



Estrella War Policy



Estrella War Armored Combat Marshallate Guidelines and Combat Conventions

Last Revised 8/29/08

A. Purpose of This Policy

The annual Estrella War is an official SCA event that recreates a medieval war between two sets of allied SCA Kingdoms (called Allied Realms). This document explains the *Estrella War Armored Combat Marshallate Guidelines and Combat Conventions* that will govern the marshallate activities and armored combat between the Allied Realms at Estrella Wars.

Each year, the Principal Kingdoms for Estrella War meet and negotiate an Estrella War Treaty that defines the medieval activities to be conducted at that year's event. The guidelines contained here have been agreed upon as the "traditional" guidelines honed by those negotiations between the Estrella War Principal Kingdoms in annual Treaty Negotiations held since the early 1990s. The annual Estrella War Treaty will therefore reference and supplement the guidelines in this document.

B. Relationship to Other Official SCA Policies

The *Estrella War Armored Combat Marshallate Guidelines and Combat Conventions* will only apply to medieval activities at Estrella War, and supplement the rules stated in the current version of the below listed official Policies and Rules of the Marshal for SCA combat:

- Guidelines defined on the SCA Society Marshal's [webpage](#)
- The [Society Marshal's Handbook](#)

This document is one of a set of Estrella War Policies that define activities at Estrella War, including all of the following:

- [Estrella War Financial Policy](#)
- *Estrella War Treaty* (published annually)

C. Administration/Reporting Hierarchy for Marshals at Estrella War

1. **Estrella War Marshal-in-Charge (MIC):** The Earl Marshal for the Kingdom of Atenveldt, or a warranted deputy designated by the Earl Marshal for the Kingdom of Atenveldt, shall serve as the Marshal-in-Charge (MIC) for the Estrella War.
2. **Senior Marshaling Team:** The Estrella War Marshal-in-Charge (MIC) will form one **Senior Marshaling Team** that includes the Earl Marshal from each Principal Kingdom, or a designated marshal to hold that responsibility for Estrella War as follows:
 - a. Once the war has begun, decisions necessary for the safe and effective running of the war that effect battlefield set-up adjustment, victory conditions or decisions that may change the outcome of a battle must only occur after consultation of all members of the Senior Marshaling Team (with an agreement of the majority of the Senior Marshaling Team creating the ruling).
 - b. All members of the Senior Marshaling Team or their designated representative must be on the field for all battles, and easily identified and located by radio.
3. **Marshals On the Field:** The Senior Marshaling Team shall ensure that a sufficient number of marshals are available to work the field for heavy combat scenarios defined in the Estrella War Treaty as follows:
 - a. Only authorized marshals will be allowed to marshal on the Estrella War field and perform Estrella War weapon or armor inspection.
 - b. A minimum of one (1) authorized marshal shall be required per 35 combatants.
 - c. Each Allied Realm must provide sufficient marshals for their forces. Each Principal Kingdom shall provide a minimum of five marshals for each day of combat or sufficient marshals for their forces (whichever is greater). Additional marshals may be provided from allied non-Principal Kingdoms.
 - d. If an Allied Realm does not have sufficient marshals, the Crowns and Earl Marshals of the Principal Kingdoms for that Allied Realm will be required to pull Knights/Marshals from combat to fulfill the requirement for marshals.
4. The **Senior Marshaling Team** is responsible for the management of all marshals at the Estrella War, including:
 - a. Scheduling and holding a pre-scenario Marshals Meeting that all marshals who plan to marshal on the field are **strongly urged** to attend. This meeting must be scheduled before the first day of combat defined in the Estrella War Treaty, and so it does not delay the beginning of battles.
 - b. All of the **Senior Marshaling Team** or their designee must attend a pre-scenario meeting each battle day. This daily meeting shall be organized and scheduled by the **Estrella War Marshal-in-Charge**, with the location made known to the **Senior Marshaling Team** each day.
 - c. Enforcing the Right of any Principal Monarch to remove a marshal from the field. Such decisions may be appealed to the Senior Marshaling Team at the event.

- d. Coordinating and scheduling the staffing and running of Marshals Point (and/or designated weapons inspection points) for armor and weapon inspections by Marshals from the Principal Kingdoms, including inspection stations for Combat Archery. The exact schedule for running and staffing Marshal's Point shall be confirmed at the Estrella War Treaty meeting, and published in the Estrella War Treaty each year
5. When **Combat Archery (CA)** is included in Estrella War Treaty scenarios, each Principal Kingdom will designate a warranted Marshal who is knowledgeable of Combat Archery and its various forms allowed at Estrella War to serve as their **Estrella War Combat Archery Coordinator**. These **Estrella War Combat Archery Coordinators** shall report to the **Senior Marshaling Team**, and are responsible for the management of Combat Archery at Estrella War, including:
 - a. Ensuring that each Principal Kingdom has one (1) authorized marshal who is knowledgeable of Combat Archery and its various forms allowed at Estrella War present and marshaling on the field for each 35 combat archers from their Principal Kingdom. If there are not enough appropriately authorized and knowledgeable marshals available at the start of a specific scenario, the **Senior Marshaling Team** shall disallow combat archery in that scenario (although the scenarios will not be stopped or delayed) until additional appropriately authorized and knowledgeable marshals are drafted from the assembled combatants.
 - b. Establishing and staffing at least one Combat Archery inspection station for their Allied Realm, and manning that station according to the 1 marshal to 35 combat archer ratio, so that inspection and marking of all combat archery weapons/ammunition can be completed before and between scenarios that include Combat Archery.
 - c. The Principal Kingdoms will create and publish a schedule for weapons/ammunition inspection for Combat Archery equipment, and ensure that a sufficient number of appropriately authorized and knowledgeable marshals are available to man those agreed upon hours.

D. Authority of Marshals on the Field

1. The **Senior Marshaling Team** is responsible for coordinating and approving setup for all combat scenarios defined in the Estrella War Treaty, and marshaling of the combat fields for those scenarios as follows:
 - a. The **Senior Marshaling Team** shall approve the dimensions of the battlefield and coordinate the setup of scenarios to ensure the field setup complies with instructions in the Estrella War Treaty. They shall also make all reasonable efforts to setup scenarios in advance to facilitate the flow of combat, and provide the shortest possible time between each scenario. A Principle Kingdom Earl Marshal may delegate this responsibility to a warranted marshal if they wish, as long as one marshal from each Principal Kingdom is designated to approve of the scenario setup before combat begins.
 - b. The **Senior Marshaling Team** holds primary responsibility for ensuring safety on the Estrella War fields, and may remove spectators, unarmored participants, marshals and combatants, from any area for safety reasons. This includes publishing/posting information in the gatebook and at the fighting field ensuring that all spectators are made aware of the danger of missile weapons prior to the start of combat, and defining boundaries and guidelines to minimize the risk to spectators, participants, and bystanders during the course of combat.

- c. Ensuring that all marshals on the field wear the appropriate protective eye wear defined in Society standards in scenarios where Combat Archery is included. If sufficient eye protection is not available for the minimum marshals required to begin the scenario, **the Senior Marshaling Team** shall disallow combat archery in that scenario (although the scenarios will not be stopped or delayed) until additional eye protection can be provided.
2. When Combat Archery is included in an Estrella War scenario, the **Estrella War Combat Archery Coordinators** appointed by each Principal Kingdom shall be responsible for setup, running, and coordinating all aspects of combat archery at Estrella War as follows:
 - a. Working with the **Senior Marshaling Team** to establish the readily identifiable boundaries (edge of the field) before combat begins in scenarios where missile weapons are allowed. Spectators and inactive fighters will be required to place themselves outside this zone while combat is taking place. No missile combat shall take place in any situation where spectators and bystanders cannot be separated or protected from the avenue of fire by a safe distance taking into account the type of scenario. During Missile Combat inclusive scenarios, the field shall be set up to maximize safe avenues of fire.
 - b. Ensuring proper inspection, re-inspection and marking of all combat archery weapons/ammunition for all scenarios. If there are insufficient combat archery knowledgeable marshals available to supervise re-inspection of arrows during battles, fiberglass arrows may only be shot once and will be considered spent for the remainder of that scenario.
3. **Marshallate Authority to Remove Combatants from the Field:** Marshals shall have the authority to remove a combatant from the field for misconduct including (but not limited to):
 - a. Cheating, safety hazards and/or breaking fighting conventions or weapon standards.
 - b. Intentionally breaking another fighter's weapons (i.e., spears, arrows, bows, crossbows, etc.), or using a failed or uninspected weapon on the field of combat. (The list of weapons requiring inspection at Estrella War is explained in the "**Estrella War Weapons Standards**" section of this document.) In these cases, the weapon(s) will be pulled from combat, and the fighter shall be excluded from combat for the duration of the event.
 - c. Calling a frivolous hold (this applies to Marshals and combatants). In these cases, the Marshal or fighter shall be excluded from combat for the duration of the day's scenarios.
4. Marshals are required to bring all incidents of misconduct to the attention of the **Senior Marshaling Team**.
5. Any Marshal may remove any combatant from the current battle for misconduct.
6. The **Senior Marshaling Team** may remove any combatant from the field for the duration of the event for just and stated cause.
7. The **Senior Marshaling Team** must report indiscretions and/or removal of a combatant from the field to the combatant's Kingdom Earl Marshal or their representative before the next day's combat if the fighter resides in one of the Principal Kingdoms. If the fighter does not reside in a Principal Kingdom, the Senior Marshaling Team must send a written report to the Earl Marshal of the combatant's Kingdom of residence in the 30 days following the war.
8. Combatants may appeal any marshallate decisions to remove a combatant from the field as follows:

- a. The appeals must be requested before the end of the event.
- b. Appeals of decisions made by Marshals on the field must first be appealed to the **Senior Marshaling Team**, and may be overturned by a majority decision of that Team.
- c. Appeals of a decision originally made by a member of the **Senior Marshaling Team**, or an escalation of an appeal considered and rejected by the **Senior Marshaling Team**, may be made to the Principal Monarchs at that Estrella War. In the case of such appeals, the decision may be overturned by a majority decision of the Principal Monarchs at that Estrella War.

E. Minimum Marshallate Equipment and Services Requirements

1. The **Senior Marshaling Team** shall ensure that the Principal Kingdoms provide the following equipment required to manage marshalling of combat fields at Estrella War:
 - a. Each Principal Kingdom shall provide a minimum of six (6) Marshallate Family Radio Service (FRS) radios (with replacement batteries), for use during the armored combat scenarios. Prior to the onset of combat, the **Senior Marshaling Team** shall ensure that all FRS radios used on the field are compatible so they allow reliable communication between the Marshals, Chirurgeons, and service areas setup to allow hydration for combatants and marshals working the field.
 - b. Each Principal Kingdom shall provide one bullhorn for use during the armored combat scenarios on Friday, Saturday and Sunday.
 - c. When Combat Archery is included in scenarios, each Principal Kingdom shall provide sufficient pairs of Society standard protective eye wear for their authorized marshals on the field.
2. The **Senior Marshaling Team** shall be consulted about the placement, setup, and number of service areas required to allow hydration for combatants and marshals working the scenarios defined in the Estrella War Treaty. This shall include ensuring there is reliable, ongoing radio communication between marshals and the people working the service areas during all combat scenarios.
3. The **Senior Marshaling Team** shall assist the Office of the Chirurgeon in establishing Emergency First Aid and Emergency Medical Services (EMS) for all heavy combat activities in the Estrella War Treaty as follows:
 - a. The Atenveldt Kingdom Chirurgeon shall serve as the **Estrella War Chirurgeon-in-Charge (CIC)**, or designate a warranted deputy to serve in this capacity.
 - b. The **Estrella War Chirurgeon-in-Charge** shall serve as the primary liaison between Emergency Medical Services (EMS) and the marshallate.
 - c. The **Estrella War Chirurgeon-in-Charge (CIC)** and the **Principal Kingdom Chirurgeons** or their designates shall be responsible for establishing, staffing and managing all first aid services for armored combat activities at Estrella War.
 - d. The **Senior Marshaling Team** and the **Estrella War Chirurgeon-in-Charge (CIC)** shall work together to establish reliable, ongoing communication during all combat scenarios.

F. Estrella War Armor Standards

1. Armor standards for each combatant shall be of their Kingdom of residence. Society minimum requirements, and the minimums stated in this policy, will be strictly enforced.
2. All combatants on the field must have a current Estrella War Inspection Sticker displayed on their helm to indicate their armor has passed inspection for combat at that Estrella War. Fighters may report to Marshal's Point to receive their armor inspection stickers. Hours and location for Marshal's Point shall be published in the event gatebook.
3. All combatants on the field must have a "colored marking" clearly visible on the front and back of their helm to identify the Allied Realm for whom they fight in the current Estrella War. The color used for each Allied Realm shall be stated in the Estrella War Treaty, and published in the event gatebook.

G. Estrella War Weapons Standards

1. **Minimum Weapons Standards:** With the below noted exceptions, weapon standards for each combatant shall be of their Kingdom of residence, and society minimum requirements will be strictly enforced.
2. **Weapons Inspections:** To be allowed on the fighting field, all armored combat weapons (including Siege Engines) must have a current Estrella War weapons inspection mark or sticker to indicate the weapon has passed inspection for combat at that Estrella War.
 - a. Fighters must report to Marshal's Point to get weapons inspection marks for spears, polearms, great weapons, and weapons with thrusting tips that will be used on the field. Hours and location for Marshal's Point shall be published in the gatebook.
 - b. Failed weapons must be re-inspected at Marshal's Point, and may be held at the Marshal's discretion. Labels for combatants to mark failed weapons for future identification and retrieval will be provided at Marshals Point.
 - c. Siege Engines (i.e. catapults, ballistas, etc.) must be inspected by the **Senior Marshaling Team**, or their appointed representatives. Such inspections may be scheduled at Marshal's Point, and/or at other locations/times published in the event gatebook.
 - d. Failed Siege Engines may be returned to the owner's camp, but must be disabled to the Earl Marshal's satisfaction.
 - e. The specific inspection marks used to identify passed and failed weapons shall be changed for each Estrella War, as defined by the **Senior Marshaling Team**.
3. **Armored Combat Weapons:**
 - a. No punch daggers or "in-line" thrusting weapons shall be permitted.
 - b. Spears shall not exceed nine feet in length.
 - c. All shields must be directly controlled by the hand. If the shield is not controlled by the hand, it counts as armor, and blows to that "shield" must be taken like any other.
 - d. All single-handed primary weapons must have a lanyard or equivalent.
4. **Combat Archery Weapons Standards:** Weapons and projectile standards must conform to Society standards except as stated below:

- a. Combat Archery Bows & Cross bows:
 1. Hand bows will be limited to the 0 – 50 lb range at 28 inch draw.
 2. X-Bows will be limited to the 0 - 1000 inch pounds.
 3. On crossbows, homemade fiberglass prods and fiberglass rod prods are explicitly forbidden.
- b. Arrows and bolts:
 1. Arrows and bolts must be clearly marked with the owner's name and Kingdom.
 2. Arrows and bolts will be limited to the following three designs:
 - a. Silo-flex with rubber stopper heads
 - b. Silo-flex with Tennis ball heads.
 - c. Fellwalker style arrows and crossbow bolts
 3. Wooden shafts, Baldar blunts and light shafted crossbow bolts are NOT allowed
 4. On crossbows, homemade fiberglass prods and fiberglass rod prods are explicitly forbidden.

5. SCA-legal Throwing Weapons:

- a. They must meet SCA Society published standards for thrown weapons.
- b. They must not include handheld mechanically launched missiles.
- c. They must be clearly identifiable as an attempt to reproduce Medieval or Renaissance style European weapons (for example, no “pork chops”). Interpretation of weapon appearance shall be by the consensus of the **Senior Marshaling Team**.
- d. All fletches on thrown weapons can project no further than 0.5" from the handle or must be 1.5" thick.

6. Siege Weapons:

- a. All siege weapons and projectiles must adhere to the [Society Siege Weapons Standards](#).
- b. All Types of siege projectiles shall be allowed per Society Standards
- c. Inspection for Siege Weapons must be done by the **Senior Marshaling Team** or their appointed representatives, at times/locations announced in the event gatebook.

H. Estrella War Fighting Conventions

All combatants should take the time to become familiar with the “Estrella War Rules for Combat Scenarios” explained in the *Estrella War Armored Combat Marshallate Guidelines*. Those rules include explanations of

1. Armored Combat Conventions:

- a. Thrusts to the face and the side and top of the head shall be allowed.
- b. Killing from behind shall be allowed. The attacker must stay with the victim for a minimum of two seconds and say something equivalent of "You are dead from behind, my lord". The victim should accept the blow as soon as either a polearm is placed on the shoulder, or the weapon is placed in view of the victim.
- c. Killing on the ground shall be allowed. The attacker must place the weapon on the victim (NOT strike the victim) and say something equivalent to "You are dead on the ground, my lord" to a prone or immobilized victim on the ground.
- d. Combatants shall not remove their helms or other armor until they have fully left the battlefield and are outside the “buffer zone”. Inactive fighters are required to place

themselves outside the buffer zone while combat is still taking place.

2. **Combat Archery:**

- a. Limits for the number of arrows and crossbow bolts allowed in scenarios shall be announced in the Estrella War Treaty. Unless otherwise specified per scenario, arrows and crossbow bolts will be limited to a maximum of 24 on the field, per archer, at a time.
- b. Combatants carrying a bow or crossbow may not use it, or the projectiles/arrows fired with it, to kill from behind, and they may not shoot victims intentionally in the back.
- c. Unless specified per scenario, target areas for Combat Archery shall be full SCA legal target areas.
- d. Fiberglass shafted combat arrows must be inspected between Scenarios. The **Estrella Combat Archery Coordinators** shall establish Combat Arrow Inspection Points to allow inspection of combat arrows between Scenarios, and make those inspection points known to all combat archers on the field.
- e. Missile combatants must demonstrate weapon control at all times to ensure the safety of all non-armored participants and non-combatants that may enter their line of fire.
- f. During a hold, all crossbows and bows must be unloaded or otherwise made safe against accidental discharge.

3. **Siege Weapons:**

- a. Damage to combatants from siege ammunition shall be per [Society standards](#).
- b. Siege weapons may be used against troops or other siege weapon structures as indicated for specific scenarios.
- c. One siege class siege projectile hitting within the footprint of a siege weapon shall destroy the siege weapon. Blows to a siege weapon from an anti-personnel siege projectile shall be counted as per SCA Siege Weapon conventions.
- d. A siege engine shall be considered captured if all of the crew is killed, or if the crew abandons the weapon, unless otherwise defined in the scenario. Captured siege weapons shall be assumed “destroyed” for the remainder of that battle.

I. **Estrella War Rules for Combat Scenarios**

1. **Balancing the sides:** If a majority of the Monarchs of the Principal Kingdoms find that an obvious imbalance of the allied forces exist, They can correct this imbalance only if it does not delay the battle’s planned start time. Before combat of a battle begins, the Crowns of the Principal Kingdoms may choose to correct a severe imbalance in the size of the armies of the two Allied Realms as follows:
 - a. Corrections shall be accomplished by transferring pre-determined groups of a specified number of fighters from one Allied Realm to another.
 - b. The composition of the units transferred between the sides shall be determined by the Monarchs of the Allied Realms prior to the day’s battles.
2. **Edge of the World:** All boundaries shall be hard defined and made known to all Marshals.
3. **Start Times for Scenarios:** Start times for each day’s scenarios shall be defined in the Estrella War Treaty.

- a. The **Senior Marshaling Team** will allow no more than 15 minutes between the scenarios, unless otherwise stated in the Estrella War Treaty. If more than 15 minutes have elapsed since the end of the prior scenario, the **Senior Marshaling Team** shall call “lay-on”. Delays of lay-on caused by any but emergency situations will not be tolerated.
 - b. Combat shall commence for battles/scenarios as long as three (3) of the four (4) Earl Marshals of the Principal Kingdoms are in agreement, regardless of whether Crowns or armies of the Principal Kingdoms are present on the field.
4. **Signaling start and end of combat:** Start and end of combat shall be signaled by soundings of an air horn, as follows:
- a. Since battles shall be fought 15 minutes apart, three short blasts shall signal both the end of combat in the current battle and fifteen minutes until “lay-on” for the beginning of the next battle.
 - b. Two short blasts shall signal ten minutes until “lay-on”.
 - c. One short blast shall signal five minutes until “lay-on”.
 - d. One long blast with a verbal "lay-on!" from the Marshals shall signal the beginning of combat.
 - e. One long blast shall signal the end of combat.
 - f. Repeated short blasts shall signal a general hold.
5. **Closing the Field:** Except when stated otherwise in the Estrella War Treaty for an individual scenario, no troops from either side shall be permitted to enter the battlefield after the lay-on horn has sounded, but will be allowed entry at the end of the current battle.
6. **General Holds:** All holds will be considered general unless specified otherwise in the Estrella War Treaty for an individual scenario, or unless determined by the **Senior Marshaling Team** and **Estrella War Chirurgeon-in-Charge**.
- a. General holds will only be allowed for severe injuries, a helmet coming off, groups of fighters overrunning the boundaries or other significant safety issues.
 - b. When a general hold is called, combat shall cease.
 - c. When a general hold is called all fighters who are dead must make their best efforts to promptly leave the field.
 - d. During a hold, all crossbows and bows must be unloaded or otherwise made safe against accidental discharge.
7. **Clearing the Dead:** Whenever the Estrella War Treaty indicates the Allied Realms will reverse starting positions and fight the scenario multiple times, fighters that are killed during the rounds are asked to muster at the next round’s starting position when they leave the field to expedite the setup time between rounds.

J. Ongoing Policy Publication Standards

The content of this document is intended to reflect Estrella War marshalling guidelines and combat conventions for multiple Estrella Wars. Annual changes may be made as long as the changes are approved and signed by all of the Crowns of the Principal Kingdoms for the Estrella War where they will take effect, and by the Marshal-in-Charge for Estrella War.

The content of this document becomes official Estrella War Policy once it is signed and published as stated below:

- A signed copy of the policy must be filed with the SCA Society Seneschal and the SCA Society Marshal.
- A signed copy of the policy must be posted on www.estrellawar.org
- Notification of adoption of this policy, or publication of an updated version of the policy, must be published in the official newsletter of the Kingdom of Atenveldt.

Done by Our Hands, with the agreement of the Principal Kingdoms for Estrella War and the Marshal-in-Charge for Estrella War, on this, the 29th Day of August, Anno Societatis XLIII, Being the Year 2008 in the Common Reckoning.

Phelan

Rex Atenveldtus

Amirah

Regina Atenveldtus

Edward

Rex Caid

Mora

Regina Caid

Boleslav

Rex Outlands

Ástriðr

Regina Outlands

Tighearnain

Estrella War Marshal-in-Charge