

A 9th Century Viking High Persona Special Event Scenario

When: Friday November 16th, 2018 from 300pm - 5pm

Where: The Ravine behind the BAM site Castle

How can I play? Please read on:

SCENARIO:

Based on the 871 "Battle of Maeredun" which was two battles fought in one day between The Saxon King of Wessex, Aethelred (and Alfred atheling) vs the Danish "Great Heathen Army" led by legendary Halfdan Ragnarsson, Ivarr the Boneless and their brothers. All of which were reputed to be the sons of Ragnar Lodbrok. The Anglo-Saxons won first; Vikings won second.

CONDUCT:

Participation and involvement in this "Raid" is only with the active invitation of the "Kings" of both sides (Aethelred of the Anglo-Saxons and the Danish Prince Halfdan Ragnarsson, son of Ragnar Lodbrok), MIC & deputy MIC unanimous consent. All participants are fully expected to follow both the intent as well as the letter of the rules. Rules-lawyering and failure to behave in the spirit of this Raid will lead to immediate expulsion from the Raid.

All gear and behavior for this Deed should be chronologically appropriate for the Scandinavians and Anglo-Saxons of the Viking Raid era, or, The Great Viking (or "Heathen") Army, being portrayed from roughly the 8th to 10th Centuries Anno Domini. Failure to bring appropriate gear or to act appropriately for this era is sufficient cause for expulsion from the Raid.

Other than the invitation of the "Kings" to enable or exclude participation at any time, the burden to follow the rules on and off the field and to behave appropriately for the era is on each individual participant. Each participant is responsible for their own honor, acknowledgement, and safety.

KIT INSPECTIONS:

Kits will be inspected for authenticity on a limited base. If the marshal in charge, deputy MIC, or either Team Captain (King) feels a kit is not up to specifications, he will consult with the other three and a decision will be made. Kit's not meeting standard will not be allowed on the field.

LOOT:

All warriors should bring a minimum of 1 piece of loot per person for the entire battle for exchange to the winning side. Period and additional items are encouraged as loot. Each side will present their loot to the MIC and be separated per side & placed under the lean-to tent at the scenario's location. The winning commander will disperse the loot won to his warriors. Extra loot given directly to worthy opponents and assisting marshals is **HIGHLY** encouraged.

Those with additional Loot may seek to challenge fighters of the opposing (or same) side to acquire he additional loot. A fighter bested in a duel prior to running a scenario will be out of the

scenario due to wounds/ death. They will be available to duel or run in the next scenario after the one they are bested out of previously.

Your loot is required and encouraged as an entry “fee” into the “Raid” itself. Based on the winning side’s discretion, loot might LIKELY be exchanged as it was last year amongst all participants. This has been an ongoing aspect of all the past years Raids’. Combatants are also allowed to seek or accept offers of sponsorship for their ransoms.

COMBAT:

Combat will last until all of one or both sides are killed, have fled, have yielded or are eliminated through individual dueling.

ACKNOWLEDGEMENT:

All "good" shots to the legs and arms lose the use of that limb.

Face shots (directed touch for open-faced helmets) are kills.

Warriors may accept 2 strikes to the top of the helm before death.

Mail is proof against one handed weapon thrusts on the body only

Thrusts of sufficient force must be accepted to any part of the helm.

Strikes from behind are legal to normal target areas.

Strikes to the limbs will render that limb useless.

Thrusts to the leg will allow the fighter to fight from a kneeling position

Bodily contact and “body checks” are legal but should be of a controlled nature.

Opponents knocked to the ground may be “pinned” with a spear by applying firm pressure with the thrusting tip, warriors struck in such a way are dead regardless of armor worn.

Fiberglass Spears at 7.5’ may be used for this engagement ONLY.

All efforts should be made to hide unnatural or plastic colors as in red fiberglass spear shafts.

Rattan spears may range from 6’ – 7.5’.

Anyone able to safely recover from a helpless position without having an opponent's hand or weapon laid upon them is still in the fight, as glory worthy or a sage necessitates having an opponent capable of fighting back.

Those in mail get the two quick "good" blows in close succession to the body with one-handed cutting or thrusting weapons.

Those in hidden body armor get one-shot "good" blow kills to the body with one-handed cutting or thrusting weapons.

Two-handed weapons of any type require only one-shot "good" blow kills to the body to kill, regardless of whether the opponent is wearing chain or "hidden" armor.

One and two-handed axes act like SCA pole-arms (hips/shoulders kill).

Three quickly repeated blows with a great axe (two-handed) to a shield destroy the shield, and the opponent must drop the shield.

Persons wielding a two-handed Dane axe, Spear and one-handed weapon, or two one-handed weapons may wear a strapped round across their back as protection. However, if an "honorable" opponent states that they have delivered three blows to the shield then the wearer must remove the shield from their back. Honor here is a MUST to reasonably make this special rule-set work.

Those in mail get the two quick blows to helm/body with one-handed cutting or slashing weapons. Those in hidden body armor get one-shot kills to the body with one-handed cutting, slashing, or thrusting weapons.

Anyone at any time may choose to yield. At which point they offer their pillage or plunder to those to whom they yield and walk off the field or play dead for the remainder of the battle.

Becoming unarmed does not render you helpless. If you do not have a secondary, you may recover a weapon from the field or yield or run.

STRIKING WITH SHIELDS, HAFTS, OR WEAPON GUARDS IS NOT ALLOWED.

INTENTIONALLY TRIPPING OPPONENTS IS NOT ALLOWED.

KIT REQUIREMENTS:

All Participants:

Basic Appearance:

Fabrics should be of wool, linen, silk (for the affluent) or suitable look-alikes, blatantly modern fabrics will not be allowed

Colors must be appropriate for un-dyed wool or material dyed with natural dyes (no harsh modern colors).

Costumes must contain no modern features such as zips, modern fasteners.

NO VISIBLE PLASTICS or other modern materials.

Armor and Weapons:

No basket hilts PLASTIC or metal, swords and seaxes should have period appropriate cross hilts, be single handed, and not exceed 40 inches.

Single handed axe should not exceed 3 feet.

Spears should not exceed 7.5 feet.

Fiberglass spears of 7.5 feet may be used for this engagement ONLY.

Dane axe should not exceed 6 feet, and should be clearly recognizable as a Viking age axe, it should have no butt spike.

ALL ARMOR SHOULD MEET SCA SAFETY REQUIREMENTS.

“VIKINGS” Kit:

Kyrtle:

The candidate should have both a kyrtle and underkyrtle, worn with a belt or girdle, and have an appropriate neck closure.

Fully skirted and may have side splits.

Trousers:

Trousers should be worn, and it is understood they may be baggy to cover safety gear.

Shoes:

Footwear should be of low ankle boot or shoe style and either of a turnshoe construction or a suitable turnshoe lookalike.

If extra thick soles and / or studs are evident, candidates must demonstrate that they understand the construction of an early medieval turn shoe and that studs are only allowable for safety purposes.

Body Armor:

SCA legal limb and body armor must be worn hidden. The only exception to this will be gauntlets and chainmail.

Chain Mail should be short or three quarter sleeve.

Gorget is to be worn but hidden as much as feasibly possible.

Again, gauntlets must be worn. It would be PREFERABLE that they be the Torvaldr, Stealth – type Wisby-ish replicas, or leather clamshell styles. But any form of gauntlets will be acceptable as suitable finger and wrist protection based on SCA combat safety.

Helmet:

Helms should be of a distinctly Viking era style consisting of: Spangen, Conical, or Vaslgard style construction. Helms should not be visible spun tops. Helms should have the neck and sides covered in a chain or metal unless supported by a period find. Exposed bar grills are allowed due to SCA allowable safety constraints.

Shield:

A round shield with a domed boss with single handgrip and no arm straps. It should have NO carpet or foam rubber padding or obvious coach-bolts. Shields should be rimmed in Rawhide or leather.

Weapons:

Spears SHOULD be carried by all warriors unless they are carrying a Dane Axe.

All warriors should carry at least one other weapon, axe and seax would be most common. swords would be allowed. NO basket hilts.

Warriors carrying a sword should have a kit on a higher standard, including mail shirt and appropriate accessories.

Additional Kit Suggestions:

Embroidery or Tablet Woven trim on Tunics and Overtunics.

Jewelry (decorative or functional) of a typically Viking style e.g. finger rings, Thor's hammer pendant, arming, neckring, ring-pin or pennanular brooch etc.

A decorative whetstone.

A belt with belt-plates.

A 'Birka-style' pouch.

“ANGLO – SAXON” Kit BASIC COSTUME:

Cyrtel:

The cyrtel should be ‘pouched’ over a belt or girdle, and at least knee length.

The cyrtel must be fully skirted with no, or limited, side, front, or rear splits.

Trousers:

Trousers should be worn, and it is understood they may be baggy to cover safety gear, but should not be an excessively baggy “Rus” style.

Leg bindings:

Serviceable leg bindings of the winingas (‘puttee’) type which are properly hemmed are highly encouraged.

Leg bindings of cross gartering type are highly encouraged.

Shoes:

Footwear should be of low ankle boot or shoe style and either of a turnshoe construction or a suitable turnshoe lookalike.

If extra thick soles and / or studs are evident, candidates must demonstrate that they understand the construction of an early medieval turn shoe and that studs are only allowable for safety purposes. “Vibram” soles are allowed for safety but wearers must exhibit they know the differences between period and allowable styles.

Body Armor:

SCA legal limb and body armor must be worn hidden. The only exception to this will be gauntlets and chainmail.

Chain Mail should be short or three quarter sleeve.

Helmet:

Helms should be of a distinctly Anglo Saxon style consisting of: Spangen or Conical. Helms should not be visible spun tops. Helms should have the neck and sides covered in chain or leather drapes unless supported by a period find. Exposed bar grills are allowed.

Shield:

A round shield with a domed boss with single handgrip and no arm straps. It should have NO carpet or foam rubber padding or obvious coach-bolts. Shields should be rimmed in Rawhide or leather.

Weapons:

Spears **SHOULD** be carried by all warriors.

All warriors should carry at least one other weapon. An axe would be most common. Swords would be allowed.

Warriors carrying a sword should have a kit on a higher standard, including mail shirt and appropriate accessories.

Additional Kit Suggestions:

A simple cloak of rectangular shape & moderately embroidered.

Winingas include garter hooks or embroidered or otherwise decorated bands.

Equal arm Christian crosses.

A disc brooch.

We will by a four person consensus determine what, if any, allowances will be allowed on a case by case basis. I am keeping these allowances close to my chest so **PLEASE** do not ask what they are as I do not want to show my hand. Nor do the other folks judging either.

But please, please, please feel free to ask **ANY** question regarding what does X mean, what is Y for, or can Z be like X or Y. We are open to those types of queries no matter how ridiculous one might think.

And furthermore, I leave you with this: **DOCUMENT EVERYTHING ON YOUR KIT!** You do not have to but it would go a **LONG** way if you did. Treat this project like you would an A&S project. Hell, you could enter your kit as an A&S project. Trust me. Good Luck & Good Pillaging!

Centurion Biau-douz de la Mere, OL & Raid MIC

Contact: beaudumesnil@hotmail.com or Beau Dumesnil on facebook for further questions, suggestions, and experiences dealing with this type of activity.