

PENNSIC XXXIII SCHEDULE WAR WEEK

Revision 03.02.04

Legend: **War Point Battle** **Court** **Social Events** **Specialty Tourneys Non War Point** **Rapier** **Just for fun battle**

	Sunday August 15th	Monday August 16th	Tuesday August 17th	Wednesday August 18th	Thursday August 19th	Friday August 20th	Sat August 21st
7 am							
8 am							
9 am			Clout Shoot Castle Window Shoot Advancing Army Shoot <i>Open to all archers from Tues-the end of Friday</i>	Clout Shoot Castle Window Shoot Advancing Army Shoot <i>Open to all archers from Tues-the end of Friday</i>	Clout Shoot Castle Window Shoot Advancing Army Shoot <i>Open to all archers from Tues-the end of Friday</i>	Clout Shoot Castle Window Shoot Advancing Army Shoot <i>Open to all archers from Tues-the end of Friday</i>	
10 am							
11am		Field battle #1		Bridge Battle #1 11-11:30 Fencing woods	Mountain Pass Battle #1 til 12	Causeway/Castle Battle Part 1	
11:30 am				Bridge Battle #2 11:30-12			
12 noon		Field battle #2	Woods battle (until 2)	Bridge Battle #3 12-12:30	Mountain Pass Battle #2 -til 1	Causeway/Castle Battle Part 2	
12:30				Chivalry Meet & Beat			

1 pm		Field battle #3	Woods battle	Broken Field Fencing Melee			
2 pm		Heroes Resurrection Battle			Fencing Woods battle		
3 pm		Allied Champions Melee Battle East-Middle Belted Champions Melee Battle Un-Belts Champions Melee Battle Archery Champions Rapier Champions					
3:30 pm							
4 pm							
5pm							
6 pm							
7 pm							

Monday August 16th

Two Armies Meet and the Battle Ensues Archers to the Ready! 9pt day

- 3 Field Battles (1pt each)
- 4 Heroic Battles (1pt each)
- Rapier Champions (1pt)
- Archery Champions (1 pt)

Field Battle (1pt each battle) 2 traditional, 1 with Missile Weapons

General Rules:

These battles will continue until there are fighters from only one side still “alive.” Once the starting gun is fired the field is closed. There will be no time limit. There will be an inner and outer barrier on the field 10 feet apart. Only marshals and “dead” fighters are allowed between the barriers, and the combat area shall be within the inner barrier. “Dead” fighters and marshals may sit on the inner row of bales or stand behind them. Spectators may sit on or stand behind the outer row of bales. The Mid-Realm, East, and their respective allies will setup up within 125` of their side. If a fighter or unit is pushed into the barrier a hold will be called and the unit or fighter will be repositioned within the barrier. All holds will be general and will be kept to a minimum. If there is a serious injury, a bubble hold will be used to isolate the injury where possible to allow the battle to continue.

In the third battle Siege weapons are allowed to setup on the starting line only. They will be treated as a heavy weapon fighter they must be engaged properly and safely. A downed Siege weapon will be flagged and cannot be re-used. Kills by a siege weapon are per the normal convention of combat for siege weaponry which includes ballista, trebuchet, and catapult.

Archers will use the present set of combat archery rules and can maintain their present ability to move freely about the field. Arrows cannot be gleaned until after the battle.

*It is the desire of the Kings of the East and Middle to represent historical rates of fire for crossbows and long bows. To that end We are limiting the number of arrows to be brought to the field. Each combat archer may have one arrow for each minute in the battle, for example, in 30 minute battle an archer shall bring no more than 30 arrows onto the field. Exceptions to this rule are the last field battle and the castle battle these battles an archer may bring a maximum of 100 arrows. **Note: Both Crowns strongly encourage volley fire and group tactics instead of single person paintball tactics. CA has the opportunity to add a real historical flavor to Pennsic and just be plain fun.***

Army setup:

East to West setup only if battle field dimension is increased to at least 600 x 600 feet (last year size had decreased to 459 x 582 which we rotated so that the 582 was the wide side 459 the length) if this cannot be allowed for then we must set up North-EK to South-MK.

Start Time: 11:00am

Time Limit: To the last man

Monday Afternoon
Heroes Meet after the Battles Lets wear them out!

Hero's Resurrection Battle (1 pt)

Duration: One (1) hour for this battle. Middle to start on the East side of the field, East to start on the West side of the field.

There will be one bridge 90 feet long and 27 feet wide. The marshals will mark a center area the width of the bridge 9 feet to either side of the centerline. The bridges will be thought of as spanning a deep gorge that is un-traversable by any means other than the bridge provided. In the center area shall be placed a firmly entrenched banner that is clearly marked with the East Kingdoms colors on one side and with the Middle Kingdom colors on the opposite or a clearly demarcated banner of choice. The side considered to be in control of the causeway will be determined by who is in control of the banner. If there is no clarity of control then the point will go un-awarded for that time check. The Earl Marshals shall award one (1) control point of the bridge at each time check. Each time check must be at five minute after intervals from the start of the battle. For example 5, 10, 15, 20, 25, 30, 40, 45, 50, 55 and 60 minute marks. Each side will start 50 feet from the end of the bridge. The battle will be 60 minutes in length including holds. The clock will not stop for any holds less than two minutes. Should a serious injury require a stopping of the fighting on a bridge the marshals will mark the positions of the respective sides and then the troops shall be removed to allow for the removal of the injured. Once the injury has been cleared off the bridge, the marshals will reposition the same troops. Fighting will then continue as normal. When the final cannon fires all fighters shall kneel in position. The marshals will make a nine foot circle around the banner. The troops within the circle will fight until one side remains to determine possession of the banner.

Combatant restrictions and requirements:

Each side shall be limited to 150 fighters each chosen from each prospective Kingdom and its allies. Each side may have no more than 100 members of the chivalry on it. Each side must field all members of its Belted and Unbelted team. To clarify, if the East and Middle heavy champions are to participate in the Champions Battles they are to fight in the Hero's Resurrection Battle. Failure to participate in the Hero's Resurrection Battle will disqualify them from fighting in the Belted and Unbelted Champions Battles. The Kings of the East and Middle and Their Heirs will not fight this battle all other royalty may ensue combat.

Victory Conditions:

Victory of the Hero's Resurrection Battle shall be determined by which side has been awarded the most time check points (control of bridge) when time expires and the cannon sounds.

Start Time: After the Field Battles

Time Limit: 1 hr

Resurrection: Yes

No combat archery, thrown weapons or siege weapons allowed.

Allied Champions Melee Battle (1 pt)

The participants will be limited to the 100 Allied fighters chosen by the prospective Allies. All holds are general and should be avoided if possible.

Start Time 10 minutes after Hero's Resurrection Battle

Time Limit: To the last man.

Resurrection: No

Combat Archery: No

Thrown weapons: No

Siege Engines: No

East-Middle Belted Champions Melee Battle (1 pt)

25 members of the chivalry shall take the field for honorable combat. The Kings of the East and Middle **and Their Heirs will not fight this battle**. All holds are general and should be avoided if possible.

Start Time: 5 minutes after Allied Champions Battle

Time Limit: To the last man.

Resurrection: No

Combat Archery: No

Thrown weapons: No

Siege Engines: No

Un-Belts Champions Melee Battle (1 pt)

40 Un-belts shall take the field for honorable combat. All holds are general and should be avoided if possible. **The Kings of the East and Middle and Their Heirs will not fight this battle**.

Start Time: 5 minutes after Belted Champions Battle

Time Limit: To the last man.

Resurrection: No

Combat Archery: No

Thrown weapons: No

Siege Engines: No

Note: Following the Unbelted Battle with the East, The Middle Kingdom Un-belt Champions will hold the field against all other Kingdoms who wish to send Champion teams against them. The numbers on each team shall be of equal numbers and shall be to the last man standing. (No points shall be awarded)

Note: The Eastern Un-belted will have the opportunity, if they so wish, to hold the field to all comers.

Archery Champions (1 pt)

Selected by their respective Majesties, 30 Mid Realm archery champions of which 10 can come from their allies will square off against an equal number of East Realm archery champions of which 10 can come from their allies.

Victory will be based on victory in 2 of the 3 scenarios. These scenarios will be obtained through discussions with the Captain General of Archers of the Middle and East Kingdoms and will follow traditional and usual protocols for agreement.

Rapier Champions Battle (1 point)

Weapons allowed: Schlager only. Selected by their respective Majesties, twenty Mid-realm rapier champions and ten allies will square off against an equal of East Realm champions and allies in a special double elimination tournament. The contest will end when one side is eliminated. Rules and Team rosters for the Champions tourney will be posted in the Rapier field tent. Kings of the East and Middle are barred from this combat.

Start Time: 3pm

Tuesday August 17th

Bring me my hawks and hounds we are hunting in the woods! (3pts for the day, beginning of 3 archery points for the week)

- **Woods Battle (3pts)**
- **Clout Shoot (1pt)-open to all archers from Tuesday thru the end of Friday and will be held under the one person per bow safety rule. This and the Castle Window and Advancing Army Shoots will base victory on the accumulative points garnered in each respective shoot.**
- **Castle Window Shoot (1pt) - open to all archers from Tuesday thru the end of Friday and will be held under the one person per bow safety rule.**
- **Advancing Army Shoot (1pt) - open to all archers from Tuesday thru the end of Friday and will be held under the one person per bow safety rule.**

Woods Battle (3 pts One for each banner won)

This will be a timed battle 2 hours in length. The clock will not stop during holds. For the Woods Battle, the East and their Allies will enter the Woods from the north and line up along the traditional 100 feet opening along the outer northern edge of the Woods. The Middle and their Allies will enter from the south and line up along the traditional 100 feet opening along the outer southern edge of the Woods. The use of the mini-openings will be discontinued so as to mesh with the entry distances for each respective side to the traditionally agreed upon banner locations. There will be only two entrances. Both sides will still have to resurrect by proceeding all the way back out of the Woods to their respective resurrection points.

The Banner Zone: A corridor 100 yards wide, roughly bisecting the woods and equidistant from both resurrection points, will be clearly marked. Prior to the beginning of the battle, 3 banners will be placed within this corridor in fixed positions on the ground and known to both sides. No un-official banners can be utilized in this battle. After a banner is captured it may be moved to any position within the corridor, so long as that position is not within 100 feet of another banner. Once a banner is captured, the side controlling the banner will have two (2) minutes to move the banner. At the end of the (2) minutes, the banner will be planted and

cannot be moved again until the opposing side gains control of that banner. At which point another (2) minutes are permitted for moving that banner. Banners may not be hidden in any manner; this includes laying the banners in bushes, trees or placed lying upon the ground. **All banners must be displayed proudly and boldly as these are the banners of the proud and noble Kingdoms and should be held with great reverence and honor.** Banners must stay within the central banner zone.

Natural obstacles (i.e. brush, fallen timber, etc.) may not be rearranged into a defensive position. The movement of obstacles is only permitted in order to lessen potential safety hazards and should be done under the advisement of a marshal. Fighting may not occur within 100 feet of each of the resurrection points. Once a fighter or scout is "killed", he or she must return to their own resurrection point in order to resurrect. Resurrections shall be instantaneous, and fighters and scouts may return to the battle once they reach resurrection point. Resurrection points will be past entry points. Resurrections will be instantaneous. Combatants who wish to resurrect must enter the resurrection zones of their respective Kingdoms/Allies. These zones will be clearly demarcated and will be past the point of entrance of their respective Kingdom/Allied entrance points.

In this battle, one victory point shall be awarded for possession of each banner at the end of the battle. Possession is defined as follows: An authorized heavy combatant must hold the banner staff upright with at least one hand at all times to establish possession. When the final cannon sound's all fighters around banners should kneel in position. The marshals will make a nine foot circle around each banner. The troops within the circle will fight until one side remains to determine possession of the banner. Banner bearers may be armed and the banner staff used to block with.

Eye protection is strongly recommended. All holds will be local and time will not stop for holds at the banners except for the final five minutes of the battle. It is recommended that only those churgeons and water bearers who are in good enough health to negotiate the woods enter to serve. No water bearers are allowed in the woods without the approval of the marshal in charge of the battle. A marshal must escort any water bearer entering the woods. The Earl Marshals of the East and Middle or an appointee thereof must first approve all churgeons, water bearers and marshals wishing to participate in the woods battle.

Start Time 12:00 noon

Time Limit: 2hrs

Resurrection: Yes

Combat Archery: No

Thrown weapons: No

Siege Engines: No

Helmet markings: Red tape for the Middle and their Allies. Blue tape for the East and their Allies.

Wednesday August 18th

The English and the French fight over the Seine (4 points total for the day)

- Bridge Battles (1pt for each battle won) 3 battles total.
- **Broken field Fencing melee epee (1pt) rules and scenario to be figured out by the East/Middle fencing Marshals.**
- Scheduled Chivalry Meet and Beat. Chivalry gathers for fun in the sun.

Duration: 30 minutes for each battle. Middle to start on the East side of the field, East to start on the West side of the field.

There will be five parallel bridges 90 feet long. The center bridge will be 27 feet wide and one width the entire length. The side bridges will each be 18 feet wide with a 32 foot diameter turret in the center. Adjoining bridges will be separated by a gap of 25 feet except for the where the two turrets for each of the outside bridges have an 8 foot gap, see inserted picture. Each bridge will extend 9 feet past the edges of the gorge that they span. The center of each bridge will be clearly marked. The marshals will mark a center area the width of the bridge 9 feet to either side of the centerline. The bridges will be thought of as spanning a deep gorge that is un-traversable by any means other than the bridges provided. Each side will start 50 feet from the end of the bridges. Each battle will be 30 minutes in length including holds. The clock will not stop for any holds less than two minutes. All holds will be declared local until a breakout occurs. Once a breakout occurs all holds are general. Should a serious injury require a stopping of the fighting on a bridge the marshals will mark the positions of the respective sides and then the troops may be removed. Once the injury has been cleared off the bridge, the marshals will reposition the same troops. Fighting will then continue as normal.

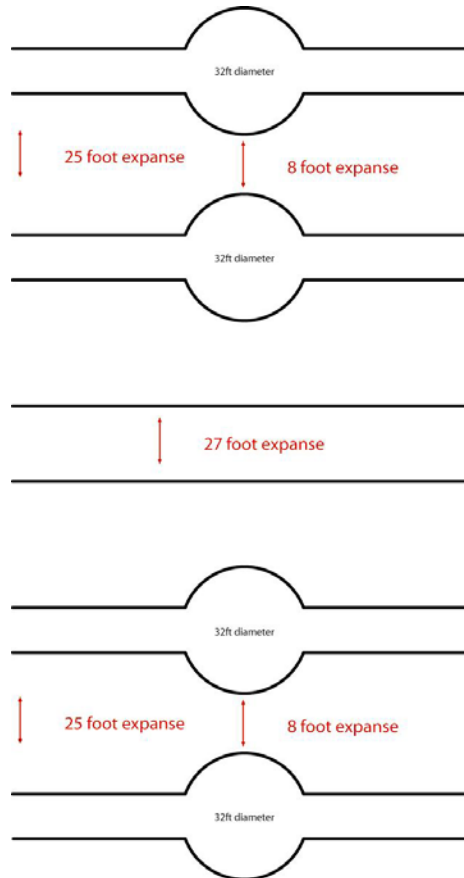
A point shall be awarded for each victory with a 5 minute break between battles for the armies to regroup. All fighters shall kneel at the final cannon. All fighters outside the center area will be excused. Those in this area will fight until one side remains. The side controlling the most bridges wins that battle.

Fighting may take place over the hay bales. No fighter may sit, stand, walk, or run on the hay bales. A fighter may use the bales to regain his balance or stop his fall. This means that a fighter touching a bale is not automatically "dead", however, any fighter using a bale to regain his balance or stop his fall for more than 2 seconds is considered "dead". If a fighter's hand, shield, weapon, feet, or any weight bearing item lands **over (on the outside of the hay bale)** the hay bales that fighter is "dead" and must leave the battle. Merely brushing up against or using a bale as a steadying wall to deter falling is not considered dying, if a fighter stands on the bale with two or one foot/feet then he/she is considered dead. "Dead" fighters are required to leave the area of the bridges. Any Crowns of the Society for Creative Anachronism who fought in the battle may remain as spectators.

In the third battle Siege weapons are allowed to setup within 50 feet of the starting line. They will be treated as a heavy weapon fighter they must be engaged properly and safely. A downed Siege weapon will be flagged and cannot be re-used. Kills by a siege weapon are per the normal conventions of combat for siege weaponry which includes ballista, trebuchet, and catapult.

Archers will use the present set of combat archery rules and can maintain their present ability to move freely about the field. Arrows cannot be gleaned until after the battle.

It is the desire of the Kings of the East and Middle to represent historical rates of fire for crossbows and long bows. To that end We are limiting the number of arrows to be brought to the field. Each combat archer may have one arrow for each minute in the battle, for example, in 30 minute battle an archer shall bring no more than 30 arrows onto the field. Exceptions to this rule are the last field battle and the castle battle these battles an archer may bring a maximum of 100 arrows. Note: Both Crowns strongly encourage volley fire and group tactics instead of single person paintball tactics. CA has the opportunity to add a real historical flavor to Pennsic and just be plain fun.



Center bridge will be normal as stated in the rules above.

Start Time: 11:00am
Time Limit: 30 minutes each
Resurrection: No
Combat Archery: Yes
Thrown weapons: Yes
Siege Engines: Yes

Helmet markings: Red tape for the Middle and their Allies. Blue tape for the East and their Allies

Broken Field Fencing melee to ensue after the last bridge battle.

Thursday August 19th

The passage through the mountains can be treacherous! (7pts)

- **2 mountain-pass battles (3 pts each)**
- **Fencing Woods Shlager melee (1pt) Rules and scenario to be determined by the fencing marshals of the East/Middle**

Location- main battle field 500x 500, there will be a 50 foot wide by 200 foot long mountain-pass (hay bales) located 100 feet from the northern edge of the field. The 'mountain' will be a marshaling area. Both armies will begin 50 feet from the ends of the pass. In addition, there will be three fixed banners located on the field. One will be located in the center of the narrow pass, the other two banners will be roughly 100 feet from the inner edge of the 'mountain' and the other will be roughly 100 feet from the southern edge of the field, along a line running the along the center of the field.

The East and its Allies will start on the western edge of the field and the Middle and its Allies will start on the eastern edge of the field.

The resurrection points will be 100 feet from the ends of the mountain. Resurrections will be instantaneous. Fighters and scouts may only resurrect instantly at their side's designated point.

Victory conditions are one point for each banner held at the end of a 1 hour period. No false banners will be allowed. Banners are fixed and cannot be moved. At the end of the time limit all fighters near the banner will kneel. The marshals will make a 9 foot circle around each banner. If any banner is contested, the troops in the circle will fight to determine control of the banner.

Combat may not take place over the hay bales. A fighter may use bales to stop his fall or to regain balance. If a fighter's limb or weapons lands outside the hay bales, or if a fighter is pushed or falls over the bales, that fighter must return to his side's resurrection point to re-enter the battle, unless the time limit has been reached.

This battle will have combat archery, thrown weapons and siege engines. The siege engines may not be closer than the resurrection line of each respective side.

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The second mountain-pass battle is to ensue 15 minutes or more after the first.

Time limit: 1 hour

Start time: 11:00 am

Combat Archery: Yes

Siege weapons: Yes

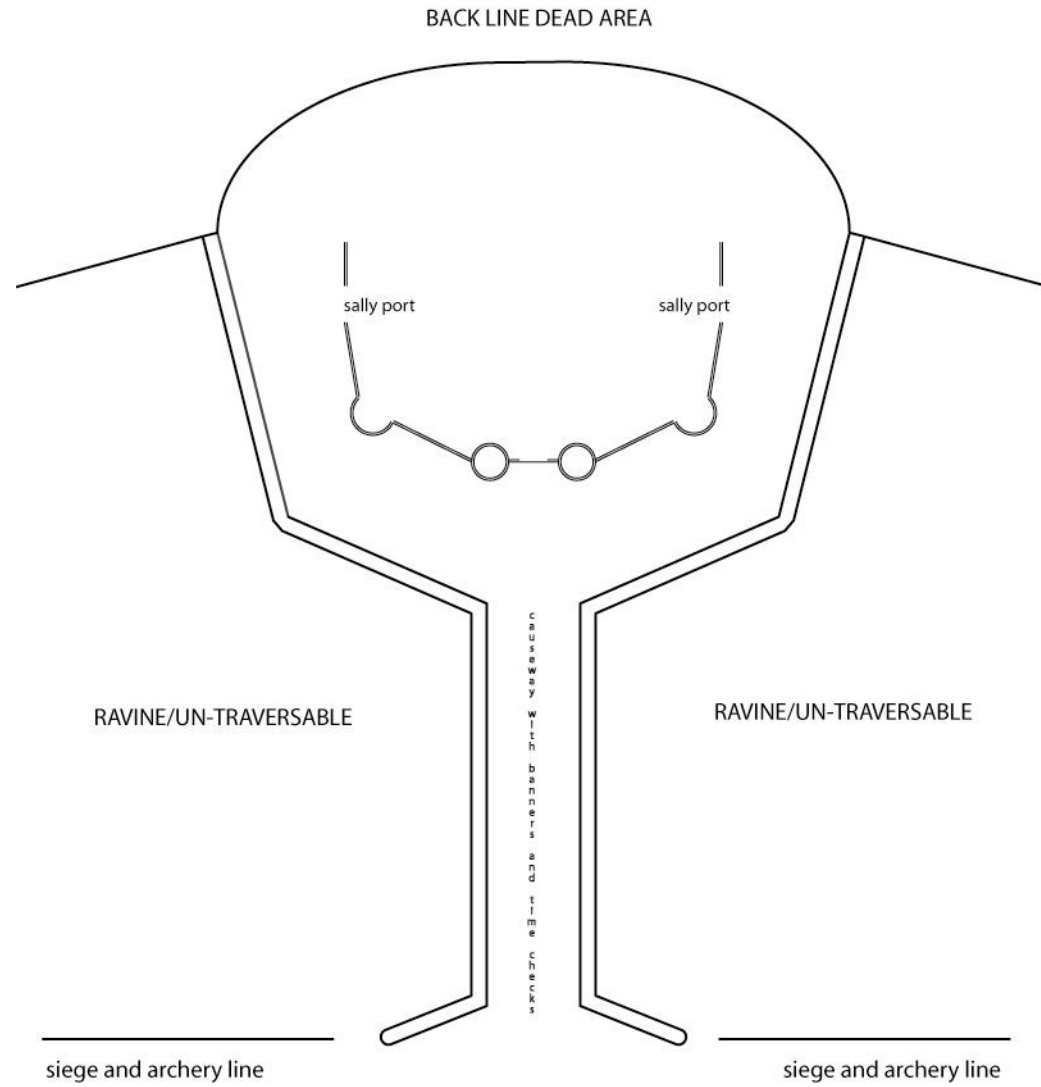
Thrown Weapons: Yes

Resurrection: Yes

Fencing Woods battle to ensue at 2pm

Friday August 20th

The armies near the fortification for the final battle! (Altered castle battle) 1pt



Causeway/Castle Battle (1pt)

There will be one bridge 90 feet long and 30 feet wide at the front of the castle with one banner (for time checks) at the center of the causeway. The bridge will be thought of as spanning a deep gorge that is un-traversable by any means other than the causeway provided. Bonus time will be awarded for holding the banner along the causeway if the defending army holds the banner past a predetermined time (10 min). This will allow for the defending army to earn time toward the final victory if they so choose to defend the causeway and not just the fortification. The defending army may line up outside the castle but only at the end of the causeway nearest the castle. **Line up will not be allowed on the causeway by either army.**

Time: Unlimited. Battle is over when the Sovereign commanding the Castle surrenders. The side that controls the castle the longest is the winner time for holding the banner on the causeway will be added to the over all time for holding the castle, this will increase the defenders chance to 'add' to their final time. The clock will stop during all holds.

Victory: 1 Point will be awarded to the army that defends the castle the longest. Extra time will be added to the 'defenders' time if they can hold the banner on the causeway past 10 minutes.

The Sovereign commanding the castle may conduct Himself as he pleases until he is "killed". Once that happens, He must go to His banner that will be placed 75 feet straight back from the main entrance of the castle. There He must stay and remain mute for the rest of the battle. When the Sovereign believes He has lost the castle (i.e., when His banner position has been overrun by the attackers), He must call the surrender. A Sovereign holding His banner will not be struck for any reason, even if that Sovereign has not already been "killed".

Gates: The Main Gate will start open.

RULES OF ENGAGEMENT:

General: All standard rules of engagement apply with the following modifications: Both sides are considered engaged, for example if someone is struck over or around the walls and did not know the other person was there the struck person must accept the blow if is of sufficient force.

Connecting Walls and Assault Ramps: There will be NO assault ramps permitted.

Siege Towers: Siege towers may be built and used as platforms for, among other things, Commanders to see better, (but not siege weapon) or if it can be placed close enough to the walls of the castle, fighters may fight over the wall as they might at a barrier in a Pas. Anyone fighting from a Siege Tower must realize the increased likelihood of injury as a result of such combat. Siege Towers may not be attacked and cannot be destroyed. Siege towers can be allowed if they can get them across the causeway ☺

NOTE: The only way into the castle is through the Main Gate or Side Gates with your feet on the ground.

General: The castle battle will consist of two engagements, with each side taking turns on assault and defense. The side defending the castle will not resurrect, the side attacking the castle will have unlimited resurrections.

The attacking side will start from a line 50 feet away and parallel to the Causeway.

Attackers will also return to this line to resurrect.

Once the cannon signals the start of the battle, no new combatants will be permitted on the field.

Walls may not be climbed.

Defenders may use their shields to increase the height of the walls, but shields must remain in the control of a person. No other method of increasing the height of the walls will be permitted.

Holds: Holds are to be kept to a minimum and resolved ASAP. However, in constricted areas, marshals must be alert to the dangers of pile-ups and trampling. As a rule of thumb, when the pile gets to 3 or more deep, marshals should proactively look for indicators of distress from fighters on the bottom. Note that fighters in distress may not be able to speak and movement may be limited. Marshals should also keep an eye out for "horizontal pile-ups" where fighters are being pressed against walls.

All holds are general.

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Start Time: 11:00 am

Time Limit: Till the surrender of the Castle

Resurrection: Yes – Attackers only

Combat Archery: Yes

Thrown weapons: Yes

Siege Engines: Yes and siege towers are allowed

Helmet markings: Red tape for the Middle and their Allies. Blue tape for the East and their Allies

Castle Battle Part 2 Attacker now defends

Rules/Descriptions: See Part 1

Helmet markings: Red tape for the Middle and their Allies. Blue tape for the East and their Allies

Bonus Fun Stuff:

Both Monarchs are presently working on bonus material to be used within the castle battle. These elements are for the enhancement of the battle and may include:

Burning Oil (rules to follow)

Rocks (rules to follow)

Various Foul (rules to follow)