

This Scroll contains information on participation, persona, garb, activities, and groups within Einherjar. Every member should read the entire scroll thoroughly, regardless of experience. New members will find the Scroll quite helpful in understanding what exactly the group is and what to expect -- and not to expect -- from it.

Einherjar is a fast paced full-contact combat simulation that combines elements of both history and fantasy through fighting with foam weapons. Einherjar belongs to Dagorhir Battle Games as chapter in N.E. Ohio.

## “Rule Zero”

In all cases in this Scroll, common sense supersedes loopholes. Please review this document carefully. Not every angle of every possible situation is covered by this document. In interpreting the rules, safety comes first, playability comes second, and realism comes third. This means that rules that disrupt the flow of the game take priority to what is realistic. Einherjar's ruling body (Gaming and Business Council) will not consider loopholes.

## 1 – Participants

**1.1-** Einherjar does not discriminate on the basis of race, color, religion, gender, national origin, disability or sexual orientation. You must be able to handle yourself both physically and mentally in an adult sport. The minimum age is 15 ½ (this age is eligible to receive an Ohio Temporary driver license.)

**1.2 -** All participants must sign a release form before they will be allowed to participate in any Einherjar event. For those who are under the age 18, a legal guardian must sign the release form with either a notary

**1.3 -** All participants must wear a costume (“garb”) that meets or preferably exceeds minimum Einherjar's requirements to set the mood and re-create the atmosphere of medieval life as portrayed in medieval fantasy or historical novels or games, it is very important that every participant portrays some character that they have created. Garb is more important than any skill or weapon a member may possess.

**1.3.1 -** A tunic or “medieval period” style shirt, dress, or vest. This requirement may be waived only if the rest of the costume (pants, boots, etc.) is of exceptional quality and appearance. **Example: A tunic is basically a large blouse-like garment, with or without trim, which usually extends to mid-thigh, is open at the neck and belted at the waist**

**1.3.2 -** Medieval-style (baggy) pants, kilt, skirt, etc. **Example: Medieval-style pants are loose fitting pants that are gathered at the waist by a drawstring and have no zippers or buttons**

**1.3.3 -** Medieval-style footwear (moccasins, boots, earth-tone shoes, Tennis shoes that are NOT white or neon color, etc.).

**1.4 -** Forbidden Garments, Patterns/Logos, and Equipment - the intent of this rule is to maintain an appearance appropriate to a fantasy/medieval setting at Dagorhir events, and to ensure that players are not carrying real weapons onto the battlefield.

**1.4.1 -** Forbidden garments include but are not limited to: blue jeans, white shoes, camouflage patterns such as military fatigues, T-shirts or other obviously modern clothing, and modern hats. T-shirts and Modern clothing may be worn under armor and Medieval-style shirts, but no more than 15% can be exposed.

**1.4.2 -** Real swords or knives (even in sheaths or cases) may not be worn or carried during Dagorhir combat.

**1.4.3 -** Weapons, shields, garb, and armor may not have clearly mundane logos or prints, nor may be made with fluorescent/neon colors.

**1.4.4 -** Cleats, spikes or any other shoe that can break or pierce a bare foot are not permitted on the battlefield.

**1.5 – Einherjar membership** must have a signed wavier on file, wear Einherjar minimum garb, attended and paid for one battle in a battle season.

**1.6 – Free members of Einherjar** are members with or with-out a unit who have attended and paid three battles in a battle season. Members that have reached this title are eligible to be listed on the website on the members' page. Only battle names will be displayed.

**1.7 – Units** Any groups of fighters, kingdoms, households, baronies, and etc. will be known as a unit in Einherjar. If active unit status is attained that unit is eligible to be listed on the website on the members' page. Check with Business council for details

**1.7.1 - Name:** Units can have any name you wish to use. A Name that's appropriate to the fantasy or medieval

**1.7.2 - Unit Symbol:** a Symbol that tells something about the Unit. The symbol must be appropriate sustain the fantasy/ medieval atmosphere.

**1.7.3 – 2 Unit reps:** responsible persons of Einherjar can contact to give information to the entire Unit. The Unit Reps will be the Unit's way of giving feedback to Einherjars Gammig council and business council concerning rules, battle locations, battle types, and event scheduling.

**1.7.4 – Attendance:** All Units must have at least three Einherjar Free Members with Einherjar min garb, paid and attended 3 battles in one battle season. All three members do not have to show up at a given battle or all at the same time, but each must show up at least 3 battles in a season to keep the unit status in Einherjar.

**1.7.4 – Roster:** An updated list must be kept by the Unit of its members and make available to the check in staff.

**1.8 – Gammig council:** Is a council of 2 reps from active Einherjar units to run the aspect of the game.

**1.8.1 –** The units are selected by the business council and those units will select their reps.

**1.8.2 –** Must sustain the active unit requirements.

**1.8.3 –** All clarifications and rule changes will be decided by majority vote.

**1.9 – Business Council:** Is the governing council that runs of the business the aspect of Einherjar.

**1.9.1 –** Is the highest governing body in Einherjar.

**1.9.2 –** Will select units for the gammig council

**1.9.3-** Over sees the gammig council.

## 2 - General Rules

**2.1 –** Business and Gammig councils reserve the right to eject or exclude any person from an Einherjar event for the following reasons but not limited to:

**2.1.1 -** Violating local, county, state, or federal laws which impact Einherjar and its events, including but not limited to violations which endanger the safety of Einherjars members, spectators, or bystanders; violations which endanger Einherjars use of facilities; violations of Dagoorhir and Einherjars's intellectual property rights (including but not limited to using Dagoorhir's® Servicemarked name without legal permission and theft of copyrighted material from Dagoorhir, Einherjar and/or other Dagoorhir chapters, or units); etc.

**2.1.2** - Endangering the safety of persons or property, including actions demonstrating intent to cause actual injuries or harm on the Einherjar battlefield. **Example: Using failed weapons on the battlefield or causing injury intentionally.**

**2.1.3** – Endangering Einherjar’s ability to use event facilities and/or related equipment. **Example: leaving trash behind, destroying flags used in a battle, defacing a park building.**

**2.1.4** - Abusive language or other behavior unbecoming of a Dagorhir member using a “reasonable person” standard. **Example: calling someone names because they made you mad on the field.**

**2.1.5** - Disobeying the Dagorhir-related requests and instructions of those in charge of events. **Example: standing inside the weapons check area when you were asked to leave. Arguing or Intentionally ignoring a call by a herald.**

**2.1.6** - Anything not noted above but negatively impacts a Einherjar events or is deemed to casts Einherjar as a whole in an unsuitable manner; using a “reasonable person” standard. **Example: Writing modern profanity on your swords Using modern profanity on or off the field. Always remember we fight in public parks and your actions may be seen by spectators.**

**2.2** – The gamming council and the herald is the primary authority responsible for interpreting and enforcing these rules on the battlefield. **Clarification: Any conflicts or clarifications on rules the herald must consult two gamming council members.**

**2.2.1** - The gamming council and the herald has the right to remove anyone from the field for behaviors described above.

## 3 - Types of Combat and Damage

**3.1** - As stated previously, in combat, common sense supercedes perceived loopholes. In all manners concerning these rules, Heralds and gamming council shall have final say. When resolving rules questions, Heralds and gamming council shall consider the matter according to the following criteria: safety first, playability second, and “realism” last.

**3.2** - Weapon Combat: To “kill” or “wound” someone in Einherjar, you must use a weapon which has passed safety inspection for that event.

**3.2.1** - All weapons must be checked and marked by weapons checkers appointed by the Gamming council before they may be used in combat.

**3.2.2** - There are five classifications of weapon types, divided into melee and projectile weapons, which are designated by colored tape: Blue, Red, Green, Yellow and White. Players are never allowed to strike to the head with melee weapons. Airborne missile weapons are allowed to strike to the head.

**3.2.2.1** - Blue melee weapons are shorter hacking and smashing weapons which are intended to be used primarily with one hand. Blue weapons cannot be considered red weapons even when used with two hands.

**3.2.2.2** - Red melee weapons are longer hacking and smashing weapons intended to be used primarily with two hands. A red weapon must be used with both hands to count as a red weapon; if used with a single hand, it counts as a blue weapon.

**3.2.2.3** - Green melee weapons are stabbing weapons, such as spears, sword points, daggers, and stabbing points on pole arms.

**3.2.2.4** - Yellow projectile weapons include arrows, crossbow bolts/quarrels, and thrown javelins. Arrows and crossbow bolts may never be used as hand weapons; however, hand-held javelins may be used as green melee weapons.

**3.2.2.5** - White projectile weapons are rocks and other blunt-force projectile weapons which only must be thrown and are only legal to the head.

**3.3** - Hit Locations: Hit locations include Torso, Leg, Arm, head and Neck, Feet and Hands

**3.3.1** - Torso: shoulders (including arm sockets), chest, stomach, crotch, sides, back, and buttocks. *Picture a sleeveless shirt with wearing brief underwear or a one piece bathing suit.*

**3.3.2** - Leg: From the top of the foot (including ankle) to the torso (below the buttocks or hip).

**3.3.3** - Arm: From point where hand joins the wrist to the shoulder socket.

**3.3.4** - Head: Off limits to all weapon/shield strikes except yellow and white projectile weapons.

**3.3.5** - Neck: Off limits to all weapon/shield strikes except yellow and white projectile weapons.

**3.3.6** - Hands and Feet: Intentionally blocking any blow with a hand which is not gripping a weapon or the handle of a shield results in the loss of that arm. Intentionally blocking any blow with foot results in the loss of that leg. Gripping the blade or point of your opponent's weapon with your hand will result in the loss of that arm.

**3.3.7** - Hands and feet are unaffected by weapon hits if:

**3.3.7.1** - The foot is on the ground; if the foot is in the air when it is hit, it is considered a hit to the leg.

**3.3.7.2** - Hands are holding a weapon or the handle of a shield. When not holding anything, hands are considered part of the arm.

### **3.4 - Judging Hits:**

**3.4.1** A hit from a hand held weapons counts when the weapon strikes with sufficient force. NOTE: Taps, grazing and glancing shots do not count as sufficient force. When in the midst of mass melee combat adrenaline is up and many people do not realize they have been hit.

**3.4.2** - Hits from projectile weapons count when the head of the weapon merely strikes the target: stopping or being slightly deflected. Grazing and glancing shots do not count.

## **4 - Weapons**

### **4.1 - General**

**4.1.1** - All weapons are subject to rejection for any safety or construction discrepancies as determined by the weapons checkers appointed by the Gaming Council.

**4.1.2** - Weapons Checkers and Heralds have the final say in determining how to classify a weapon, e.g., whether a weapon with a circular cross-section is a "sword" or a "club."

**4.1.3** - A safe Dagorhir weapon is one which when used as intended will NOT result in bruises, break bones, or knock out teeth if an unarmored person is struck with a full-strength swing. **Clarification: All weapons must be safe in any size fighters the field**

**4.1.4** - All weapons must have fabric covering over all striking surfaces. **Clarification: Not cloth tape. A cover can fail because is rough or abrasive**

**4.1.5** - Two- and a half-inch rule: Projectile weapon tips (arrows, javelins and rocks) and melee weapon tips designed for stabbing (green sword points, spear tips, etc.) shall not easily pass more than 0.5 inch through a 2.5 inch-diameter hole. This measurement shall be conducted by lowering a testing template onto the tip of the weapon perpendicular to the edge or shaft of the weapon. The intent is to test the thrusting tip of the weapon, not to search for weapon head corners which can be manipulated to pass through the template.

**4.1.6** - Two-inch rule: Weapon tips **NOT** designed for thrusting (non-stabbing sword points, flail haft tip, etc.) shall not easily pass more than 0.5 inch through a 2 inch diameter hole. This measurement shall be conducted by lowering the testing template onto the tip of the weapon perpendicular to the edge or shaft of the weapon. The intent is to test the tip of the weapon, not to search for sword and axe head corners that can pass through the template.

**4.1.7** - The flat (non-striking surface) of bladed weapons must be safely padded to prevent injury from hits from the flat of the blade. **Clarification: Flats padding must be soft enough that if fighter is accidentally struck will not cause injury.**

**4.1.8** - Hafts on axes, flails, maces, pole arms, and the like must be safely padded except for a reasonable area for a handhold. This means the haft padding on swung weapons must be as safe as their striking surface. The haft on spears (which are thrusting-only weapons) is not required to be as heavily-padded as that of a swung weapon. **Clarification: Hafts padding must be soft enough that if fighter is accidentally struck will not cause injury.**

**4.1.9** - No swung weapon may have more than 1/3 of its overall length unpadded, nor have more than 30" unpadded. **Example: An overall length of 24 inches you would be allowed 8" of handle.**

**4.1.10** - Single-edged weapons such as glaives and cutlasses must have their non-striking edge clearly marked with contrasting color that's 12-inches long by one inch wide. **Example a black cover could have a 12" piece of silver or gray tape at least 1 inch wide.**

**4.1.11 - Restrictions:**

**4.1.11.1** - The pommel of a weapon must be padded to prevent injury in the event of an accidental "hit" and must not easily go through a 2 inch-diameter hole.

**4.1.11.2** – All weapons (except flails) must conform to the following:

**4.1.11.2.1** - Minimum dimensions 1.25 inch by 3 inches **Clarifications: Clubs will be 3 inches in diameter**

**4.1.11.2.2** - Minimum dimensions for single edged bladed weapons are 1.25 by 2.5 inches

**4.1.11.2.3** - Blue weapons must weigh a minimum of 12 ounces.

**4.1.11.2.4** - Red weapons must weigh a minimum of 24 ounces

**4.1.11.2.5** - Balance above the top of the handle (*i.e., blade heavier than handle*).

**4.1.11.3** - The shaft or blade of a red or blue weapon may not flex greater than 45 degrees when the weapon is swung in the plane/direction of the striking surface.

**4.1.11.4** - The shaft of a spear or javelin may not flex greater than 90 degrees under reasonable testing stress.

**4.1.11.5** - No weapons other than aluminum-shafted arrows may have metal cores. **Clarification a shield is classified as a weapon and can't have a metal core.**

**4.1.11.6** - No weapon may have a spike or blade at the butt (pommel) end.

**4.1.11.7** - Any weapon with a wooden core must have all wood covered with tape.

**4.1.11.8** - Disallowed weapons include but are not limited to: Double ended weapons, Nets, lassos, pungee sticks, nunchucks, tonfas, double-ended daggers, punch daggers

**4.1.12** - Miscellaneous - Whenever you strike an opponent from behind, simultaneously call out the color of your weapon ("Red!" "Single Green!") so that your opponent will know how to react. If a weapon color is not called out, expect that your opponent will treat it as a hit from a blue weapon, the most common weapon encountered on the battlefield. **Clarification: Courtesy shots to the back in mass melee may not be felt due to the fighters adrenaline up. Calling the color loud enough could eliminate arguments.**

## **4.2 - Blue Weapons**

**4.2.1** - Blue weapons are edged (hacking) or mass (smashing) melee weapons intended primarily for one-handed use.

**4.2.2** - Blue weapons must have a minimum length of a striking surface is 6 inches from above the hand grip to the tip and a maximum total length less than 48 inches.

**4.2.2.1** Blue swords must have a minimum length of a striking surface is 12 inches

**4.2.3** - Blue weapons other than flails may have green stabbing tips or spikes.

**4.2.4** - Flails:

**4.2.4.1** - The ball of a flail must have a minimum circumference of 16 inches (measured at its narrowest point) and weigh a minimum weight of 4 oz.

**4.2.4.2** - The end of flail haft must follow the 2 inch rule. **Clarifications: Must be 2 inch diameter**

**4.2.4.3** - The maximum "chain" length on a flail is 6 inches. **Clarifications: From the end of the flail haft to the bottom of the flail head.**

**4.2.4.4** - The rope or cloth of the flail "chain" must be completely covered with segmented foam (rings) to reduce the risk of injury if the chain strikes a fighter and reduce the risk of the chain wrapping a weapon or limb.

**4.2.4.5** - Flails are always blue weapons regardless of length.

## **4.3 - Red Weapons**

**4.3.1** - Red melee weapons are long hacking and smashing weapons intended to be used primarily with two hands.

**4.3.2** - A swung weapon (sword, axe, mace, glaive, halberd, etc.), 48 inches or longer is considered a red weapon when swung with two hands

**4.3.3** - A red weapon used with one hand counts as a blue weapon for damage

**4.3.4** - Red weapons may have green stabbing tips.

**4.3.5** - Red weapons go through armor on the first hit when used two-handed. **Clarification: When the armor is struck with a red strike. It ignores that armor and takes the body part being struck.**

**4.3.6** - All Red weapons when used two-handed can destroy a shield with two solid blows from their legal striking surface (e.g., a solid hit from the haft of a glaive would not count). Blows which are mostly blocked by another weapon and light or glancing hits to a shield do not count as "shield breaking" hits. The fighter wielding the shield judges if the blows are solid "shield-breaking" red hits. **Clarification: A good strike one the moves the shield.**

**4.3.7** - Red weapons must weigh at least 24 ounces and balance above the top of the hand-grip.

#### 4.4 - Green Weapons

4.4.1 - Green weapons are stabbing weapons, such as spears, sword points, daggers, and stabbing points on pole arms.

4.4.2 - One-hand green thrusts do not penetrate armor, including "pool-cue" style thrusts where the spear slides through one hand while being pushed with the other.

4.4.3 - To penetrate armor, a green weapon must be thrust with both hands from the beginning of the thrust until it has connected solidly with the target. **Clarification: Two hands must be in a solid grip on the weapon to count. No pool-cuing!! A good double green hit is one that moves the body part being struck.**

4.4.4 - Spears must have at least 1/3 of the haft padded, but because spears are strictly thrusting weapons (as opposed to hacking weapons), the padding does not have to be as thick as on a hacking weapon.

#### 4.5 - Yellow Weapons

##### 4.5.1 - General

4.5.1.1 - Yellow weapons must be used at half-drawn (arrows) or thrown with half force (javelins) at ranges closer than 20 feet. **Clarification: close range shots will cause injury thrown full strength especially to the head.**

4.5.1.2 - A yellow weapon must travel its own length through the air after it is released to count as a legal hit. **Clarification: The end of the javelin must pass your fingers to count as hit.**

4.5.1.3 - Yellow weapons do no damage if they strike shields and Dagorhir-legal head/neck armor such as a helmet or coif. **Clarification: If wearing a helm, coif, and gorget that covers the neck then yellow weapons strikes do not count.**

4.5.1.4 - Players may not ever carry another fighter's missile weapons around without the owner's express permission. You may return fire with missiles that have been shot/thrown at you, but if you leave the immediate area where the missiles were fired/thrown, you may not take any missiles other than your own with you. Players must always return the owner's missiles to the owner upon request.

##### 4.5.2 - Javelins:

4.5.2.1 - The maximum weight of a javelin is 1.5 pounds.

4.5.2.2 - Javelins must be between 4 and 7 feet in length.

4.5.2.3 - Because they may be used as both thrown- and hand-weapons, all javelins must pass standards for both yellow and green classifications; "yellow only" javelins are not allowed.

4.5.2.4 - All javelins must have a yellow cover on the head (not on the pommel). No other weapons may have a yellow cover. This is to clearly show in the heat of battle which end of a javelin is safe to throw at the enemy.

4.5.2.5 - Javelins are exempt from weapon flex rule and instead must not flex more than 90 degrees.

4.5.2.6 - Any block which stops the head of the javelin from striking its target is a legal block, including catching the javelin by the shaft or blocking it with any weapon.

4.5.2.7 - Javelins must be padded along their entire length.

**4.5.2.8** - Javelins may not easily pass (<0.5 inch) through a 3.5 inch diameter hole. The softer padded face of the javelin must be at least 3.5 inch wide in all directions. The stiffer structural base foam must be at least 3 inches in diameter where it meets the open cell face foam.

#### **4.5.3 - Archery:**

**4.5.3.1** - All bows must have a draw weight of 35 pounds or less at 28 inches draw.

**4.5.3.2** - Compound (pulley) bows are not allowed.

**4.5.3.3** - Crossbows must have a maximum draw weight of 35 lbs with a draw length of 12 inches

**4.5.3.4** - Arrows must always be shot; they can never be used as hand weapons.

**4.5.3.5** - To be an archer at an event, a player must bring at least 2 passing arrows to the field.

**4.5.3.6** - If an arrow is deflected, even minutely, it is considered to have hit.

**4.5.3.6.1** - An arrow must strike with its head to cause a hit.

**4.5.3.7** - Once an arrow has hit an object (changed its path) it is harmless. An arrow cannot strike multiple targets.

**4.5.3.8** - To better simulate the speed and power of real arrows in flight, the only things which can stop arrows are shields or Dagorhir-legal head armor such as a helmet or coif. Arrows cannot be caught, blocked, deflected, or knocked out of the air by anything else, including hands, feet, weapons, or other equipment. If an arrow is blocked intentionally with anything other than a body part, shield, or head armor, the fighter doing the blocking is dead automatically. **Clarification: It is very dangerous to you and those around you to catch or hit an arrow while in flight.**

**4.5.3.9** - Bows may be used to turn aside thrusts without suffering any damage. However, if a bow is hacked or smashed by a red or blue weapon, the bow is considered broken. A healer may heal a bow. . **Clarification: Please refrain from upward motions to block with others around you. This could put out an eye.**

**4.5.3.10** - Archers are allowed to call shots for clarity, i.e., they may call out to let their target know where a hit landed or if the hit was "good," as in the case of a glancing or ricocheting arrow. . **Clarification: Archers caught calling shots that they did not hit can be suspended from arching.**

**4.5.3.11** - If an arrow strikes a limb which has already been hacked or smashed by a blue or red weapon, the arrow is considered to have continued as if the limb were not there, hitting whatever is in its path.

**4.5.3.12** - If a weapon accidentally blocks an arrow from hitting a target, the arrow is considered to have hit the target anyway. . **Clarification: If a fighters sword motion in front of his or her torso is struck by an arrow. Then the arrow would be a torso shot.**

**4.5.3.13** - If an arrow hits a fighter's hand, that arm is lost (regardless of whether the hand held a weapon or shield).

**4.5.3.14** - If an arrow hits a foot which is off the ground, that leg is lost.

#### **4.5.3.15 - Arrows:**

**4.5.3.15.1** - A draw stop (generally a ring of tape around the shaft) is required to prevent arrows from being drawn more than 28 inches.

**4.5.3.15.2** - Arrows may not easily pass (<0.5 inch) through a 2.5 inch diameter hole. The softer padded face of the arrow must be at least 2.5 inch wide in all directions. The stiffer structural base foam must be at least 2 inches in diameter where it meets the open cell face foam.

**4.5.3.15.3** - All arrows must contain a penny secured perpendicularly (flat) at the end of the shaft, unless it is an arrow with a golf tube shaft. In this case, a washer slightly larger than the golf tube's rolled edge must be used instead.

**4.5.3.15.4** - All arrow striking surfaces must be constructed of open-cell foam.

**4.5.3.15.5** - All arrows must have at least two full vanes/fletchings (feathers) and a nock.

**4.5.3.15.6** - Only duct, cloth or strapping tape may be used in arrow construction.

**4.5.3.15.7** - Wooden arrows are not allowed

**4.5.3.15.8** - There can be no tape on the striking surface of an arrow

**4.5.3.15.9** - The head of the arrow must not be able to be moved easily from side to side.

**4.5.3.15.10** - In order to avoid confusing golf tube arrows with javelins, no arrow using a golf tube shaft may have a yellow cover.

#### **4.6 - White Weapons:**

**4.6.1** - Rocks must be at least 4" in diameter and constructed of foam with as little tape as possible, and all aspects of their construction must conform to the 2 1/2 inch rule.

**4.6.2** - The maximum weight of a rock is 1.5 pounds.

**4.6.3** - Rocks must be thrown; a fighter may never strike another fighter with a hand-held rock.

#### **4.7 - Shields:**

**4.7.1** - Shields must be safely padded on the front and all edges. Any dangerous protrusions (bolts, handles, etc.) on the rear must be taped and/or padded for the user's safety. **Clarification: Ends of bolts and nuts are dangerous and can cut skin.**

**4.7.2** - A shield maybe used or worn in any manner, and it will still remain a shield; e.g., a shield may be carried on the arm, held in one or two hands, worn on the back, or propped against a fighter's side.

**4.7.3** - A fighter may wear or carry only one shield at a time in combat.

**4.7.4** - A shield may not be taller than the distance between the wielder's chin and their ankles, nor wider than 3 feet.

**4.7.5** - The minimum diameter of a shield is 12 inches.

**4.7.6** - Shields may be virtually any shape, but must have handles and/or arm-straps. If a shield is made to strap onto the body and has no means to carry it on the fighter's arm, it is not allowed. As with all weapons rules, Weapons-Checkers and Heralds have the final size in determining what is a shield versus what is armor.

**4.7.7** - All Red weapons when used two-handed can destroy a shield with two solid blows from their legal striking surface (e.g., a solid hit from the haft of a glaive would not count). Blows which are mostly blocked by another weapon and light or glancing hits to a shield do not count as "shield breaking" hits. The fighter wielding the shield judges if the blows are solid "shield-breaking" red hits. **Clarification: A red strike must move the shield with a full controlled swing.**

**4.7.8** - When a shield is destroyed by two red-weapon hits, the wielder of the shield must immediately drop the shield. Additional hits from any type of weapon that strike before the shield is dropped count as though the shield isn't there (generally counting first against the shield-wielder's arm, then their torso).

**4.7.9** - Anvilling, laying a weapon on a shield to avoid taking damage to the shield, is not permitted. Thus, a weapon must intercept the red weapon before it strikes the shield. If the blocking weapon is driven back against the shield by the hit from the red weapon, it does not constitute anvilling. If the red weapon continues past the attempted block with significant force, the blow still counts as a red-weapon hit. . **Clarification: If the block weapon is driven back and the shield still moves then that is a good red hit.**

**4.7.10** - Fighters may use a red weapon while also using a shield.

**4.7.11** - Shield "spikes" are for ornamentation only and do no damage.

**4.7.12** - Shield Kicking: Players are allowed to kick shields, provided the kicker keeps one foot on the ground. (No flying kicks!) Shield kicking must be done with regard for the safety of other fighters and will be monitored carefully by the Heralds. **Clarification: always be aware that the shield could move and you could kick the wielder of the shield**

#### **4.8 - Shield Bashing and Checking:**

**4.8.1** - A shield bash means using a shield to strike an opponent starting from a distance more than two steps away.

**4.8.2** - A shield check means using a shield to strike an opponent starting from a distance two steps away or closer. **Clarification: No running full speed from across the field.**

**4.8.3** - Players may shield bash an opponent on their front or side. Bashing an opponent from the rear is prohibited. Bashing an opponent who has lost a leg is prohibited.

**4.8.4** - Players may shield check an opponent from any direction. Players may shield check opponents who have lost a leg.

**4.8.5** - It is never permissible to strike a fighter in the head or neck with a shield.

#### **4.9 - Grappling:**

**4.9.1** - Grappling is defined as wrestling in a safe and reasonable manner, attempting to subdue or unbalance your opponent without strikes, throws, or joint/nerve holds. **Example: Grabbing a pommel or non striking surface of a weapon is legal.**

**4.9.2** - A person in armor or rigid plastic safety equipment or carrying a bow and/or arrows may never initiate a grapple.

**4.9.3** - Players are not allowed to initiate a grapple starting more than two steps away from an opponent.

**4.9.4** - Grappling from behind should be done with great caution and will be closely monitored by Heralds for safety.

**4.9.5** - Body checks (blocking your opponent's movement using one's body) are allowed.

**4.9.6** - Punching and kicking are never allowed, except in the case of shield kicks as outlined above.

**4.9.7** - An unarmored fighter may choose to initiate a grapple with any opponent, including those who are armored or carrying bows or arrows.

#### 4.10 - Miscellaneous:

**4.10.1** - Whenever you strike an opponent from behind with a non-blue weapon, simultaneously call out the color of your weapon so that your opponent will know how to react. . **Clarification: If nothing is called the shot will be assumed a blue shot**

**4.10.2** - If a blow strikes a sheathed weapon (i.e., one that is attached/hanging from one's belt or over one's back) or any other worn object, including cloaks, the attack is considered to have hit the fighter. A weapon must be in a fighter's hand to intercept an attack.

**4.10.3** - Anvilling, the act of laying one's weapon on a shield or body part to avoid taking damage, is not permitted.

## 5 - Armor

### 5.1 - General

**5.1.1** - All types of armor provide the same level of protection.

**5.1.2** - Armor protects only the area it covers: e.g., one hit from a blue weapon to an unarmored elbow results in the loss of that arm, even if the rest of the arm is armored.

**5.1.3** - Armor may not be concealed and must remain visible to other fighters. Players may wear a surcoat or tabard over armor so long as the armor is easily visible.

**5.1.4** - The front, back, and sides of any part of the body are considered a single strike zone for armor coverage. Hits anywhere on armor on the left leg are considered hits to the "left leg armor," and hits to a fighter's armored chest, sides, and back are considered hits to the "torso armor" even if the hits land on different pieces of armor such as a breastplate and backplate. Think of armor protection in Dagorhir this way: armor lessens the damage from some types of hits, but does not eliminate damage entirely. Hence, an armored fighter will "survive" the first blue weapon hit to his back, but a second blue hit to the same fighter's chest armor will have done enough damage to "kill" the fighter.

**5.1.5** - All armor within a strike zone counts as a single piece of armor no matter how many separate pieces of armor are actually present.

**5.1.6** - Armor does not offer protection against red weapons swung with two hands, two-hand green thrusts, or yellow (projectile) weapons except as shown below.

**5.1.7** - Head and neck armor and helmets protect from yellow and white weapon hits to the head and neck.

**5.1.8** - The first hit from a blue weapon to an armored strike zone has no effect.

**5.1.9** - The second blue hit:

**5.1.9.1** - To an armored torso results in death;

**5.1.9.2** - To an armored limb results in loss of the limb.

**5.1.10** - A one-handed green thrust has no effect on armor, even if previously struck with a blue weapon.

**5.1.11** - Armor protection against blue weapon strikes is not eliminated due to a previous yellow or two-handed green weapon hit.

**5.1.12** - Any Rigid plastic safety equipment including knee and elbow protection is permitted but must be concealed under clothing. It does not count as armor.

5.1.13 - No one wearing armor or ridged safety gear may initiate grappling.

5.1.14 - Rigid body armor including helmets must not have projections which protrude more than 1/2 inch from the armor.

5.1.15 - Rigid armor including helmets must have no spikes or points and must have blunted edges.

5.1.16 - Armor must not be able to catch any appendages such as fingers..

## 5.2 - Metal Armor:

5.2.1 - Metal armor may be made of iron, steel, bronze, brass, or copper, or titanium. Aluminum and other modern alloys are not allowed, with the exception of titanium and stainless or galvanized steel.

5.2.2 - The minimum thickness of metal armor is 16 gauge.

5.2.3 - The minimum thickness wire for chain mail is 16-gauge.

5.2.4 - The minimum thickness of plate metal armor and riveted/welded chainmail is 18 gauge.

5.2.5 - The minimum thickness of metal armor not included in the previous rule is 16 gauge.

5.2.6 - The maximum thickness of metal armor is 1/8 inch.

5.2.7 - Acceptable Standards for 4:1 European Weave Chain mail:

5.2.8 - Rigid metal knee or elbow armor is forbidden (ring or chainmail is permitted).

5.2.9 - All corners should be rounded to at least 1/2" radius for safety.

5.2.10 - Metal helmets may only be constructed from 18- to 16-gauge. Helmets may not have "non-period" grills (e.g., most "SCA" helmets have non-period grills).

## 5.3 - Leather Armor:

5.3.1 - The minimum thickness for leather armor is 3/16 inch and may be achieved by layering several pieces of thin leather.

5.3.2 - Studded, scaled, or brigandine armor can only be counted as armor if 2/3 of the leather is covered by metal, or the studs/rings/plates are no more than 1/2" apart.

5.4 - Armor may not be constructed of plastic or other non-period materials.

# 6 - Wounds and Healing

6.1 - When in doubt of any of these rules, ask gaming or business council member.

6.2 - When killed, scream and fall to a prone position on the ground. Unless the rules for the battle state otherwise.

6.3 - When you lose an arm, drop anything that is in that hand and put the arm behind your back. Do not switch equipment from the lost arm to your non-injured arm (this so called "magic switch" is specifically prohibited). Do not use your "lost" arm to aid in shield checking, shield bashing, or grappling.

6.3.1 - If the arm was hacked or smashed with a blue or red weapon, any other strike to the same arm counts as a torso hit, because in the Dagorhir combat rules the arm would not be there to intercept the hit.

**6.4** - If you lose a leg, you must immediately kneel on that knee. To move from place to place you must either crawl, dragging the injured leg, or have comrades carry you. Hopping around on your uninjured leg is not allowed. However, you may make a lunge off the good leg toward an opponent. Any strike to a leg that has already been lost does not count. If both legs are wounded, you may only "knee walk", drag yourself by your arms, or be carried in order to move.

**6.5** - If both knees are on the ground, and the leg wound is from a hacking or smashing weapon then any hit to either leg is considered a hit on the good leg.

**6.6** - If the target is lunging/rolling around and has a wounded leg (hacking or smashing) and is hit in either leg (even the one already hit) it is considered a hit on the good leg.

**6.7** - If you have two limbs hacked or smashed by red and/or blue weapons, the result is death. Wounds from green and yellow weapons do not count towards this rule, even if they are inflicted by the green stabbing point of a red or blue weapon.

**6.8** - If asked, a fighter must accurately describe their current armor damage and wound status. Players may never fake death or wounds during a battle to mislead opponents.

**6.8.1** - Because kneeling is how we show wounds to a leg, kneeling during combat isn't allowed. Crouching is allowed as long as neither knee is touching the ground.

**6.9** - At no time may the dead speak to the living, unless it is to shout a safety warning that is "outside" of Dagorhir combat; e.g., "Look out, you're about to step off a cliff!"

## **6.10** - Healing

**6.10.1** - The Healer cannot heal her/himself or their own equipment.

**6.10.2** - To heal a person, the Healer must be in direct physical contact with the injured person.

**Clarification: *Must use one open hand on the fighter being healed. So either hand can wield a shield or weapon in the other.***

**6.10.3** - A healer may not heal a person while either are under direct attack. If the Healer or injured person is attacked or distracted, or contact is broken for any reason, the entire Poem of Healing must be read or recited again.

**6.10.4** - A Poem of Healing must then be recited or read aloud. The minimum length of a poem of healing is 180 syllables and must be approved at event check-in. **Clarification: *no profanity or profound language will accepted in the poem***

**6.10.5** - When the healer completes reading the Healing Poem, all wounds and any items held by the wounded fighter are healed or repaired (i.e. armor, bow, shield, etc.).