



Western Conventions of Heavy Fighting

Conventions versus Rules

- ▶ Conventions define us as Western fighters and are passed down from fighter to fighter.
- ▶ Rules are specifically expressed in the Marshal's Handbook and are designed to keep fighters safe.
- ▶ Conventions inform the interpretation of the written rules and lead to the variety of fighting seen in the Known World. Without a written record of conventions, misinterpretations arise.

Helm's as Worn

- ▶ This convention allows closed faced helms to have more protection against strikes and thrusts.
- ▶ Some fighters take it as an opportunity to require their opponents to strike them harder in all blows.
- ▶ Remind fighters that “Helm's as Worn” means strikes and thrusts must be to open parts of the helm at the kingdom's normal face thrust calibration.

Don't Break the Plane from Knee to Knee

- ▶ This convention keeps a standing fighter from stepping between the knees of a legged opponent.
- ▶ This chivalric convention allows the legged opponent to have room to rise up to attempt a strike.
- ▶ If a standing opponent breaks the plane during a fight, allow the fight to continue unless a hold is called. When a break in fighting occurs, the offending fighter needs to be reminded of the convention.
- ▶ However, if the legged fighter continues to lean back, the line of the knees is less of a concern. So long as the standing opponent allows the legged opponent to rise to a vertical position, if they so wish and attempt.
- ▶ This convention should not be confused with “corkscrewing.”

Defenseless Opponents

- ▶ This convention allows a fighter to put themselves into a defenseless position once requiring a stop in the fighting.
- ▶ Marshals need to remind an opponent after a second defenseless positioning in the fight that a third occurrence of the defenseless position will result in forfeiture of the fight.

Declaring the Intent to Use a Thrusting Tip

- ▶ This convention has the opponents extend their weapons towards each other to show their weapon's thrusting tip before the fighting starts.
- ▶ If this display of thrusting tips does not occur and someone receives a valid thrust to themselves, they should still take the thrust.
- ▶ Fighters should know better and always pay attention to what their opponent brings to the field.

The Legged Opponent

- ▶ This convention starts with the standing opponent backing away from the newly legged opponent.
- ▶ The standing opponent then positions oneself so the legged opponent is not looking up into a light source (the sun, a street light, etc.) to see the standing opponent.
- ▶ The standing opponent may also ask if the ground is ok (no ant hills, nasty rocks, etc.) and allowed the legged opponent to move a few feet.
- ▶ The standing opponent does not have to disengage with the legged opponent, but if they step back and break the flow of the fight then they should follow the convention.

Plate is Proof

- ▶ This convention applies only to war scenarios with archery.
- ▶ If a fighter has metal plates in their armor that are four inches by four inches or larger, those plates are considered impenetrable to missile weapons (not ballista).
- ▶ If the four by four inch metal plates overlap, the area of overlapping plates is considered impenetrable to missile fire.
- ▶ This convention must be announced before the beginning of fighting, and can vary in its application, depending on the direction of the present royalty and/or the MiC.

Dead on the Ground

- ▶ This convention only applies to war scenarios.
- ▶ When a fighter, for whatever reason, lands on the ground, they remain alive unless an opposing fighter lightly places their weapon upon the downed fighter and says loudly, “Dead on the ground.”