

MASTER – AT – ARMS REGULATIONS: A guide to wargear



REGIA ANGLORUM: MASTER - AT - ARMS REGULATION

Contents	
1.0 Introduction 4	ļ
1.1 The Executive Officers 4	ļ
1.2 The Office of Master-at-Arms 4	ļ
1.3 The Master-at-Arms Regulations 5	;
1.4 Definitions 5)
2.0 The Code of Law	ò
3.0 Weapons and the Law	ò
4.0 MaA Wargear Specifications 7	,
5.0 MaA Wargear Checks	
5.1 Disputes 9	
5	0
1 3	0
	0
, 9	1
•	3
· ·	4
' '	4
•	6
	6
1 11 11 (3)	7
	8
,	8
<i>j</i> 1 <i>j</i> 1 (<i>j</i> , , , , , , , , , , , , , , , , , , ,	20
'	21
1 71 (0 /	22
	23
•	23
'	24
· · · · · · · · · · · · · · · · · · ·	25
	26 26
•	27
	- 1 27
	28
71	29
	<u> 2</u> 9
•	30
·	31
5	32
	32
•	ے 34
•	35
	36
	37

9.2.1 Scale and lamellar

37

37

REGIA ANGLORUM: MASTER - AT - ARMS REGULATION

9.2.2 Arms and legs	37
9.2.3 Gloves	37
9.3.0 Helmets and head protection	38
9.3.1 Helmet specifications	38
A note on wearing helmets	39
Helmets by date period (Diagram)	41
9.4.0 Shields	42
9.4.1 Shield specification	42
Round shields	44
Round shield construction (Diagram)	45
Typology of round Shield Bosses (Diagram)	46
Non-flat shields	47
Round shield design (Diagram)	48
Long (Kite) Shields	49
10.0.0 Battlefield Authentic Wargear vs Armoury Authentic	51
11.0.0 A note on spring steel	52
12.0.0 Other societies	52
Appendix 1: Additional information on wargear	54
Additional notes on helmets	54
A note on aventails	54
A note on occulars	54
Diagram on hanging aventails	55
Appendix 2: Thanks and Acknowledgments	56
Appendix 3 : MaA check summary check list	57
Appendix 4: 45mm Sword Ruling Support	58

1.0 Introduction

1.1 The Executive Officers

The responsibilities of the battlefield, in terms of how its looks and operates, falls jointly upon the three main battlefield-based executive officers. Each will view the battlefield in a different way, but ultimately will operate in conjunction with the other officers to ensure a safe, well presented, and fun battlefield for warriors and spectators alike. Primarily:

- 1) **The Authenticity Officer (AO)** ensures that all war gear is as authentic as possible based upon the evidence we have from our period.
- 2) **The Master-at-Arms (MaA)** ensures that the war gear is safe for use on a competitive field.
- 3) **The National Training Officer (NTO)** decides how the war gear should be safely used competitively.

In addition to the fact that the officerships cover different aspects of the battlefield, the main purpose of having 3 officers is to help ensure that there is always a majority decision on a topic or issue, especially where an issue divides opinion.

1.2 The Office of Master-at-Arms

The principal concerns of the office of Master-at-Arms are the safe construction and condition of weapons and wargear and, jointly with the NTO, overall battlefield safety.

All decisions of the MaA are informed by several considerations, including:

- 1) **Safety:** Does the item pose a risk to the user, other combatants, or a member of the public?
- 2) **Authenticity and quality of presentation:** Is it a high-quality representation of the original item?
- 3) **Gameplay**: How does the item effect the rules of combat on the field?

The office of MaA is also responsible for:

- Ensuring the battlefield is safe and fit for purpose (alongside the NTO)
- Bringing the battlefield stakes and ropes to form a suitable arena at appropriate national shows.
- Sourcing containers for water for the battlefield at national events.

The office of Master-at-Arms or 'The MaA team' comprises the Master-at-Arms and their appointed deputies. All MaA Deputies carry the full authority of the MaA to enforce the current regulations as laid out in this document at any show, training session or event.

MaA Deputies are selected on experience, relevant knowledge, availability, and willingness to do the job. Their main role is to encourage and promote compliance with the regulations, and to carry out the responsibilities of the MaA in their absence. Whilst Deputies may recommend an action on a piece of disputed wargear, the final decision on whether to ban it or not lies with the MaA.

1.3 The Master-at-Arms Regulations

This document is intended to act as a guide for members of Regia Anglorum as to what is expected of them and their wargear whilst on the battlefield and in combat displays.

To try and make the information as easy to access as possible, all elements of war gear authenticity and construction are included here, and thus this document is ultimately owned by both the MaA and AO.

This document is neither definitive nor complete as it would be impossible to make it so.

Specifications given within the 'Guidelines' section of this document are exactly that, guidelines. It is hoped that adequate scope is given for any user's physical build or proportions. It is therefore expected that anyone wishing to use items of sizes outside of the given parameters will first contact the MaA.

Please note that despite the rules, guidelines, or implications it is the MaA (or where appropriate AO), as elected by the High Witan of Regia Anglorum, who shall have the final decision on all matters or disputes arising from this document.

1.4 Definitions

Several words appear frequently throughout this document and they are defined here:

- May: It is at the user's discretion as to whether a suggestion is followed or not.
- Should: There is very little, or no, reason not to follow the suggestion. If you
 do not wish to follow the suggestion it is advised that you please contact the
 MaA to double check not following these suggestions and you may be
 questioned as to why you have not followed it.
- Must: This is an obligatory ruling. No exceptions.



Figure 1.0 shows a 10th Century England Viking - Middleton 2 Stone Carving

2.0 The Code of Law

Within the Code of Law Ver.7.0, there is a provision that may have a legal implication to all of those who bear arms and/or armour within the society. In the opening section of the Code of Law titled "The Regulations of Regia Anglorum";

"Any reference to Weapons, Wargear, Arms or Armour shall specifically refer to the theatrical props that the members of the society may use in the course of the historical re-creations that they undertake whilst about the business of the society".

A description of the roles of the Master-at-Arms may be found in The code of Law, detailed under Section 2B part X of "The Regulations of Regia Anglorum".

3.0 Weapons and the Law

The Society's members need to be aware of the status of their 'weapons' in the eyes of the Law.

Almost any object can be employed as an offensive weapon. However, officers of the law could mistake our convincing theatrical props for genuine offensive weapons. Consequently, members should always ensure that they behave in a sensible and sober fashion in any situation that might find them carrying their weapons in a public place.

Certain knives and swords are defined in law as offensive weapons 'per se', i.e. they have no purpose other than to cause harm to the person. Other dangerous objects, such as fishing knives, certain tools and ceremonial swords, have an innate 'innocent use' and so are not necessarily offensive weapons. However, one must still have a good reason for carrying such objects in public. For our purposes, it would be wisest if we were to consider re-enactment weapons in a like manner.

Being in the process of performing at a re-enactment event would qualify as good reason. Likewise, travelling to an event would be good reason for having the weapon in your vehicle or about your person – however, it should be, as far from reach as is reasonably possible, secured by being wrapped, bagged or buried under other objects in a vehicle – it must not be ready to draw, ready to hand. Further, it would be wise to have proof about your person that you are a member of Regia Anglorum (your membership document) and some details of the event or practice that you are attending.

Local battle practices would qualify as events and therefore good reason, but local Group Leaders should ensure that the practice site is appropriate, and that permissions have been obtained where necessary.

Note 1: It would be very difficult to argue that any member would have good reason to be wearing weapons in a public house, or any publicly accessible place where alcohol is consumed. Being in possession of replica weapons in such a situation is fraught with potential danger and is strongly advised against except in certain circumstances, such as a banquet or other special occasion pre-arranged with the licensee. Alcohol, weapons, and the public do not mix.

Note 2: According to the UK government website, it is illegal carry any knife in public without good reason, unless it has a manual folding, non-locking blade less than 3 inches long. This includes our fixed, sharp eating knives and similar, sharp replicas. Simply being a re-enactor is not sufficient reason to carry such a blade when not attending an event. The above relates to the law in the United Kingdom as shown on the Government website > https://www.gov.uk/buying-carrying-knives (and here for Norther Ireland > https://www.nidirect.gov.uk/articles/knife-crime#toc-0). Members outside of the UK should ensure that they are familiar with their own national or state legislation. Likewise, members travelling beyond their own borders should explore the relevant legislation in their destination country.

4.0 MaA Wargear Specifications

Prior to all shows a specific dateline and context will be distributed along with members information relating to the show. Details of the kit and equipment that can be used at these shows can be found in Section 8 (Individual Weapons Guidelines) of this document.

All wargear is divided into four headings which are:

- Encouraged (Very Common): These are the items that the Authenticity
 Team wants to encourage Regia Members to display. Items classed as
 Encouraged have either numerous provenances or come from well
 researched interpretations. You should aim to have the majority of your kit
 from this column.
- Optional (Less Common): These items are also well provenanced or researched but it is felt that they were less common in the period than those items classed as Encouraged. You should aim to only have some items of your kit from this column.
- Acceptable (Interpreted or rare): Items in this column are either authentic
 but not in this period, are rare being based on only one or two provenances,
 are based on dubious or contentious interpretations or are simply allowed to
 make our lives during events easier. Ideally you should have very little kit from
 this column.
 - Items from the Acceptable column are much more likely to be banned in the future than other items, although this is by no means a certainty. Those further qualified as 'Restricted' [R] in the event kit guides are usually culturally specific and certain criteria must be fulfilled before they can be used.

 Unacceptable: These items are not allowed to be used by members of Regia during the stated periods at events. Regia Members must not display any item classed as Unacceptable at an event. All modern clothing and equipment is considered Unacceptable by default.

All items of wargear should fit into, and appear in, one of the above lists. If for any reason there is an item of kit that you own that does not appear on the lists, then please contact the MaA so that the lists can be updated as soon as possible. Should you own an article of wargear that is not listed in the Kit Specification and believe that it is suitable for use at a specific show, given its dateline and context, you must contact the MaA prior to the show, for their approval. It must be stressed that it is down to the individual to ensure that they are only using items from the encouraged, optional or acceptable lists. Any other item must be approved on an individual show basis by the MaA prior to the event.

5.0 MaA Wargear Checks

One of the Master-at-Arms' responsibilities under the Code of Law is to ensure that a system is in place for checking the condition and suitability of the wargear used for combat displays by the members of the Society. To this end, all combatants must have presented themselves, together with all the wargear that they intend to use, to a member of the MaA Team prior to taking part in any combat display.

Note: To reduce the chance of unchecked war gear accidently ending up on the field, at any time when live at an event, warriors may only enter the arena via the entrance way, and may not duck beneath the ropes at any point. The entrance will be made obvious by the MaA team.

Checks must take place on every day of every event:

- 1) At muster the start of the day
- 2) Whenever there has been a distinct break in training (where practicable) and warriors' have left the field (this does not include water breaks). This is because there is a chance that warriors may pick up other wargear that they were not using in the morning session or may forget to remove sharp knives before going back on the field.

Notes to those doing checks on war gear (see Appendix 3 for checklist):

- 1) Remember to actively ask all members if they have a sharp on them when doing their check.
- 2) Have one individual standing at the entrance to the arena whose sole purpose is to watch out for anyone who may not have been checked or who may have ducked under the ropes

Every warrior of the society has a responsibility to ensure that the war gear that goes onto the battlefield is safe and appropriate for use in combat (from local training session through to national events).

REGIA ANGLORUM: MASTER – AT – ARMS REGULATION

Within the society we use a 3-level system to ensure this:

- Personal Level checking and maintaining your own war gear before an event or training sessions, and then checking again just before going to muster/checks.
- 2) **Group Level** A check on all wargear by the local, group MaA or other responsible member.
- 3) **Society Level** Before stepping foot on a battlefield ALL people taking part in the combat must present themselves to a member of the MaA team (at national events) or to the appointed individual at a local events/local training.

By having a three-tier system we have several opportunities to prevent dangerous war gear getting onto the battlefield, where if there was only one check, something could be missed and ultimately cause injury or death.

The main things we are checking for are:

- That all war gear conforms to the MaA regulations (please make sure you have read and understood the MaA regs)
- Anything that will cause actual harm on the battlefield this is the call of the
 person doing the check e.g. will a torn leather rim on a shield cause harm?
 Probably not, but it will be picked up as something to fix after the event.
 Whereas a burr on a sword is much more likely to cause harm and will need
 to be dealt with there and then before it can go onto the field.

It is the responsibility of the local group leader to ensure that all new members are aware of and understand the regulations and policies of the society, including the regulations around sharp weapons.

5.1. Disputes

In the event that a dispute over an item occurs, it is recommended both to members and to MaA deputies that the member's Group Leader, or another experienced group member, should be present to assist the discussion.

Should a dispute occur over an item that is not covered by the regulations, that item must be withdrawn by the member and re-presented to the Master-at-Arms or a Deputy Master-at-Arms in order for a ruling to be made. The item may not be taken on the field until a ruling is provided.

If a member feels they have been unfairly treated by a member of the MaA Team they should report this to their Group Leader, who in turn should raise the matter with the Master-at-Arms.

5.2. Master-at-Arms checks at local training and events

- **Local Training**: All local groups should have an individual (local MaA) who is responsible for safety and weapon checks at training.
- Local Shows: It is the responsibility of both the local Group Leader and the local group MaA (where a member of the national MaA Team is not present) to ensure safety and conduct weapon checks at events under their control.

Local group MaA's can be anyone (including the local training officer or group leader), but they must be a suitably experienced and competent member of the Society.

Competence in this instance can be defined as knowledge of the regulations and experience within the society.

5.2.1 Who is responsible for war gear?

It is ultimately the responsibility of the individual using the item to ensure it is suitable and safe, this includes loaned items.

However, there is a certain level of responsibility that must be taken but the group when lending out group kit, particularly to new members. For example, it is not fair to lend a new member an old, well-used shield with a ropey rim, battered boss, a plethora of patches, and a peeling paint job as it WILL get picked up at muster. It may just about be useable, but it is not nice for the new member to be brought up on these points, it may damage their confidence, build resentment, and could even put them off attending events! It is also not nice for the MaA team to have to keep pointing it out!

Therefore, if you have group kit, please remember that it must be as well maintained as any other item of war gear on the field.

6.0 General Rules for Wargear

- 1. All individuals taking part in Regia combat displays must present themselves and everything that they intend to use in the display to a member of the MaA team before the start of the display (at muster). Those who fail to do this are in breach of the Society's rules. They may be asked to leave the display and may be liable under the disciplinary sections of the Code of Law.
- 2. No article of wargear shall show evidence of modern manufacture (e.g. spinning, machining).
- 3. All wargear was a mark of status in the period and should be treated and maintained as such. No article of wargear will be allowed on the field if its overall condition is deemed to be poor, this includes shields and armour.
- 4. The MaA reserves the right to ban articles which would not normally fall into their remit on the grounds of safety (e.g. hobs on shoes, or spurs) if in their opinion they constitute a safety hazard.
- 5. It is the responsibility of the **individual** to ensure that, at the time of any check, their kit is in a safe condition for use. (See 5.2.1)
- 6. 'Datelines' which have been set for an event apply to ALL activities relating to that event, including training sessions, unless notice is given otherwise.

- 7. If a member of the Society attends muster with an article of protective gear that is banned by the Master-at-Arms, then that member of the Society may not take the field of combat. If that member wishes to remove the article and reapply to join the field of combat, they are free to do so.
- 8. All wargear should be in proportion to the user. That is to say that the user must be physically capable of wielding or wearing the equipment safely. Also, for example, if the user is very large they should not select weapons and wargear that have been manufactured to the minimum permitted sizes (unless based on evidence).
- 9. Whist we have done what we can to make the battlefield as safe as possible for all competitors and spectators, it must be noted that all members of the Society take part in combat at their own risk.

7.0 Mandatory Rules for all Wargear

1. All weapon blades, tangs and sockets must be made from steel, iron or in the case of some maces, bronze. They must be rust and burr free and must be of good overall construction and condition.

Weapons may be made from pattern welded steel. All pattern welded combat blades must:

- a. have a hardened and tempered steel edge (right the way around the blade) and conform to all other regulations for that weapon.
- b. the maximum length that a pattern welded blade may be is 16".



An example of a pattern welded combat safe spear. Note the hardened and tempered edge (photo by Stuart Makin)

2. All weapons edges must be no less than 2mm (1/16") and no more than 5mm (1/5") in thickness. In cross section, the edge may be rounded or round shouldered but must not be square edged (fig. 2.0). The edges of a weapon must include its cutting surface and any back edges also. This rule also applies to quillions, guards and pommels.

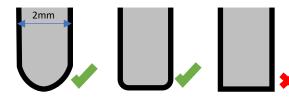


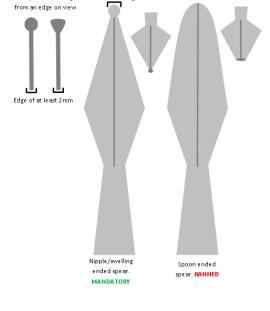
Figure 2.0 shows variations on the cross section through a blade.

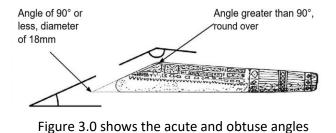
 All weapons must be of an appropriate weight that is suitable for the person using them, and not so heavy that it compromises their ability to use it safely. If you can not safely use the weapon because of its weight, you will not be able to take it onto the battlefield.

REGIA ANGLORUM: MASTER - AT - ARMS REGULATION

Examples of swellings

- 4. All spearheads must end in a 10mm (7/16") diameter rounded swelling. This may be forged into the blade or welded to the point. Other methods of termination may be considered and will be judged on an individual basis.
- 5. Any weapon with a bladed part exceeding 200mm (8") in length must be made entirely of spring steel. (please see specific weapons for additional information and see 'Notes on Spring Steel'.).
 - NOTE: The bladed part of a spear does not include the socket as the bladed part of a sword does not include the tang.
- 6. Any angle made by the edges of a bladed weapon that is 90° or less should be rounded to no less than an 18mm (11/16") diameter.
 - (i.e. the diameter of a 1999 5 pence piece). Any angle made by the edges of a bladed weapon that is greater than 90° must be rounded over (see fig. 3.0). This applies to all bladed weapons including spears and flanged maces.
- 7. Any protruding part of a weapon not covered under part 4) or 6) above must terminate in a rounded end of no less than 10mm for re-enactment use.
- 8. All spear shafts, axe and mace hafts etc. must be made from a white hardwood, preferably ash. Spear shafts, axe and mace hafts must be in a good overall condition and free from splinters and cracks. NOTE: Oak must be avoided as it is heavy and shatters easily.
- 9. All hafted/shafted weapons (axes, maces, spears) must be securely fixed to their hafts/shafts.
- 10. All swords and fighting knives must be carried in a scabbard.
- 11. All battle standards intended to remain on the field for the duration of the display must fulfil all the requirements laid down for other weapons.





formed by weapons



Combat hand axe. Note: this is a highstatus example. most axes should be undecorated and simple.



8.0 Individual Wargear Guidelines

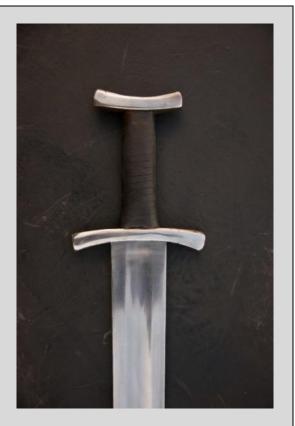
Within Regia, authenticity comes second only to safety. Therefore, all competitive wargear will in some way deviate from the original historical artefacts, however, we should strive to retain as much of the original character of the items as possible, even down to some of the smaller details! Having high decorative quality and accurate representations helps to enhance the overall look of our interpretations and adds to our displays. However, we also appreciate that such quality comes with a financial cost that not everyone is able to afford, and that people must be able enjoy their hobby within their own means.

Additionally, we appreciate that whilst we want to be as accurate as possible, ours is a physical hobby and with frequent use, war gear will get damaged and show signs of wear and tear. Therefore, although we do expect our members to properly look after and maintain their war gear, we do not expect them to take the field with perfect, unblemished, museum grade replicas.

Please note that the information covered in this section *largely* refers to equipment in **Regia's core period AD 793 – 1066**. This period of history is also often referred to as 'The Viking Age'. It will be clearly noted where equipment outside of this time talked about, but if there is doubt, please contact the MaA or AO.



Two handed, combat spear head, securely attached to an ash shaft.



Combat sword (Type Q)

8.1.0 Spears

Throughout our core period the main weapon used on the battlefield was the spear. It's almost universal use within all ranks and cultures shows just how effective and versatile this weapon was, turning even an untrained man into a real threat.

8.1.1 Spear Specifications

Single handed spear		
Feature	Measurement (Metric)	Measurement (imperial)
Maximum blade length	35.5 cm	14"
Minimum blade length*	9 cm	3.5"
Minimum blade width at widest point*	2.5 cm	1"
Minimum overall length (including shaft)	183 cm	6'
Maximum overall length including shaft)	213 cm (standard spear) 244 cm (long spear)**	7' 8'**
Minimum shaft diameter	2.5 cm	1"
Maximum shaft diameter	3 cm	1 1⁄4"

^{*}The ruling regarding minimum head size was introduced in August 2022 and will come into effect on August 16th 2024. This size does not include the socket.

**A long single-handed spear is treated as a separate weapon to the standard single-handed spear and has its own

^{**}A long single-handed spear is treated as a separate weapon to the standard single-handed spear and has its owr requirements for use. Please see the 'Weapon Training Regime' in the Battlefield Combat Regulations document.

Two handed spear		
Feature	Measurement (Metric)	Measurement (imperial)
Maximum blade length	40.5 cm	16"
Minimum blade length	20 cm	8"
Maximum blade	10 cm (up to 12" blade length)	4"
width	20 cm (12" – 16" blade length)	3"
Minimum overall length (including shaft)	183 cm	6'
Maximum overall length including shaft)	274 cm	9'
Minimum shaft diameter	2.5 cm	1"
Maximum shaft diameter	4cm	1½"

REGIA ANGLORUM: MASTER – AT – ARMS REGULATION

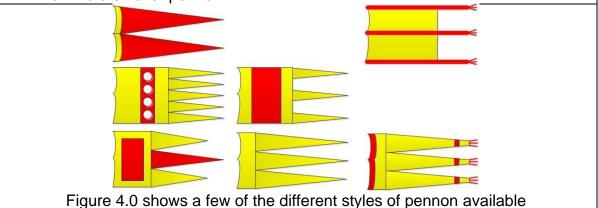
- Every warrior should ideally take the field of battle with a shield and a single-handed spear as their starting weapon. All new combatants in Regia are encouraged to start with the single-handed spear as their first weapon.
- We would like to see fewer two-handed spears being used by POOR warriors.
 Ideally it would be nice to see only high-status warriors using two-handed spears.
- As far as we are aware, there are no written sources that depict the mass use of two-handed spears and shields in warfare, so this should be avoided.
- Two-handed spear heads must have a minimum blade length of 20cm (8") if used on a spear over 213cm (7') long.
- If a spear whose overall length fits into both categories is predominantly used as a 2 handed spear, then the spear head must conform to the two-handed spear head specifications. Play to the spirit of the game, a two-handed spear should have a longer head!
- Two-handed spears may be winged. The wings must not protrude more than 76mm
 (3") from the side of the socket of the spear and should remain in proportion with
 the overall size of the spear.
- Hollow spear heads are banned, as are spoon-ended spears (see Point 4 in 7.0 Mandatory Rules for war gear)
- A spear shaft may be painted a single colour. However, this is not encouraged and only allowable if you are portraying a high status warrior. You may mark your spears with a a narrow flash of your group colours as a way of identifying you spear. This should be in the top or bottom 2 inches of the shaft.

Pennons (Encouraged – ALL PERIODS)

It is encouraged that warriors attach a pennon to their spears. Pennons are commonly depicted in period art and referenced frequently in literature.

Feature Measurement (Metric) Measurement (imperial)		Measurement (imperial)
Width	12.7 cm – 17.8 cm	5" – 7"
Length	25.4 cm - 35.6 cm	10" – 14"

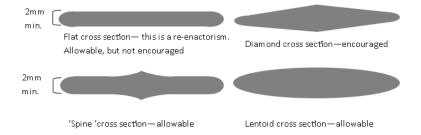
- They must be TWICE as long as they are wide.
- They should be of predominantly one colour.
- They may be decorated with a simple design, such as a cross (zoomorphic or other complicated designs should be avoided).
- A single thickness of linen is recommended, and a small amount of silk can be used as decoration.
- A pennon must not prevent the warrior using their spear safely. If a pennon is causing a warrior to be unsafe with their spear, then they must remove it or find a smaller pennon.



Additional notes on spears

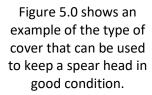
The following points are to allow warriors to be as accurate in their representations as possible, and are NOT mandatory rulings:

- 1) According to Wheeler R.E.M. (1935) *London and the Saxons, a* spear heads origin may be determined by its socket.
 - a. Split 'open' sockets are English in manufacture.
 - b. Overlapped 'closed' sockets are Scandinavian.
- 2) Spear head finds indicate that blades were not 'flat'. Blades tended to be diamond in cross section, with some examples being 'lentoid' and others having definite 'spines'.



Covers

Spear covers are not an authentic item for our period (except for the birch bark example, however, these are rare and not encouraged), therefore spear covers should not be visible once we go live at an event. However, from a wargear care point of view it is advisable to cover your spear head between events and when transporting to and from training or events. This can be anything (including modern materials) however, a simple leather or fabric cover will be fine, and help prevent your head going rusty!





Spear Chronology Datelines taken from Gavin Archer's www.vikingage.org Regia Dateline. Very Early 793-899 Early 900-979 Mid 980-1041 Late 1042-1079 Very Late 1080-1179 825 850 875 925 950 1000 1025 1050 1075 C/D1 Ε 800 1050 1075 1100 850 900 950 975 1000 1025 1125 1150 1175 825 875 925 Socket decorated with non-fer rous metals (copper alloys, silver and gold) Ferrous metal socket (iron and steel)

Figure 6.0 shows the main spear head shapes throughout our period. This image is for information only and is NOT a ruling on date lines. It is not exhaustive and, any alternatives not covered here, but which are based on evidence/extant finds will be considered and should be presented to the AO before purchase/use.

8.2.0 Swords

During Regia's core period, swords were expensive items used as much as a symbol of status, as a weapon of war. They were worn by those with land and wealth and as such many were highly decorated with precious metals inlayed into the hilt.

Towards the end of this period and beyond, swords become much less ornate, blades become longer and thinner, fullers became narrower, pommels became more simple and cross guards elongated. Very broadly speaking, the purpose of the sword shifted to be more functional rather than a status symbol.

8.2.1 Sword Specifications (793 – 1066 AD)

Feature Measurement (Metric) Measurement (imperial)		Measurement (imperial)
Blade length	56cm – 91.5cm	22" – 36"
Minimum width	4.5cm (tapering to no less than	1 ¾" (tapering to no less than
at cross guard	1.8 cm)*	11/16"")
*Please see Appendix 4 for more details on sword width. Swords outside of		
Regia's core period will be judged on a case by case basis based on evidence.		

Tip width Min: 18mm (11/16")	Blade width Min: 45n	nm (1¾")	\bigcap
			コカ
Blade leng	th: 56-91.5cm (22"-36")		V

Figure 7.0 shows the dimensions of a typical sword suitable for use on a competitive battlefield. Blades tips may be NO LESS THAN 18mm, but may have a width greater than 18mm.

- 1) Blades must be a minimum of 45mm at the cross guard and should taper symmetrically in a straight line to the tip (which must be no LESS than 18mm/a 5p piece). Single edged blades MUST start at 45mm and the profile will be dealt with on a case-by-case basis. Any exception to this rule must be based on an actual find and will be judged by the AO and MaA on a case-by-case basis. Note: Blades may NOT start at ≥45mm and then sharply 'curve' in to reduce the width and weight (see figure 7.2 below).
- 2) All blades must have a fuller on both sides of not less than 1/3 the total width of the blade. This fuller should not be square shouldered and should taper with the blade. The exception to this is that Brazil nut and flat disk pommels (which may only be used from AD 1042 onwards) may have narrow fullers, but this is not encouraged). As with all items, if a sword with a narrow fuller is based on extant finds, you will likely be able to use it at a dateline appropriate event, but you must speak to the AO first.
- 3) The handgrip of the hilt from cross guard to upper guard/pommel should not exceed the width of the user's gloved hand by more than 25mm/1 inch.
- 4) Less common patterns of swords (Norwegian-edged etc.) will be judged on an individual basis and may only be used by members portraying a Norse culture of Warrior status. To have a single edged sword your kit must be mainly Norse in provenance. Just calling yourself a Norse warrior is not sufficient.

REGIA ANGLORUM: MASTER - AT - ARMS REGULATION

- 5) Sword fittings can be decorated with inlay or punch work however the style of decoration varies depending on the time frame and nationality being portrayed.
- 6) The 2mm edge rule also applies to cross guards and pommels.
- 7) Swords taken onto the battlefield must be scabbarded.
- 8) Please note: Regulations and specifications for swords for the knights and the Angevin (1180 1215 AD) period are covered in a separate document.

NOTE: Today, as then, swords are expensive to buy and should be seen as an investment. There are a huge variety of swords on the market, all varying in quality and historical accuracy. It is well worth doing proper research as well as talking to experienced members of your group and national officers before committing to the purchase of such an expensive item in order to ensure you end up with a good quality, historically correct sword that will last many years!

The early medieval sword Pommel Upper guard Grip Hilt Cross guard Lower guard Things to avoid Over large pommel Blade Excessively long grip Minimum blade Concave blade shape width at the cross quard is 45mm. Over wide fuller Note: This is the Early medieval swords minimum and have a short grip and typically 50mm+ is not weigh between 0.9 and 1.5kg. unusual. they will usually have a point of balance in the first half of Fuller the blade. The fuller Whilst this is for information should be roughly 1/3 only and not a ruling and the width of we know that our combat the blade blades will never exactly replicate the sharp originals, care should be taken to ensure they are reasonably close. Typical early sword Typical mid period sword Curved edges More tapered edges Slightly shorter blade Longer blade Long fuller Slightly shorter fuller

Figure 7.1 Shows the anatomy of a sword and labels the key features. It also highlights things to void when looking to purchase a sword in order to have an as accurate a representation as possible.



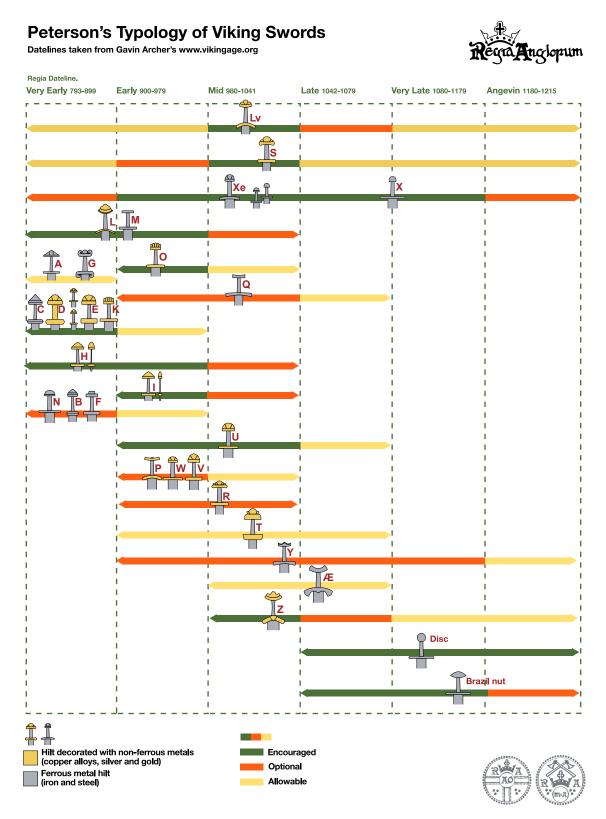


Figure 7.2 shows the different sword types throughout our period. Please note this image **is for information only** and is NOT a ruling on date lines. This image is not exhaustive, and any alternatives not covered here, but which are based on evidence/extant finds will be considered and should be presented to the AO before purchase/use.

For the battlefield we allow any common typology found throughout our period to be used at any event. The exception to this are obviously date specific examples such as the disc pommel and Brazil nut pommel which may only be used in 'Late' events.

8.2.2 Scabbards and suspension systems

Scabbards in our period were made from organic materials and as such there are not a huge number of finds to draw information from. Those that have survived tell us that many scabbards had 4 layers:

- 1) A lining made from textile or fur.
- 2) A wooden core, made from 2 halves of between 2 3 mm thick. Willow, oak and poplar have been recorded in England, and maple, alder and beech wood are confirmed for finds from Hedeby harbour.
- 3) A cloth covering, which is believed to have been glued onto the wood to provide strength and hold the scabbard together.
- 4) A top layer of leather (or a high quality linen example based a find)

There are 2 main methods of suspension which have been found for our period:

- 1) Attaching directly to the belt e.g. via a hoop on the front side of the scabbard
- 2) Shoulder strap (baldric)

Guidelines

- 1) Coreless scabbards (i.e. just leather scabbards or 'floppy scabbards') are allowable.
- 2) Wooden cores should be made from a native British hardwood (please note that the oils in oak <u>may</u> stain your blade, so you may wish to avoid it). Other woods are acceptable, for example, pine, however, if you do use a nonhard wood, you should wrap the core in strips of fabric to provide additional strength.
- 3) The shape of the scabbard should mimic the shape of the sword.
- 4) Wooden, re-enactment scabbard cores should be as slim as possible whilst remaining structurally sound to reduces the chance of them snapping if you fall on it. They will unlikely be as thin as the originals, because our blades have a much bulkier profile that the original sharp examples.
- 5) Sword scabbards may be decorated with simple, raised moulding but they must not be painted. Very simple tooling is acceptable but should be discussed with the relevant officer beforehand.
- 6) No side sewn or thonged sword scabbards.
- 7) The tip of the scabbard is susceptible to damage and therefore metal ferrules (copper alloy, silver or tin or gilded) were sometimes used to provide strength and protection, especially from 10th 11th century. Although there are a good number of Viking age sword finds, relatively few have ferrules.
- 8) Viking swords should be suspended on a baldric rather than a sword belt.

Scabbard suspension by Date Period

Baldric Variants

Anglopum Swords representative only, see sword typologies diagram for more detail. Regia Dateline. Very Early 793-899 Early 900-979 Mid 980-1041 Late 1042-1079 Very Late 1080-1179 Angevin 1180-1215 1100 1200 1250 800 825 850 900 975 1000 1025 1050 1075 875 925 950 1125

1025

11050 1075

1100



Image 7.3 shows the different sword scabbard suspensions systems suitable for each period. This image is not exhaustive, and any alternatives not covered here, but which are based on evidence/extant finds will be considered and should be presented to the AO before purchase/use.

8.3.0 Axes

Axes are a common, working tool and evidence for them can be found throughout history. In our period, small hand axes could be used to cultivate land and split wood, or should the need arise, used in battle to splinter shields and bone. As we progress through our period, we see more examples of axes specifically designed for battle, with thinner, lighter blades that were intended to slice flesh rather than timber.

8.3.1 Axe specifications

Feature	Measurement (Metric)	Measurement (imperial)
Max head size (in either axis)	18 x 12.5 cm	7" x 5"
Min head size (in either axis)	10 x 5 cm	4" x 2"
Minimum haft diameter	3 cm	1 1/4 "
Max haft length	From user's armpit to fingertips	

- The body of a hand axe may be made from mild steel if it is sufficiently thick that the metal does not deform on impact (see A note on spring steel in section 11.0.0).
- You may weld a 'cutting edge' onto the body of the axe, and/or weld the socket onto the body of the axe.
- Axe hafts do not have to be round however whatever shape they are they should still be at least 30mm in one dimension.
- It is encouraged to use a wooden wedge as opposed to metal wedges when hafting an axe.





Image 8.0 (Left) Shows a beared axe (Type D) Note that the lugs are flat against the woode haft and not proud of the wood. Note that there is only a small amount of wood protruding above the top of the socket.

Image 8.1 (Above) shows the wooden wedge in the top of the haft.

REGIA ANGLORUM: MASTER - AT - ARMS REGULATION

- The small bits of metal protruding from top and/or bottom of the socket are called the lugs (or spurs), they must be flat against the surface of the axe haft and not protrude above the top of the haft.
- In Britain, there are very few examples of axes that show any ornamentation and those that do are very basic e.g. simple chiselled lines (which may or may not have contained inlay). Decorated axes are specifically weapons of war and likely used by higher status warriors, and as such the rest of your kit needs to reflect this.

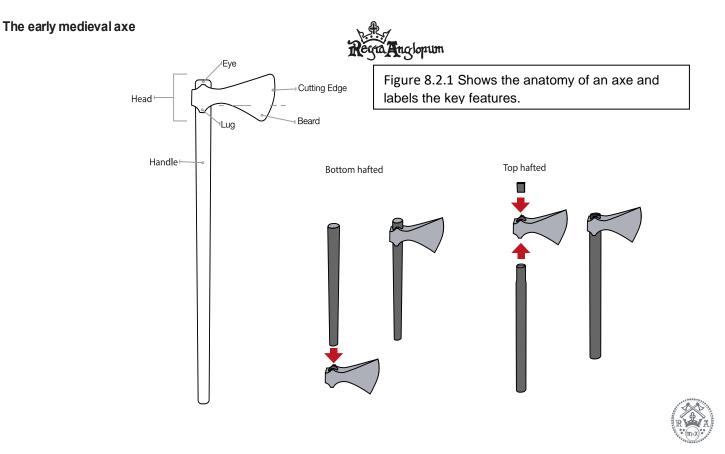
8.3.2 Axe covers and axe loops



- If a blunt, combat axe is worn around the LHE it is desirable that a cover should be placed over the blade edge. If on a march, an axe cover may be worn.
- Metal axe rings are unacceptable, cloth or leather holders may be used instead, or the axe handle can be put through the belt.



Figure 8.2 shows a simple, wooden axe cover, the image to the right shows an example of an axe loop on a belt.



Peterson's Typology of Viking Axes

Dates taken from Vikings at War by Kim Hjardar and Vegard Vike



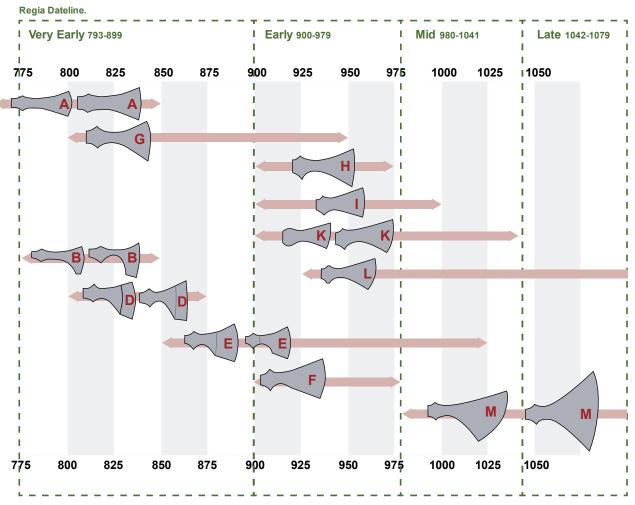
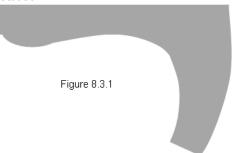




Figure 8.3 shows the axe typology for our period and the datelines they should be used with (Please note that for the battlefield we allow any of these common types to be used at any event, however, any axes used in combat must be based on one of the clearly recognisable 'Types'). The Type M refers to the broad axe/dane axe. This image is not exhaustive, and any alternatives not covered here, but which are based on evidence/extant finds will be considered and should be presented to the AO before purchase/use.

Figure 8.3.1 shows a Type C axe, most are found in Sweden and some in Norway. None have been found in the UK. Key feature are: No lug on the top of the neck and the blade has a straight upper edge, these are **NOT allowed.**



8.4.0 Broad axes

Initially introduced to Britain by the Norse warriors, broad axes (or Danish axes) quickly became popular with the Saxons through the second half of the 10th century. Specifically designed for battle, they had long edges and thin bodies to reduce

weight so were intended to slice flesh. They were also a symbol of status, with a few examples even being decorated with precious metals.

Warriors wielding then needed to be ferocious and confident in their ability, as they sacrificed the protection of an active shield.



(Figure 9.0 shows a warrior using a Broad axe, St. Etienne bible c.1109)

7.4.1 Broad Axe Specifications

Feature	Measurement (Metric)	Measurement (imperial)
Max head size (in either axis)	25.5cm x 20.5cm	10" x 8"
Min head size (in either axis)	15cm x 10cm 6"x 4"	
Minimum haft diameter	4cm	1 1/4 "
Max haft length	From the ground to user's chin.	
		s that they were shorter than this, between your diaphragm and armpit

- If the head of the axe exceeded 8" in either plane (including the socket) it must be made entirely of spring steel, or mild steel that is case hardened.
- You may weld a 'cutting edge' onto the body of the axe, and/or weld the socket onto the body of the axe. An axe who's finished size exceeds 8" in either plane, these must also be made spring steel, or mild steel that is case hardened.
- It is encouraged to use a wooden wedge as opposed to metal wedges when hafting an axe.
- Warriors wishing to use a Dane axe should bear in mind that this weapon was used by professional soldiers, the elite guard of the commander of the army (e.g. Huscarls) who fought in the most intense parts of the battlefield. The majority of the evidence of people using them point towards them wearing maille. Therefore, we strongly encourage warriors using a Dane axe to wear maille and where possible be taking a more active and prominent role on the battlefield. If you are not wearing maille then you must be wearing soft kit of a suitably hight status i.e. must look like a professional warrior.
- If you want to be as accurate as you can in your interpretations, only those who are portraying Viking warriors should use Dane axes between 980AD and 1016AD. This is to reflect that fact that this weapon was introduced by invading Danish warriors and not initially used by Saxons.

8.5.0 Seaxes and other knives

Knives were a very common tool in our period with a wide variety of uses. War knives are substantial knives of over 7" in length who's primary purpose was for use in war or hunting. For the period covered by Regia, there are distinct differences between the shape and function of the knives in the cultures we portray.

8.5.1 Seax and other knifes specifications Sharp vs Blunt

- The evidence from Regia's core period is that sharp blade lengths vary from between 7-11".
- Blunting the point for combat reduces the length by 1".
- Longer blades of up to 14" (35.5cm) (sharp) or 13" (33cm) (blunt) of the appropriate blade form are allowed for events before 900AD.

Feature	Blade length measurement (Metric)	Measurement (imperial)
Eastern Scandinavian/Viking war knife (650 – 979 AD)	28cm – 39cm	11" - 15.5"
Hadseax (650 – 900 AD)	18cm - 33cm	7" - 13"
Hadseax (901 – 1079 AD)	18cm – 25cm	7" – 10"
Langseax (850 – 979 AD)*	46cm – 66 cm	18" – 26"
Langseax (850 – 979 AD)*		18" – 26"

^{*}Note, this dateline differs from that listed in the Authenticity guide. Please follow this date line from now (2021) on.

- Blades may have a narrow fuller in one or both sides.
- Seaxes and Viking war knives may have small ferrules on the hand-grip but must not have a properly developed cross guard or a pommel.
- Seaxes must not have unworked antler handles or wood with bark still on.
- All seaxes taken onto the battlefield must have a sheath.
- Hadseaxes (850 1079AD) should not be parallel-edged (back edge to cutting edge)
- The archaeological evidence shows that langseaxes had asymmetrical, nonparallel edges, getting wider from the handle. However, to strike the balance between an accurate interpretation and having a safe and usable weapon for the field, we do allow langseaxes with parallel edges.

Double-edged fighting knives

- These include daggers, stilletoes, basilards etc.
- Although double edged fighting knives were known throughout Eastern Europe, they were very rare in Northern Europe throughout Regia's stated period of interest until the Very Late (1080 - 1179AD) and Angevin (1180 -1215AD) periods. Please contact the MaA and AO if you wish to use one and they will be able to guide you on the correct styles to choose.

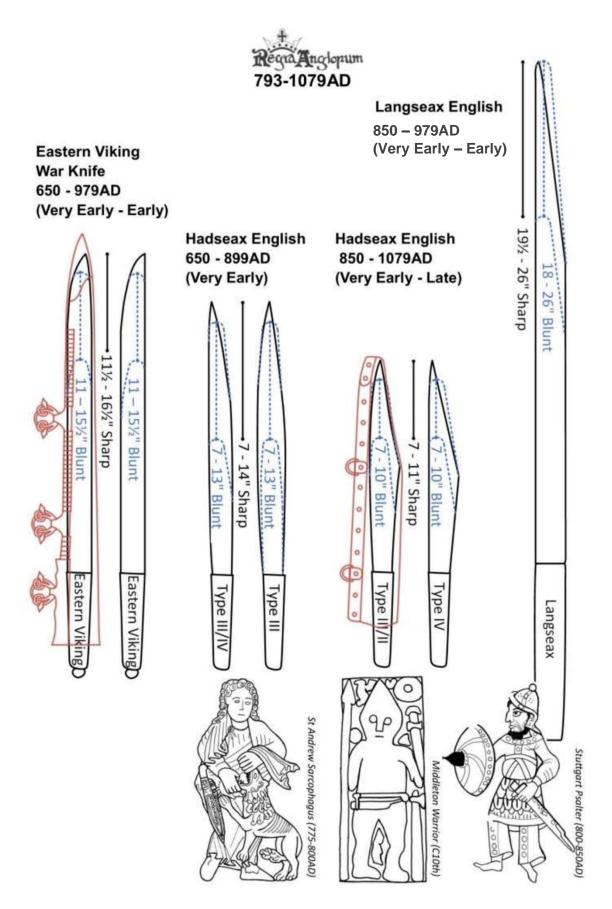


Image 10 shows different styles of combat knives during our core period (Taken (and amended) from the 2015 Authenticity Guide)

8.6.0 Mace

Maces, while known throughout the Near and Middle East, were undoubtedly rare in Northern Europe throughout Regia's period of interest. It is possible that a mace or club would only be used as a symbolic weapon held by a commander, or as an unfamiliar weapon for use in certain forms of trial by combat.

8.6.1 Mace Specifications

Feature	Measurement (Metric)	Measurement (imperial)
Max head size (in either axis)	12.7 x 10 cm	5" x 4"
Min head size (in either axis)	10 x 5 cm	4" x 2"
Minimum haft diameter	3 cm	1 1/4 "
Max haft length	From user's armpit to fingertips	

- Cast bronze or cast steel maces of any type that may be correct for the dateline or context of a show may be used only after the MaA has been convinced of their safety.
- In general, these items will be restricted to those combatants portraying commanders at Norman period events.
- For 'Late period' maces may only be carried by Line Commanders on the battlefield as a badge of office. After this period maces are used as just a weapon by [RICH] warriors.
- The use of a mace is restricted and can only be used at an event with permission of the AO and MTO.
- Warriors carrying a mace must wear maille and a helmet.

8.7.0 Agricultural weapons

The military forces in action during Regia's period of interest were not poor, simple land workers, armed with pitch forks and shovels. They were well equipped, well trained individuals drawn from the rank of freemen, farmers and the independent landed households. These individuals will usually have experienced a degree of training and would be equipped for battle.

As such, at the majority of Regia events, it would not be appropriate for someone to take to the battlefield intending to use agricultural equipment as weapons. However, there are, on rare occasions, circumstances where armed members of the lower ranks of society would be appropriate, such as a raid on a village where the people have to rely on whatever they can lay their hands on to defend themselves.

In such a scenario all agricultural "weapons" would have to be checked with both the MaA and the Authenticity Officer first. In some case where the use of such a weapon would be very different from the normal weapons used in Regia combat then additional training with the Military Training Officer may be required.

For the most part agricultural implements should follow the same guidelines as their most similar Regia weapon in this document e.g. a woodsman's axe should fall into the same guidelines as combat axes and bill hooks and sickles should follow the same guidelines as seaxes and knives.

If you are planning on making a weaponised agricultural implement it is highly recommended that you contact the MaA and the AO before investing time and money.



Figure 11 shows pure craziness ... with farm tools.

9.0 Armour regulation

This portion of the MaA regulations will cover the construction and safety of all protective equipment used on the battlefield.

All armour must be constructed in such a way as to afford genuine physical protection for the wearer.

Note: Ferrous vs non-ferrous metals - The defining difference between ferrous and non-ferrous metals is in their iron content. Both types may be pure or alloys. In general, ferrous metals contain iron. Common non-ferrous metals include copper, tin, and precious metals like gold and silver.

Armour may be constructed from:

- Ferrous metal plates
- Ferrous rings
- Leather
- Padded textile
- Other materials, such as non-ferrous metals, horn, rawhide or wood.
- All ferrous metal must be rust and burr free.



Photo of warriors in generic maille shirts by Mike South Photography



Photo of a warrior in a shirt with an integrated coif by

_____ Alison Offer



Photo of warriors in very early period armour, note the shorter maille by Mike South Photography



A knight in full armour. Photo by Katya Zielonko

9.1.0 Maille and under armour

The term 'chainmail' was not used until the 1700's therefore the term mail or maille is more accurate. Maille was the main type of body armour in Britain during Regia's period but it was hugely expensive and a single shirt has been recorded as being equal in worth to shield, spear, sword and helmet combined (roughly the same cost as 12 cows according to the 7th century Frankish law book, *Lex Ribuaria*).

Due to this cost, certainly during the start of period, only a lord and perhaps the closest members of his retinue would have been able to afford a maille shirt.

IMPORTANT NOTICE - New Regulations

Butted maille (in any form) for the period covered by Regia is a re-enactorism that came about to make maille affordable. As riveted maille shirts are becoming increasingly more affordable we are seeing a rising number of riveted maille shirts on the field (which is fantastic!!).

Although things are going in the right direction, butted maille is unlikely to ever disappear fully by itself, therefore, the following will come into place after **July 01**st **2024**:

- 1) Maille without an integral hood (coif) must be riveted.
- 2) Wearing a separate coif underneath the maille shirt will no longer be acceptable, and all coifs in our core period must be integral to the shirt. The only exception to this will be for knights wearing surcoats who may continue to wear a separate coif (disguised as integral). This is in recognition of the fact that there are so few events for this period it would be unrealistic to expect them to attach and detach their coifs for these events.
- 3) You may not wear a mix of riveted and butted mail e.g. you may not have a butted chausse and a rivited shirt.
- 4) This includes butted maille on helmets (aventails etc.) which will need to be riveted once the regs come into effect.

Until this time, the following regulations are in place (however, it is sensible to encourage members to by riveted shirts over butted shirts and start to consider replacing the butted mail they have).

9.1.1 Maille descriptions

There is often confusion over the use of different terms for different styles of maille shirt in our period (and indeed outside of it too!). Three terms that are regularly used are: byrnie, hauberk and haubergeon. These terms are often used interchangeably, and other times are used to describe different styles of maille shirt. Therefore, for our purposes, we will be dividing maille shirts up by feature, rather than nomenclature.

The descriptions below, along with the accompanying diagram, are intended to provide a rough guide to the styles of shirts that should be worn by warriors in each of our time periods.

REGIA ANGLORUM: MASTER – AT – ARMS REGULATION

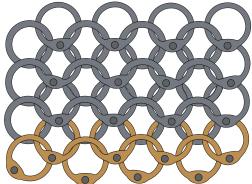
Please note, that as with all items of kit, if you have specific evidence of a shirt that does not meet these specifications, then you will likely be able to wear it! However, please speak to the AO and MAA first.

Generic 793 – 1179 AD	 Sleeves: sleeves that must protect the elbow when the arm is held straight out. Length: shirts that reach cover wearers crotch. Note: This style of shirt is described as 'generic' as it is suitable for the period 793 – 1179 AD. However, please be aware that status of the person wearing this style of shirt lessons though out this time. In the earlier part of this period this shirt would have been worn by the highest-ranking warriors e.g. Jarls and their retinues. By the end of the period, a person of comparatively lower rank would have been wearing this style e.g. a sergeant at arms, as it was less expensive and afforded less protection than the fuller shirts that were then worn by knights and lords.
Very early - early period (793 – 979 AD)	 Sleeves: Most shirts must have sleeves that protect the elbow when the arm is held straight out. The exceptions are: 793 – 899 AD: Shirts may have shorter sleeves that do not have to protect the elbow. 793 – 899 AD: Shirts may have longer sleeves that come down to the wrist. Length: shirts that cover the wearers crotch. Shirts may also have a vandyked bottom edge as long as the highest split does not exceed the minimum length restriction. The exceptions are: 793 – 899 AD: maille shirts may stop just below the belt but do not cover the crotch.
Mid – late period (980 – 1079 AD)	 Sleeves: sleeves that must protect the elbow. Length: longer shirts that reach mid-thigh to knee length. Shirts may have a split at the sides, the front and back, or just the back. Maille shirts split front and back for riding should be split no higher than the crotch at front and the base of the spine at back. These modifications are period and ethnicity dependent. Coif: from 1042, shirts may have an integrated coif Full length: Post 1066, those portraying a rich warrior may have full length sleeves (to the wrist), with an integrated coif on a split, knee length shirt. They may also wear maille leggings (chausse: used to protect the legs whilst riding a horse so must be worn with a split shirt).
End of late - very Late period (1080 – 1215 AD)	 Sleeves: full length sleeves that end at the wrist. From 1180 you may include integrated mittens. Length: Long shirts that reach the knee. They may be split. Coif and chausse: shirts may have an integrated coif. Warriors may wear chausse with split shirts. Surcoat: from 1180 those portraying knights may wear a surcoat over their maille. They may also include integrated foot protection.

9.1.2 Maille Specifications

- For Regia's core period, maille shirts had alternating rows of solid links and riveted links. Therefore, it is suggested that all maille shirts should be riveted. However, butted maille shirts are acceptable in some circumstances (Please see new regulations at the start of this section, and the diagram for details).
 N.B. Poor quality riveted maille can result in a garment with sharp edges and protuberances that may be considered unsafe for the battlefield. In such a case, the armour will be banned from the field.
- Maille must be constructed from steel or iron rings. Any mail armour that is constructed from Galvanised or zinc coated steel rings must have the zinc layer removed.
- Maille must be sturdy and fit for purpose i.e. afford the wearer genuine protection.
- Maille must be in a good state of repair i.e. no large breaks or gaps between rings (as a guide this means more than 3 rings in one place are missing).
- Maille must be as rust free as possible. Any shirts with large patches of rust on will be banned from the field.
- Maille should be constructed so that every link goes into two other links in the row above and two in the row below, unless for the purpose of shaping the garment (see figure 12.1).
- The most authentic size for our period is 6mm 8mm but we allow up to 10 mm (internal diameter). The most common link size available today is usually 9mm internal diameter.
- Shirts should be 'round riveted' as opposed to 'wedge riveted'. Wedge rivets are generally thought to be a later development in the transition of maille and seem to appear from the C11th.
- All coifs must be attached by links (butted or riveted), but arm extensions and 'mittens' may be 'thonged' onto the shirt, although attaching them with butted links is preferred.
 The only exception to this will be for knights wearing surcoats who may continue to wear a separate coif (disguised as integral). This is in recognition of the fact that there are so few events for this period it would be unrealistic to expect them to attach and detach their coifs for these events.

Typical Mail for Regia core period Alternating solid and round riveted rings Shown here with two rows of brass rings



- There is limited evidence that maille was decorated with non-ferrous rings in the early period. Therefore, up to two rows of brass rings may be added to the edges of a shirt.
- Where possible it would be nice to see maille that is tailored to the wearer, however, we recognise that is not easy, or cheap, so is a 'nice to have' for those who can, and not a requirement!
- Integral mailed mittens are allowable after 1080AD, however, are considered rare and should be avoided until 1180AD when they were more commonly used.

REGIA ANGLORUM: MASTER – AT – ARMS REGULATION

 MaA note: when buying a shirt, I suggest looking at the measurements rather than going by the name assigned by the shop or craft person, as they may differ to our interpretation! If in doubt, contact the vendor directly!

9.1.3 Under armour

Maille worn on its own could defend the wearer against a slashing attack but does not completely rob the force from the blow. Therefore, we assume there must have been some form of 'under armour' but unfortunately, we have no evidence of it from our period. From the way maille is carried on the Bayeaux Tapestry one possible interpretation is that maille had integrated padding, and because it was essentially part of the armour, there was no sperate word for it.

However, for the purposes of re-enactment the main options are:

A thick, short, woollen tunic worn (Encouraged)	 Made from thick wool following a similar pattern to a tunic. Must not be decorated. Should be undyed, but simple colours are acceptable.
A leather jack (allowable)	 Only authentic styles of leather may be used for leather jacks, no chrome or suede. Metal buckles and fittings must not be used. Leather toggles or ties may be used to close the garment instead.
A padded gambeson (allowable)	 These may be made from cloth or leather and may be padded or not. Any design is acceptable, as long as it is simple. Either diamond or tubed padding styles are permissible. Metal buckles and fittings must not be used. Leather toggles or ties may be used to close the garment instead.

Generic regulations

- Garments must only be worn under maille and never worn by themselves.
- Garments should not protrude more than a maximum or 5cm (2") below the hem or at the arms of the maille.
- Garment must be as simple as possible.
- Garments may be integral, sewn to the maille shirt or be attached by a fabric or leather strip around the maille shirts edge.

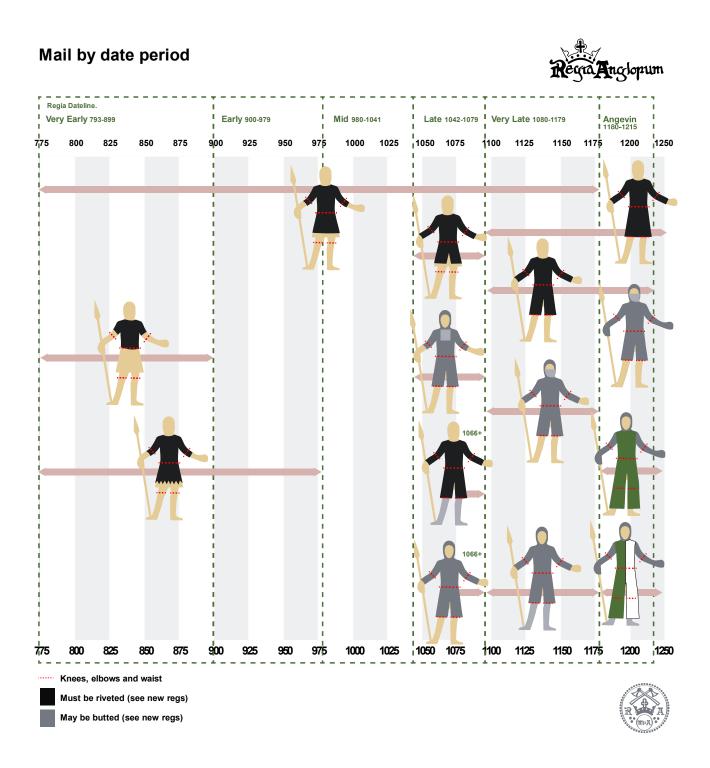


Figure 12.1 shows the different styles of maille that were found in our different periods. It also shows which styles of shirt are covered by the new riveted maille regulations. This image is not exhaustive, and any alternatives not covered here, but which are based on evidence/extant finds will be considered and should be presented to the AO before purchase/use.

9.2.0 Other forms of armour and protection

9.2.1 Scale and lamellar

These forms of armour, whilst known, were undoubtedly rare in Northern Europe throughout Regia's period of interest. These items may however be used at some shows given the show's dateline and contexts but because of their scarcity they will be judged solely on their individual merit.

9.2.2 Arms and legs

- Maille arm and leg protection (full length sleeves and chausse) may be worn subject to a show's dateline and context. This will be detailed in the kit specifications for each show.
- We recognise that members may wish to afford themselves extra protection on their limbs at events where such protection is not authentic. Leather arm or leg protection, for example greaves or vambraces, may be worn under tunics or trousers, but must not be seen or obvious.

<u>9.2.3 Gloves</u>

We have no pictorial or archaeological evidence for gloves from our period. However, we encourage members to wear sturdy, leather gloves/mittens as a form of protection, both for yourself and others (no one wants bloody knuckles, and no one wants blood from your knuckles on their nice tunic!!)

- Gloves should be made from leather (not suede) and must be simple, nonobtrusive, and preferably natural shades.
- Modern welding or gardening gloves must be thoroughly disguised to hide their origins and all piping or elastic should be removed.
- Gloves must not extend more than 5cm (2") up the arm from the wrist.
- Gloves may be reinforced with leather for additional protection, but this should be simple and not over engineered and those consisting of complicated overlapping leather panels should be avoided.
 As a guide a maximum of 3 pieces of leather should be used, one for the thumb, one to cover the fingers, one to cover the back of the hand.



Figure 13 shows a simple pair of armoured gloves.

 Gloves with attached mail are unacceptable for all periods. Maille gauntlets do not appear until the C12th. These items are wrong on two counts. First, we have no clear evidence of gloves and hence must strive to keep them simple in design. Secondly, they are often worn by Regia members portraying poor characters who could never have afforded such an item, even if they had existed, as mail was expensive.

9.3.0 Helmets and head protection

For those who wanted additional protection in battle, and who could afford it, a helmet would likely have been the first piece of protective armour procured, ahead of a maille shirt.

We know from *Lex Ribuaria* (a 7th century Frankish legal text) that helmets were expensive items of war gear, second only to a maille shirt (which cost double the amount of a helmet), and was equivalent in value to a sword, spear and shield combined (or roughly 1 horse, 2 ox and a cow).

Unfortunately, there are no finds of helmets in Britain during our core period (other than possibly the Yarm helmet). The closest and most well-known find would be the Coppergate helmet, which is an 8th century Anglo-Saxon helmet found in York.

Therefore, we have extrapolated from finds from outside of Britain and other secondary evidence such as manuscript evidence. Even then, very few examples of intact helmets from our period of interest have been found intact. This small amount of evidence suggests that helmet may not have been a very common item during our core period.

9.3.1 Helmet specifications

Helmets are not mandatory on Regia's battlefields as we feel that our competitive combat rules and rigorous training are enough to sufficiently reduce the risk of head injuries. However, any helmets worn on the field, must conform to the requirements laid out in this document.

- 1. Helmets may be made of ferrous metal and must be constructed so as to afford genuine protection to the wearer.
 - Note: Within the society it is often suggested that helmets should be at least 18 guage (1.2mm) thick with the nasal considerably thicker, however, no tests have been done by Regia Angrolurm to determine the safety value of helmets of any thickness, so this is not official advice.
- 2. Helmets may be made of a ferrous frame with panels made from a suitable organic material, such as hardened leather or horn. Again, the helmet must be constructed so as to afford real protection to the user.
- 3. Helmets must be dateline and culture specific e.g. someone portraying a Norman may not wear a spectacle helmet.
- 4. Spun helmet domes are strongly discouraged and must be disguised or treated to hide all evidence of spinning.
- 5. All edges of metal helmet fittings must be rounded off, with particular care being paid to any attached nasal or face guards.
- 6. Mail coifs and aventails applied to helmets may be decorated with no more than two rows of bronze rings at the edges.
- 7. Padded head protection should be worn only in conjunction with a helmet (and/or maille coif) and should be fully hidden under the helmet. Note: Current thinking is that the padding under a helmet would have been more like wool/fabric lining or like a sweatband, rather than a developed leather suspension system.
 - Note: As per the AO regulations, hoods may not be worn under helmets.

- 8. Helmets are often closely inspected by members of the public. Therefore, any modern or synthetic padding added to the inside of a helmet must be suitably disguised.
- 9. Spikes on top of a helmet. A spike on a discarded helmet, or a warrior prone on the floor, could do a lot of damage should someone fall on, or kick, the spike. Therefore, spikes should be replaced with a swelling no smaller than 10mm (see figure 13.1). Sharp spikes can be made to be removed but MUST be removed before going onto the field.





Figure 13.1 shows a safe alternative to spike on top of a helmet (Photos by Mike Everest)

- 10. Helmets may not be painted. This is because there is no definitive evidence for painted helmets in our period, and period paints were not suitable for painting metal. Helmets may only be painted for post first crusade events (1100 AD onwards).
 - We do however, have evidence of gilding, anyone wishing to guild their helmet should speak to the AO first.
- 11. Angevin Knights may wear a full faced Helm. This must only be worn when accompanied by a full sleeved hooded mail shirt (or coif & surcoat), kite shield & the correct period sword.
- 12. Great Polish Helm [V] (Mid & Late) This style of helmet is eastern (Russian) in origin and unlikely to have been found in England. Only warriors portraying Swedish Vikings can use one. You must also be wearing at least 2 other items of eastern Viking provenance.

Please see Appendix 1 for additional information on helmets

A note on wearing helmets

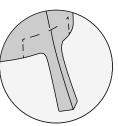
- A helmet should sit snug on the wearer's head and not move (but not so tight as to be uncomfortable). You should not need overly thick padding to prevent it from moving (although you may require some to make it comfortable). Ill-fitting, large helmets will have poor shock absorption and will wobble about as you move, putting unnecessary strain on the neck.
- Modern buckles must be avoided; simple, authentic buckles or leather thonging may be used.
- Your helmet rims should not sit over your eyes or obscure your field of vision.
- Always try a helmet on before buying, and if possible, wear the same padding as you would on the field to get a proper fit.
- If your helmet is poorly fitting, to the point is considered a risk, you may be asked to remove.

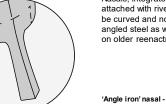
Helmet fitting and nasals

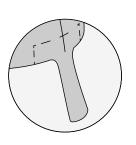
Helmets should be well fitting and padded or have a suspension spider. Nasals should protect the nose and ideally, as with finds and contemporary illustrations, not cover the mouth and chin.

Typically being only 80mm long.









Nasals, integrated or separate and attached with rivets, ideally be should be curved and not be made f rom angled steel as was sometimes seen on older reenactment helmets.

'Angle iron' nasal - Allowable but not encouraged

Rounded nasal - Encouraged, and the preferred option





Helmet chronology

inclopum Regia Dateline. Very Early 793-899 Early 900-979 Mid 980-1041 Late 1042-1079 | Very Late 1080-1179 Angevin 1180-1215 850 1050 1075 1200 1250 775 800 825 875 900 925 950 975 1000 1025 1100 1125 1150 e.g. Gjermundbu Domed helmet Face plate helm 1050 1075 1100 Optional - Interpreted Framed spangenhelm (two or four part) These common spangenhelms are interpreted from period art but there are no finds

Figure 14 shows different styles of helmets appropriate for use throughout our period. This image is not exhaustive, and any alternatives not covered here, but which are based on evidence/extant finds will be considered and should be presented to the AO before purchase/use.

9.4.0 Shields

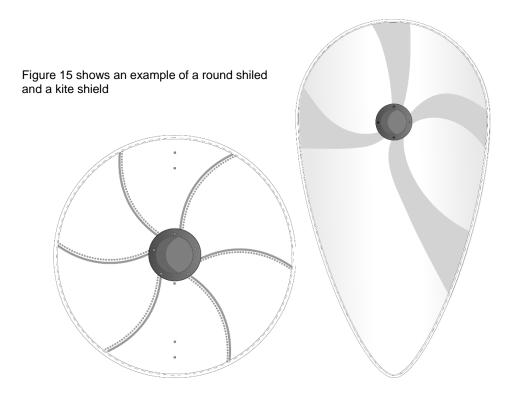
Although their size, shape and method of construction varies, shields have been universally used throughout the entire history of warfare and were the single most important bit of equipment warriors possessed to keep themselves alive during combat.

In our period of interest, most shields were flat, round, and if constructed properly, were sturdy enough to form a highly resilient, defensive barrier that could withstand most attacks. However, the end of the 11th century, evidence from places such as the Bayeux Tapestry shows that kite shields were becoming increasingly common. The bottom half of the shields narrowed and elongated to protect the warrior's leg, and handles were phased out in favour of straps.

9.4.1 Shield specification

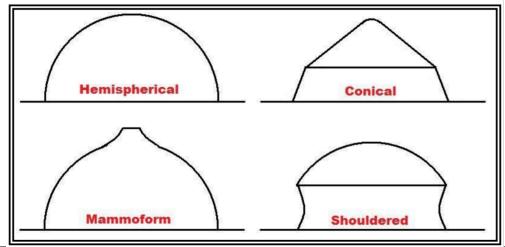
General

- All shields must be constructed to provide real protection to the user. They
 must be able to withstand being hit by metal edges and should not be so
 heavy as to prevent them being easily lifted and used.
- 2) As a general note, shield types other than those detailed in this section (such as oval, Slavic, Pictish, Byzantine, etc.), may be given consideration for certain datelines and contexts. However, since the vast majority of our events are set within the British Isles and within a given period, there would be very few, if any occasions when such items may be needed. If you have an interest in equipment from another period or geographical area, the MaA will be happy to discuss with you the possible uses of your equipment in a Regia context.



General Sh	nield Construction Specifications			
Feature	Specification			
Board: materials	 Exterior grade plywood Marine plywood Other methods of construction (planking, etc.) will be examined on an individual basis. You 			
	MUST talk to the MaA BEFORE beginning construction on a planked shield intended for use in a Regia battlefield.			
Board: thickness	 Min. 8mm Shields may taper towards the edge, so long as the majority of the body of the shield is at least 8mm. The edge may not be thinner than 6mm at the thinnest point. Although not mandatory, it is recommended that if you taper the edge to 6mm you cover it in good quality raw hide rather than leather to increase its durability. NOTE: Although they will be lighter, thinner shields will be more susceptible to damage, and are likely to need replacing sooner than thicker shields. 			
Facing	All shield facings must try and look like the material used in the period (e.g. raw hide) therefore they must be smooth and not textured. All shields must be faced on the front, and you may also have a similar facing on the back of the board too. You may use: • Cloth/fabric (Thicker fabrics such as canvas will provide greater resilience than thinner sheets. If you do use thinner sheets, consider using 2 layers) • Leather • Rawhide All exposed plywood edges must be disguised. Please pay attention to the cut-out behind the boss of a centre-grip shield. All uncovered plywood surfaces must be scored in the direction of the grain so as to give the impression of planking. Shields were commonly painted, either in one colour or with simple patterns in different colours. Although we recognise that shields will get damaged with use, they should be maintained and			
	repainted at least once a season. Historically shields were not intended to be used in multiple battles and would have had to have been in good condition as you may well have had to trust your life to it! All shields must be edged with rawhide or leather. 'Dog chew' should not be used as a			
Edges	rawhide substitute as it ends up producing sharp and pointy edges. All rims should be firmly attached to the boards, and not loose/flappy. You may attach the edges with nails or by sewing it to the board. Nails: Must be firmly imbedded in the wood, and flush with the surface. Stitching: It is more likely that rims were sewn onto the shields, therefore most shields should be sewn. Stiches should be 20 – 40 mm long (about the width of your thumb). The thread used can be leather thong, string (or linen thread), or sinew. The edging must always be in a good overall state of repair, and with no sharp points at overlaps.			
Boss	 Although there is variation is shape, the bosses from our period and area of interest were formed from a domed, iron plate secured to the middle of the shield board with nails or rivets and provided protection for the hand. Diameter between 76mm (3") and 178mm (7"), excluding the flange. They should be of hemispherical, conical or mammoform section, and may be "shouldered". Bosses must provide real protection and be able to withstand being hit by a metal edge. This may be tested by a member of the MaA team if they feel a boss is not suitable. 			

- All bosses must be made from steel or forged iron and must be free of rust and burrs.
- If they are of spun construction, they must be disguised to hide any evidence of spinning marks.
- They must be attached to the shield board with a minimum of four rivets, with the use of five being encouraged.
- They may not be painted. As far as we know there are no finds of bosses with remnants of paint still on them and authentic, period paints do not have the necessary adhesive properties.



Washers

- Washers must not look 'modern'. Any shield with modern, round (penny) washers may be banned.
- They may be made from ferrous and nonferrous metals.
- Washers should not have sharp edges or 'points'. See washers in Figure 16.

Fixings

Washers can lift or spin (especially when holding down leather straps), and a although this is not a concern/safety issue in combat, shields are often held by members of the public who may injure themselves on sharp washers protruding into hand holes etc.

Clench nails

Clench nails may be used to attach handles or the boss but must be hammered flat to the surface of the bord and should not catch when you run your hand over them, or lift.

Reenforcing

- Any shield may have metal strapping or re-enforcement added to the back of its board.
- Such bracing should show no evidence of modern manufacture and should be perpendicular to the planking of the shield.
- Additional metal strapping or metal plate decoration on the front face of the board must be avoided.

Round shields

Feature	Measurement (Metric)	Measurement (imperial)
Board diameter (Minimum)*	51 cm	20"
Board Diameter (Maximum)	102 cm	40"

*Round shields may be smaller than 20" (0.5m) in diameter subject to dateline and the user's ethnic background

All wargear should be in proportion to the use. As a guide, a combatant of 5'9" would be well served by a shield of around 32 - 34" and someone of 5'3" would do well with a shield of around 28 - 32". The weight of a shield (rather than its size) is the main limiting factor and a shield that is too heavy for the user will be difficult to use.

- The meagre archaeological evidence would imply that shields were usually quite large in Regia's core period with shields of 80-100cm (32-39") being common. To this end it is encouraged for any new shields to reach at least 5cm (2") past the users elbow when gripped. This will hopefully encourage more 79cm to 89cm (31" 35") shields.
- A boss must be placed at the centre of the board covering the hand-grip.
- The hand-grip should be attached as a separate component i.e. should not be part of the shield board.

Round shields

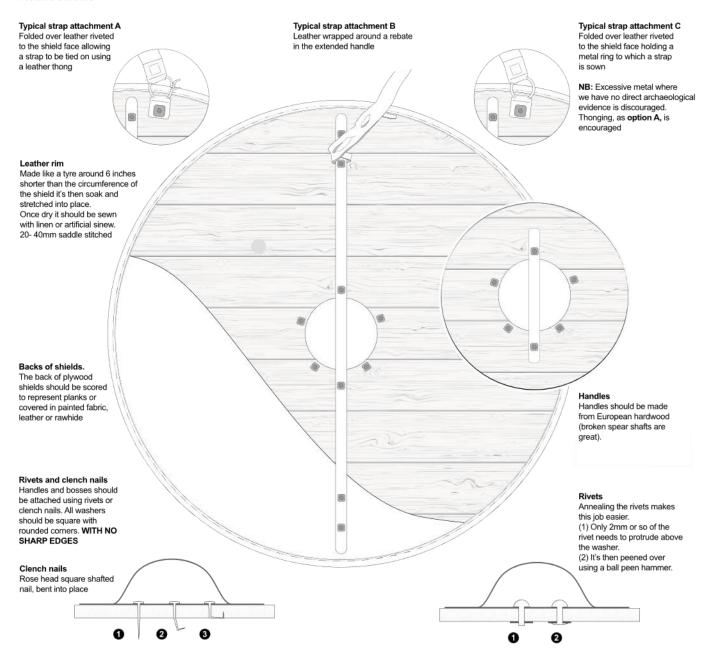
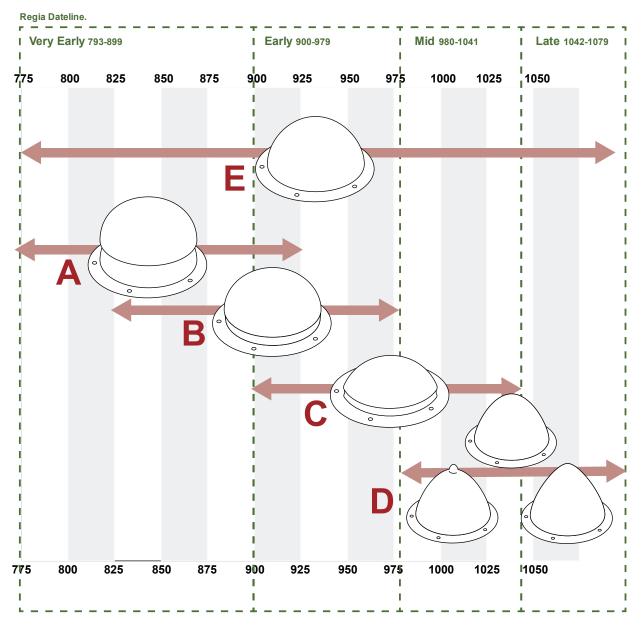


Figure 16 shows the layers of shield suitable for combat.

Typology of Round Sheild Bosses





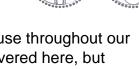


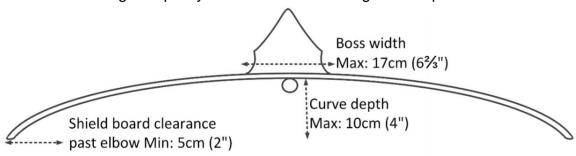
Figure 16.1 shows different styles of shield boss appropriate for use throughout our period. This image is not exhaustive, and any alternatives not covered here, but which are based on evidence/extant finds will be considered and should be presented to the AO before purchase/use.

Non-flat shields

- Generally speaking, a round shield's board may be flat or lenticular in shape. However, 2D curved round shields are considered Allowable for Very Early to very late period but are restricted.
- Irish-Sea Norse warriors and English warriors may use a 2D curved rounds shield as long as:
 - The shield board has a strict minimum of 5cm (2") of clearance past the users elbow when gripped.
 - o It is only curved to a maximum of 10cm (4") deep.
 - It has an authentic sized 'Irish Sea style boss' (max diameter of 17cm (6 2/3"), including flange).
 - It is used by a combatant of warrior status, although the warrior does not need to be wearing maille.
 - o It is nor your only round shield at a show.
 - o It is of good quality overall. Poor or damaged examples will be banned.



Irish Sea Type B Dia:12cm x H:12cm

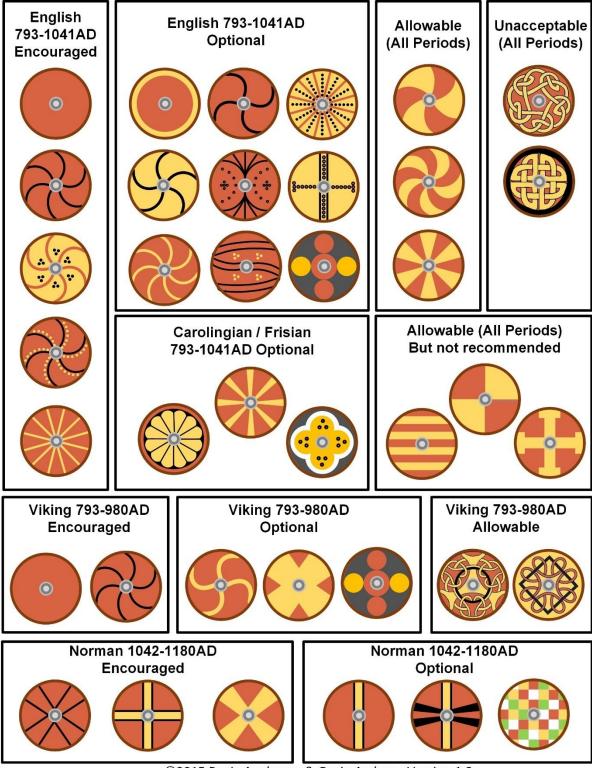


- Lenticular shields should have a maximum diameter to depth ratio of 1:6. Thus, if you put a 36" (90cm) diameter lenticular shield flat on the ground, with the boss facing upwards, the hand-grip should be no more than 6" (15cm) off the ground. A 30" (75cm) shield's hand-grip should be no more than 5" (13cm) off the ground etc.
- Only those who have obtained the rank of 'Warrior' (please see the Battlefield Combat Regulations & Warrior System document) may use a lenticular shield.
 This restriction is in place on the grounds of combat safety.

Regia Anglorum Authenticity Guide 2016

Round Shield Designs

All shield designs depicted (except unacceptable ones) are usable at any Regia event. This guide is purely there to encourage people to adopt more culturally accurate shield designs.



©2015 Regia Anglorum & Gavin Archer – Version 1.2

Long (kite) shields

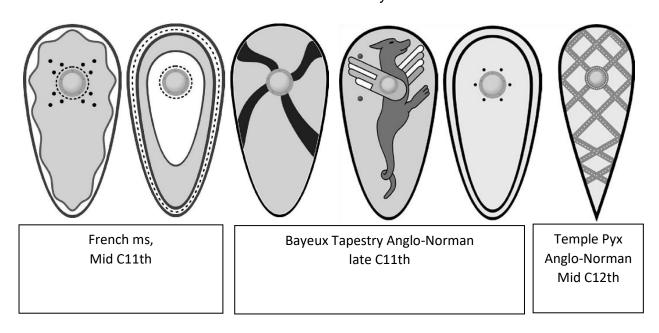
Feature	Measurement (Metric)	Measurement (imperial)
Board width (Maximum)*	61 cm	24"
Board length (Maximum)	122 cm	48"

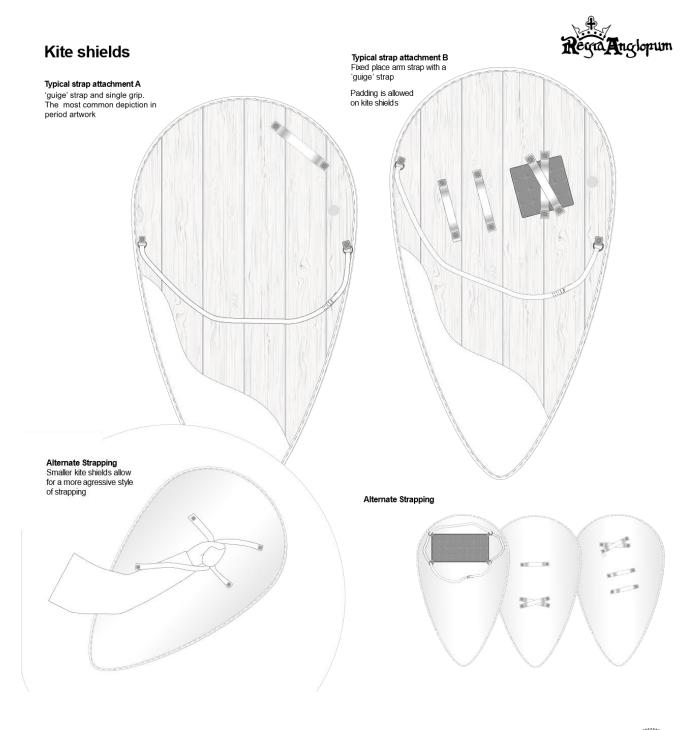
*over the curve

Kite shields can be made to reach between the user's knee and ankle depending on preference.

Larger long shields will be allowed subject to the user's physical build and proportions only after consultation with the MaA. Please be aware that these shields must only be used by the approved user and must not be lent to an unapproved user

- A boss must be placed at between 1/4 and 1/3 of the total length from the top of the shield.
- A long shield must be curved in the vertical plane. No flat kite shields.
- A long shield may be equipped with a variety of strapping arrangements for use and may have a rigid hand-grip attached. The board may have sections of padding attached to the rear face.
- Kite shields must be bossed if used prior to 1180AD. After this boss on kite shields are optional. Although some bossless kite shields are depicted prior to this date, the AO and MAA decided that all kite shields must have a boss. This was necessary as no workable or fair solution could be found to limit the number of bossless kite shields in the society.





R A

Figure 17 shows different methods for strapping a kite shield

10.0.0 Battlefield Authentic Wargear vs Armoury Authentic Wargear

In the past, there has been clear differentiation between the authenticity levels of war gear on the battlefield and that on armoury displays. With a general trend within the society towards higher levels of more authentic war gear on the field, it is felt that there is less need for this distinction.

Again, we recognise that ours is an expensive pastime, and we wish to find the balance between achieving high levels of accuracy in our replicas, and the affordability of the items so that members may comfortably enjoy their hobby.

Therefore, the previous guidelines have been distilled to a few key points:

- We do not expect members to have a separate set of war gear for each dateline, and therefore we are flexible (within reason) regarding the war gear we allow on the field at events (see AO guide for details). However, if you know that a particular item does not quite fit the date line of the event, the wearer must be able to explain how and why it is 'wrong' if asked be a member of the public. Any of these items should be removed and put away upon returning to the Wic.
- All wargear worn or displayed on a Wic must be suitable for the date line of the event you are attending e.g. do not wear swords suspended from sword belts in early period shows or swords on baldrics at later datelines. If your weapon type is well outside of the date line, do not display it.
- Displays should contain correctly sized, and if possible, correctly constructed equipment (i.e. large, planked, leather covered shields, sharp weapons etc). however, blunt and combat replicas may be used so long as the person can explain how they differ from the original.

For full details, guidelines and rulings on anything to do with the LHE including displays and bar brawls etc. please read the LHE regulations or speak to a member of the LHE team who will be happy to help

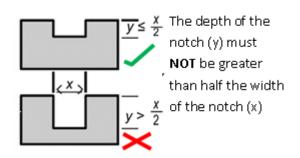
11.0.0 A note on spring steel

It is almost impossible for us to determine the exact grades of steel that have been used in the construction of a weapon.

We allow some weapons to be made from mild steel which is fairly easy to spot as, generally, it dents and burrs readily and will bend and stay set to that bend. Other weapons we insist are made from "spring steel".

EN42, EN45, case hardening and other terms are often used, and very few people have any idea what they are or what they mean. Many European sword smiths use 51 CrV4 steel, this is an acceptable equivalent to EN45 spring steel. What is needed is a test of whether a weapon is suitable for re-enactment purposes, and the approved method for testing a suspect item will be as follows:

- Bending Test: When a bending load is applied, a blade should take up the load progressively without yield or set. The deflection of the blade should be proportional to the varying load applied to it (a slight variation on Hooke's Law). When the load is released, the blade should spring quickly back to its original state, exhibiting no evidence of deformation.
- 2) Notch Hardness (Strike) Test: When the edge of a blade is struck with reasonable force by the edge of another blade of known and approved properties, the edge of the struck blade should not show excessive burring or chipping. On inspection of any notch produced in the struck blade, the depth of the notch should not exceed more than half of the width of the notch.



These tests will not normally be carried out at regular kit checks but are provided merely as a guide. Obviously, they may be carried out by the MaA team on any weapon believed to be of suspicious construction.

NOTE Pattern welded or leaf welded blades may be considered to be a "composite spring" steel and although these blades will all be judged on their own merit, the above tests may be applied to determine their suitability for reenactment use.

12.0.0 Other societies

When fighting other societies who have different rules, regulations, and historical interpretations, all societies involved must make concessions to reach a middle ground so that both may participate safely and have fun. Therefore, please be aware that they may use wargear that is not normally acceptable on a Regia battlefield. Members participate in combat at their own risk and no obligation is placed upon them to fight in any combat, including multi-society combats.

However, please note Regia will not take part in a battlefield we deem unsafe, and when determining this, we consider the construction of war gear as well as the training the warriors receive with that wargear.

A good example would be Regia's ball ended spear vs societies who use 'spoon ended' spears. Previous MaA's have tested the different spear types and found that whilst the spoon ended spears are not unsafe, we feel they are less forgiving than ball ended spears, particularly when used on the two-handed spear.

Spears are the starting weapon for Regia so are for newer, less experienced members who have yet to learn control, so a ball ended spear is preferable. Whilst in other societies, spears are more advanced weapons and warriors using them will have much more training and better control, and so in their hands, there would be no difference between a spoon ended and ball ended spear. However, for the sake of simplicity (and to avoid confusion on the battlefield should a new person accidentally pick up the wrong spear), we insist that all members use the same style of spear.

Appendix 1: Additional information on wargear Additional notes on helmets

PLEASE NOTE: This section is for information only, currently we have no intention of banning or enforcing any of the below but hope members will find it useful in improving their interpretations.

When considering helmets from a re-enactment point of view, the first thing to note is that the majority of mass-produced helmets currently available on the market are incorrect from a number of different perspectives, and if you want to be as accurate as possible it is worth doing research before committing to a purchase!

A note on aventails

Attaching of aventails is a common inaccuracy in re-enactment interpretations of helmets. Typically, reenactors attached the maille directly to the helmet with links that go through a series of holes along entire rim of the helmet.

It must be noted that whilst we have few relevant helmet finds for our period and location of interest, even fewer of them show any evidence of having had an attached aventail and so we have to look a little further into Europe for ways to attach them.

There are multiple methods of attaching an aventail that have been found across Europe, and although they vary in the detail, the basic principles are shown in the table below.

Other things to consider are:

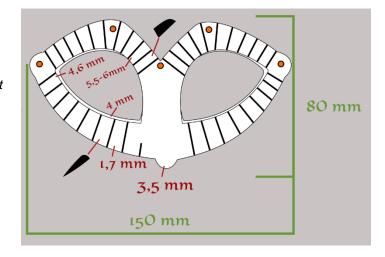
- **Orientation of aventail**: There is evidence of maille being hung so that the rings run horizontally (as is the case with the Coppergate helm), and evidence of rings running vertically.
- Extent of the aventail: for Regia, the aventail may extend from ear to ear, or from eye to eye.

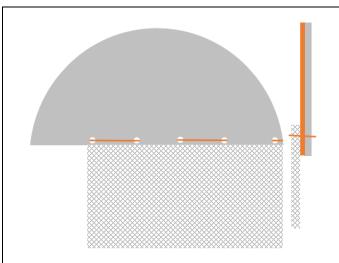
A note on occulars

Another common inaccuracy with helmets is the size of the ocular on spectacle

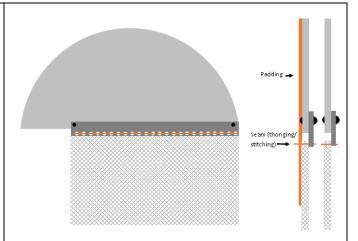
helmets. Again, this is not a ruling, but it is hoped that this information will be useful to members who wish to improve their interpretations.

Appendix figure 1: Is a section of a diagram that gives the dimensions of the mask from the Gjermundbu helmet. It was created by Tomáš Vlasatý and Tomáš Cajthaml for an article that takes an indepth look at the construction of the Gjermundbu helmet. The measurements are based on the observations of Vegard Vike. Image used with permission from Tomáš Vlasatý. (HJARDAR, Kim – VIKE, Vegard (2011). Vikinger i krig, Oslo.

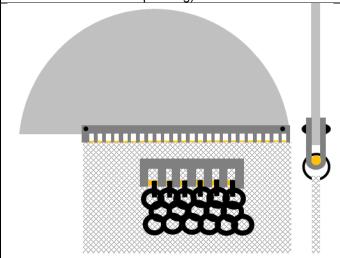




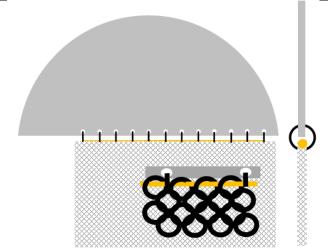
Example 1: An additional metal band that participates in the system of padding on the inside of the helmet, or the system of mail suspension, sewn or thonged to the helmet (as shown here; see top right cross section for padding).



Example 2: The mail is hung from the internal organic padding, and/or thonged onto the helmet though widely spaced holes in the rim.



Example 3: The maille is hung from a wire that runs through an additional metal band (such as with the Coppergate find). The band may be made from nonferrous metal.



Example 4: The maille is hung from a wire attached to the helmet by butted links (the rest of the aventail should be riveted). These butted links attach to the helmet through widely (up to 6cm) spaced holes.

These examples are copied from the work done by Tomáš Vlasatýand and *Tomáš Cajthaml. U*sed with permission. They are indicative and not exhaustive.

Please note that the helmet diagrams drawn here are for illustrative purposes only and are not a specific example to base any reconstructions on. Please talk to the Authenticity officer before beginning a reconstruction to ensure it is of an appropriate style. The best way to achieve an as accurate an interpretation as possible is to follow a specific historical example.

For more information please see the full article:

https://sagy.vikingove.cz/methods-of-mail-suspension-used-on-early-medieval-european-helmets/?fbclid=lwAR3R3DLtH4OdqqvcQ69eQhrJiNW8yCbKsf7aOz4QmvbY5pDvAPiqANY2pwU

Appendix 2: Thanks and Acknowledgments

We stand on the shoulder of giants. This is particularly true for this and similar documents within the society which have been written, re-written and amended by many fantastic officers before me. Therefore, a HUGE thank you must go to all previous Master-at-Arms, whose excellent work comprises the bulk of this document and whose subsequent rulings have consistently improved the quality of wargear.

Thanks must also go to the Authenticity team whose fantastic handbook has been mercilessly pilfered (again) to update this document.

Additionally, unreserved thanks must go to the people who have assisted in the production of this version of the document, with a particular mention going to Myles Stevens (Gwerin Y Gwyr) who's advice and artistic skill have been invaluable (all timeline diagrams and more done by Myles)!

APPENDIX 3: MaA check summary check list

For those who are undertaking checks this is a quick check list to help make sure all major points have been covered.

major ponte	nave been covered.		
Weapons	 Rust and Burr free Swords and knives are in a scabbard/sheath Shafts and hafts are free of splinters, not delaminating and are generally in good condition. Any protruding sharp edges? (lugs on axes etc.) Is it a sharp? Do you have a BFS in all weapons you are taking on the field? 		
Shield	 Shield must not be battered and patched. Their faces and paint jobs should ideally be fresh and smooth. Rims must not have any sharp or pointy rawhide edges and must be attached securely (if you can get your finger under to lift the rim, it is not secure). Bosses must be free of rust and burs. They must not so dented that they have lost their shape. Washers should not have sharp edges or 'points', pay particular attention to the hand hole. 		
Helmet	 Must fit well Rust free Must be of sufficient thickness to provide real protection Corners of nasals etc. must not be sharp or pointed Straps must not have modern buckles 		
Bags	Should generally be removed. If this is not possible e.g. York, ask if they have anything sharp or pointy, if so ask them to remove it.		
Feet	Spurs: Check if the individual is wearing spurs, and if they are they suitable and safe for the battlefield		
Belt	 Any sharp weapons still on belt (or baldrics) N.B. Sharp knives and their sheaths must be removed from the belt (i.e. no empty sheaths on belts) 		
Broach	 Ideally all cloaks' pins and broaches should be removed before combat, however, small penannulars where the pin does not extend far past the ring are allowable. Where a pin could cause actual harm it must be removed e.g. a Thistle broach or a ring-headed pin etc. 		

Appendix 4: 45mm Sword Ruling Support (By Authenticity team_May 2022)

Here is some information compiled by the Authenticity Team to support of the existing MAA ruling that sword blade widths must be a minimum of 45mm at the cross guard.

There is a very large sample of swords found in Northern Europe, several thousands indeed from our period of interest and there have been numerous books, theses and articles written about them over many years.

It is surprising then that there is no catalogue or database anywhere fully recording the actual dimensions of these finds. Of the texts available to us, few go into the detail that we require and so we must rely on the summaries contained in three familiar texts by Petersen, Geibig and Peirce.

Included below is a very simplified set of data taken from the available sources.

In *De Norsk Vikingesverd (p10)*, Jan Petersen does not dwell on blade sizes in detail and refers to it in a couple of paragraphs only.

The following shows how he breaks down the of blade widths of his sample.

BLADE WIDTH AT HILT	COUNT (PERCENTAGE)
UNDER 5CM	70 (16%)
5CM TO 6CM	300 (70%)
OVER 6CM	61 (14%)

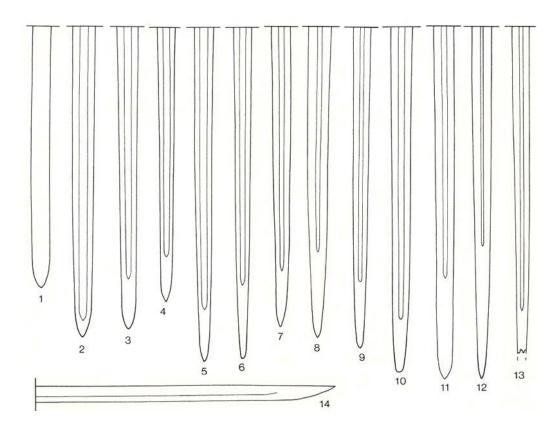
For more detail we must look to Alfred Geibigs Entwicklung des Schwertes im Mittelalter and the statistics provided with his typology.

We are fortunate that Christopher L Miller summarised this typology in an article The Sword Typology of Alfred Geibig submitted at

http://www.myarmoury.com/feature_geibig.html and for the curious, this does provide images and some other dimensions as well as an interesting background to the typological development.

In addition to this, Ian Peirce in Swords of the Viking Age supplements Geibigs data with some more samples and these do affect the summary a little.

Geibig breaks down sword blades into the fourteen types as shown below:



Geibig and Peirce record the following width ranges against each of the blade types:

	GEIBIG		PEIRCE		
TYPE	Width Min.	Width Max.	Width Min.	Width Max.	Date Range
1	47.625	57.15	44.00	58.00	C7-8th
2	48.26	63.5	48.00	62.00	C8-10th
3	50.8	57.15	52.00	57.00	C8-10th
4	45.72	50.8	45.00	50.00	C10- 11th
5	48.26	50.8	48.00	51.00	C10- 11th
6	45.72	55.88			C11- 12th
7	45.72	48.26			C11- 12th
8	55.88	63.5			C12th

9	40.64	48.26	C12th
10	50.8	64.008	C12th
11	50.8	55.88	C12th
12	53.34	55.88	C12- 13th
13	43.18	45.72	C12- 13th
14	45.466	45.466	C7-8th

Whilst some swords of type 9 and 13 are narrower than 45mm, these are C12-13th and are firmly outside of Regia's core period.

Weapons from outside of our core period will of course be dealt with as a special case. It should be noted that earlier period swords will be tolerated at later datelined shows whereas swords that appear as clearly later period will not be permitted at earlier datelined shows.

I believe that, whilst there may be some swords not included in these samples that are narrower than the 45mm ruling, they are an exception to the rule. I have embarked on a project to catalogue all of the information I can into a database of sword finds but this will be a lengthy task and I doubt that it will alter the findings significantly.

Both Authenticity and MAA rulings within Regia err toward the more commonplace but have clauses for rarer and more unusual items. As such, should anyone wish to research and then replicate any item, not just a sword, that falls outside of the nominal regulations, they can approach the AO and MAA to discuss this, and dispensation would most often be granted.

I believe that there is sufficient evidence available to support the MAA ruling and any references to sword blade widths in any future authenticity regulations will reflect this.

As always, input and discussion are welcomed and encouraged on all matters of authenticity within the society. We must be open to change, new findings, ideas and opinions in our quest to improve what we do and to do justice to those that we seek to portray.

Dave Anderson

Regia AO - May 2022

Sources

Archaeology of Weapons: Arms and Armour from Prehistory to the Age of Chivalry, The, by R. Ewart Oakeshott

De Norske Vikingesverd, by Jan Petersen

Entwicklung des Schwertes im Mittelalter, by Alfred Geibig

Swords of the Viking Age, by Ian Peirce

The Sword Typology of Alfred Geibig, Christopher L Miller

Viking Period Swords, Steven Blowney

http://www.myarmoury.com

http://www.vikingage.org/wiki/wiki/Main_Page