort the Noble**

- a. **FIELD SETUP:** 6 letters will be placed in different buildings around the city. Only the Noble assigned to that letter may move it.
- b. **SPECIAL WEAPONS STYLES ALLOWED:** None.
- c. **SPECIAL FIGHTING CONVENTIONS:**
  1. Each Allied Realm will provide 2 Nobles. The Nobles will require normal combat protective gear.
  2. Rapier authorized Nobles may start as Combatants. A Combatant Noble that is defeated in combat becomes a non-combatant Noble for the remainder of the scenario.
  3. Non-combatant Nobles may not aid nor hinder any combatants.
  4. Nobles will not leave their immediate area unless escorted by 4 fighters from an Allied Realm.

5. Fighters that intentionally strike or hide behind a non-combatant Noble will immediately be considered dead.
  - d. DESCRIPTION/STARTING POSITIONS:
    1. Each Allied Realm will start off the field at an entrance to the city. Each Noble will randomly be given a destination building and field exit.
    2. The Noble must be escorted to their destination, retrieve their letter, and then escorted off the field.
  - e. VICTORY CONDITIONS: Victory goes to the first Allied Realm to escort both of their Nobles off the field, with letters and at the correct exit.
  - f. VICTOR RECEIVES/GAINS: The victorious Allied Realm will be awarded 2 Victory Points and choice of side for the next scenario.
- 3. SCENARIO 2: Grab the Treasure**
- a. FIELD SETUP: 9 treasure chests will be setup up at various points around the field. 5 will contain treasure and 4 will be empty.
  - b. SPECIAL WEAPONS STYLES ALLOWED: None.
  - c. SPECIAL FIGHTING CONVENTIONS:
    1. Various doors across the field will be “locked” with a marshal on station. Each side will be issued 2 battering rams. Battering down a door requires that two unengaged fighters “use” the battering ram on the door for 30 seconds, as timed by the marshal.
    2. Moving a chest requires 2 fighters each with an arm free.
  - d. DESCRIPTION/STARTING POSITIONS:
  - e. Forces may start anywhere on their long edge of the battlefield.
  - f. A marshal will be placed at the center of each long field edge. Fighters that turn in a full treasure chest to this marshal will score 1 Battle Point for their Allied Realm.
  - g. The scenario will run for 15 minutes or until all scoring chests are turned in. The field will then be reset and the scenario will run again.
  - h. VICTORY CONDITIONS:
    1. The first Allied Realm to score 9 total Battle Points. OR
    2. The Allied Realm with the highest score at the end of three iterations.
  - i. VICTOR RECEIVES/GAINS: The victorious Allied Realm will be awarded 2 Victory Point and have choice field edge for the next scenario.
- 4. SCENARIO 3: 7-Flag Resurrection**
- a. FIELD SETUP:
    1. 7 flags will be set up equidistantly across the battlefield.
    2. A resurrection point will be set up at the center of each long edge. Fighters may only resurrect at this point.
  - b. SPECIAL WEAPONS STYLES ALLOWED: None.
  - c. SPECIAL FIGHTING CONVENTIONS:
    1. Fighters will ignore “water” terrain for the duration of this scenario.
    2. Resurrected fighters may re-enter play anywhere along their long edge as long as they may do so in a safe manner.
  - d. DESCRIPTION/STARTING POSITIONS:
    1. Forces may start anywhere on their half of the field.
    2. This battle will last 90 minutes from lay-on.
  - e. VICTORY CONDITIONS: Control of each flag will be checked 5 times during the battle; approximately every 15 minutes. Each flag fully controlled by an Allied realm will grant 1 Battle Point to the side.
  - f. VICTOR RECEIVES/GAINS: The Allied Realm with the most total Battle Points will be awarded 3 Victory Points. No points will be awarded in the event of a tie.

**J. Alternative War-Point Tournaments**

1. In the case where melee combat is prevented by weather or other restrictions, the Estrella War Rapier Victory Points for that day will be decided by **Alternative War-Point Tournaments**.
2. All combat rules listed above shall apply to these tournaments.
3. When agreed upon by the **Rapier Senior Marshalling Team**, one or multiple of these tournaments may be used in lieu of a scenario and/or as a tiebreaker.
4. **Alternative War-Point Tournaments** shall include:
  - a. **Champions' Tournament.** The Principal Kingdom Crowns shall select 10 fighters to represent each Allied Realm in a standard double-elimination tournament, pairing fighters from opposing sides until combatants from only one Allied Realm survive. The surviving Allied Realm will be declared the winner.
  - b. **Bear Pit.** Combatants from the two Allied Realms will form two lines outside an eric. Multiple erics may be used. A fighter from each Allied Realm will enter the eric for single combat. The victor will retain the field against the next opponent in line. A defeated fighter may re-enter at the back of their line. Wounds carry over from fight to fight. Only fighters declaring for opposing Allied Realms shall fight each other. Kills will be tallied for each Allied Realm. Double kills will count as no points for either side. Combat will continue until the time limit is reached. The winner will be the Allied Realm with the most total wins.
  - c. **Five-Man Team.** Each Allied Realm may field as many 5-man teams as they are able to fight a standard single-elimination, best 2 out of 3 format tournament. A fighter may only be on one team. Only teams from opposing Allied Realms may do combat. The tournament will be fought until an Allied Realm can no longer field a team.