

The Warriors Tale

Volume 2 Issue 12

December A.S. XXXII

King of the West Visits Far West!

From the Seneschal Pressing on!

Seneschal: Royals, Gentles, and Populace:

This marks the completion of my first month as Seneschal of Warriors' Gate. Having served in other lands in this capacity, the tasks are not unfamiliar, however the complications of time and space are a new experience. The far flung geography of the Stronghold complicates even the simplest of meetings....whew 12 hours on the road yesterday and that was only a business meeting!

Grousing aside, it is my pleasure to serve the Coronet and the Crown in this place helping to keep the dream and the fun alive. We are planning to hold major events in the three sizable communities of Korea each year:

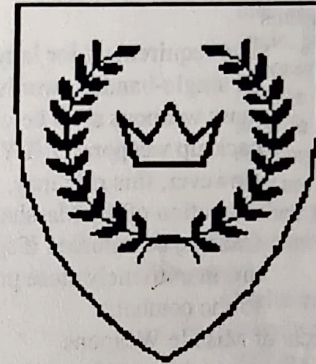
1. Initially, we will continue to hold the Leif Erikson Tournament at Yongsan on Columbus Day weekend. Since this is also in keeping with the Far West Baronial Calendar, we may enter a bid for the tourney as well. We will have to see how many fighters we have after the summer rotation occurs!
2. We will also endeavor to hold a spring event in the Osan community to coincide with the Air Force Spring Fling. We do not have dates as yet, but our member there will assist with that project.
3. At present we are scheduled for a Harvest Tournament at Taegu this month on November 28th. Our hope is to have all our fighter present for the public to see, and feast until we can no longer move. If this date is successful, we will attempt to institutionalize it in the local community.

Aside from providing all of us with a great opportunity to play, we are reaching for greater public exposure to increase our numbers in each community. My personal goal is to build the Stronghold to a larger more permanent membership in order to offset the fluctuations caused by military rotation cycles. As it is now, one cycle could wipe out all of our members in a very short period of time.

To further spread the word and share our knowledge, I will be contacting each of the seven American school principals and some of the principals of a few Korean and international schools about conducting A & S and fighting demos for them. We may also be able to provide speakers for history classes as well. Once I know what the interest is, I will contact each member to contribute what they can.

Alas I must stop for now. There should be some left for December! It is my pleasure to serve in this place. I only hope to equal the growth inspired by my predecessor, Lord Gra Val

In Service to the Dream,
Erich Rotbart von Mittenwald, CLD
Seneschal of Warriors' Gate



King Uther visits Far West!

Lady Aodhnait: The weekend of November 7-9 saw the first Royal visit to the Barony of the Far West for several years. His Majesty, King Uther, visited the Stronghold of Vale de Draco (Yokota AB) hosted by the peers and populace living there. In addition, nobles and populace from the Canton of Battle Rock and the Stronghold of Warriors Gate attended His Majesty. Friday evening was filled with meetings of peers and Baronial Officers followed by hours of comradery and many tales told at the hearth. Saturday offered the Royal Party the opportunity to tour the city of Tokyo and bless many a merchant with coins of the realm in trade for treasures of that great city. The visit culminated with fighting and feasting on Sunday. In the end, His Majesty remained victorious on the field and a new Baronial Champion was honored.

All in attendance were amazed by the sheer size of His Majesty. King Uther may one day be heralded in song and tale as one who can win a battle without a weapon. Words dealing with blotting out the sun already circulate! After the combat was ended, His Majesty offered words of encouragement and technical advice with demonstrations in the techniques of single combat to the fighters there. Many were enriched by his efforts, and we are sure the quality of tournament fighting in the Far West will now be improved even more. This being complete, the company for current and former Coronets met with His Majesty in a closed session to discuss matters pertinent to the operation of the Barony, after which all settled in for the wonderful feast provided by the hosts of Vale de Draco. After the meal and before desert, Baron Toshio and Baroness Siobhan conducted Baronial Court followed by His Majesty's court.

In the course of the evening, many awards were announced and presented. These may not be related here, as some are yet to be personally delivered by His Excellency Baron Toshio. Publication will follow after presentation to all recipients who were unable to attend due to mundane obligations.

Lady Aodhnait inghean mhic Carthaigh



West Kingdom War Rules and Conventions

Atilla the reporter: This article was provided from the West Kingdom combat homepage maintained by Daniel de Blare. Please e-mail comments, suggestions, questions, etc. to daniel@fenwick.sparks.nv.us

1. Additions/Changes to Combat Equipment Standards

1. Weapons

- The requirement for lanyards on all single-handed swords and mass weapons shall be waived for back-up weapons ONLY. However, this rule may, at the discretion of the Marshal in Charge, be enforced if spectators are in extremely close proximity to the combat.

2. Effects of Missile Weapons

1. A shield provides protection against all missile weapons except heavy siege missiles such as rocks or cannon shot. A heavy siege missile that strikes a shield is assumed to have broken the shield arm, rendering the shield useless.
2. Plate (as defined in the Armor and Weapons Construction Standards, Section VII) provides protection arrows only.

2. Additions/Changes to the Conventions of Combat

1. Helpless Opponents

- Although it is forbidden to strike a helpless opponent (specifically in this case, a fighter who has fallen down), it is not required to allow the opponent to regain his or her footing. The proper method for killing a helpless opponent is to PLACE your weapon upon the opponent and say "You are dead, my lord" or an equivalent phrase. It is acceptable for an opponent to try to escape from a helpless situation, but they will be considered dead if at any time during their attempt to regain their footing they are killed in the above manner. It is forbidden for a person on the ground to strike at standing opponents. A fallen fighter may only try to escape, and cannot fight from the ground.

1. The Use of Weapons and Shields

4. Grasping or trapping the blade or striking surface of an opponents weapon against your body is prohibited. However, it is acceptable to grasp or trap the haft of an opponents weapon, or to entangle or take away the opponent's weapon with your properly-armored hand, weapon, or shield.
5. Wooden-shafted arrows may NOT be picked up from the field and immediately re-used. No field inspections are allowed. In resurrection battles, the arrows should be collected by all "dead" combatants returning to the resurrection point, where they will be re-inspected prior to use. If an archer falls on the quiver or spills the wooden-shafted arrows, they shall be re-inspected prior to use.
6. Golf tube arrows, darts, and javelins may be picked up, field inspected, and immediately re-used.
7. Missile combatants shall not have both inspected and yet-to-be inspected missiles in the same quiver or hand. If this should happen, all effected missiles must be re-inspected prior to use.
8. Only missile combatants shall discharge missile weapons. Melee combatants are not allowed to use missile weapons.

2. Acknowledgement of Blows

4. Unlike in tournaments, fighters shall acknowledge blows to the helm based on the type of helm worn. For example, those wearing open-faced helms will count thrusts to the face more lightly than those with close-faced helms. Also, arrows to the face will kill those wearing an open-faced helm, while only arrows landing directly on the eye slots of a closed-faced helms will count.
5. The convention that blows must strike squarely and with sufficient force applies to missile weapons as well. However, it is not interpreted that missile weapons must strike with the same force as melee weapons to constitute a "good" blow.

Combat (continued from page 2)

3. Target areas for missile weapons are the same as for melee weapons. Shots hitting below the knee or on the hands will not be counted. Since missile weapons are harder to control in their exact location of impact, missile combatants will not normally be penalized or reprimanded for hitting these "off-limits" areas.

3. War Conventions

1. Rules of Engagement

4. When two lines of melee combatants are engaged, all combatants of one line are considered to be engaged with all combatants of the other line. Any combatant can strike at any other combatant without being considered being "behind" or on their "blind side". If two lines of melee combatants break up into a general "free-for-all", combatants will not strike their opponents from behind. In any circumstance, striking an opponent from behind is cause for ejection from the field.
5. Charges are allowed. However, jumping onto opponents is prohibited. Thrusting with pole arms or spears while running is prohibited.
6. Bracing pole arms or spears against the ground or other immovable objects is prohibited.
7. When all melee combatants of one side have been killed, any remaining missile combatants shall be considered routed, and the battle over.
8. It is the West Kingdom convention that, normally, killing from behind will be allowed. If killing from behind is not to be allowed in a given scenario, it will be announced prior to the battle. Combatants will kill opponents from behind according to the killing conventions below.

2. Killing Conventions

1. Melee Combatants killing Melee Combatants

1. Melee combatants will kill other melee combatants from the front or in a line battle by delivering a "good" blow with their weapon.
2. Melee combatants will kill other melee combatants from behind or by surprise by placing a single-handed weapon across the faceplate of the opponent, or placing a pole arm or spear on the shoulder of the opponent, and saying "you are dead from behind, my lord" or an equivalent phrase. Killing from behind will not be done at a run, and the attacker must exhibit CONTROL over his opponent. However, as with killing from the front, it is up to the opponent

However, as with killing from the front, it is up to the opponent whether a kill from behind was good or not. This action must be repeated for every opponent to be killed from behind or by surprise.

1. Missile Combatants killing Missile or Melee Combatants

Missile Combatants will kill missile or melee combatants in any scenario or battle by delivering a "good" blow with their missile weapon, from any angle, and regardless of the opponent's awareness of the missile combatant.

Missile combatants will not discharge their missiles when they are closer than five (5) yards to their target.

2. Melee Combatants killing Missile Combatants

Melee combatants will kill missile combatants by closing to within five (5) yards of the opponent, presenting (not pointing) their weapon, and saying "You are dead, my lord" or an equivalent phrase. This action must be repeated for every opponent to be killed.

3. Engines of War and their Crews

Engines of war will kill melee or missile combatants in any scenario or battle by delivering a "good" blow with their projectiles, from any angle, and regardless of the opponent's awareness of the Engine of War's location.

Siege engines will not discharge their projectiles when they are closer than five (5) yards to their target.

Neutralizing engines of war is accomplished by one of two conventions which should be determined prior to the beginning of combat:

- The crew will be killed as nay other missile combatant. Once the crew is killed, the engine is out of action for the remainder of the battle.
- The crew can be either killed or captured. If the engine is captured, the remaining crew changes sides and starts supporting the capturing side.

Combat (continued from page 3)

5. Acknowledgment of Being Killed
It is up to the opponent whether any kill (a blow, kill from behind, a missile weapon blow, or melee combatant "kill" of missile combatant) was good or not.
 1. Melee combatants will fall to the ground immediately upon being killed, as long as it is safe to do so. If it is not safe to do so, the combatant should loudly call out "good" or "dead" to make opponents aware.
 2. Missile combatants should loudly call out "good" or "dead" and then immediately leave the field.
 3. All "dead" combatants will behave as such and shall not impart tactical information to "live" combatants.
 4. All "dead" combatants should hold their weapons over their heads or in a non-threatening posture when leaving the field.
3. Discontinuations of Combat
 1. Holds - A call of "HOLD!" means to stop ALL activity instantly; stop maneuvering, cease attacking, stop talking (specifically, no tactics or strategy shall be discussed). All combatants should drop to one knee, and all bows should be unknocked. Everyone should remain in place, unless a marshal gives explicit directions to the contrary. Helms must remain on and visors must remain closed. Holds may be called by anyone for one of the following reasons:
 1. Broken Weapons
 2. Broken Armor
 3. Injuries
 4. Loss of Temper
 5. Terrain Hazards

Once a hold is called, it can only be lifted by a marshal. The marshal will warn the combatants to prepare to continue by commanding "ALL RISE", at which time all who are able to do so will stand back up. Combat will resume with the cry of "LAY ON".
 2. Truces - A truce may be called by a commander at any time, by agreement with the opposing commander. This may be to allow the commanders to discuss matters, or simply to stall for time. A truce is NOT a hold. Combatants are not required to go to their knees or to remain silent. A truce may be broken, and combatants entering the truce area from outside may continue to fight. Truces are lifted by those who called them.

3. Battle Over/Time - This is the call that signals the end of the battle. At the call of "BATTLE OVER!" or "TIME!", all combatants should stop fighting. All combatants should leave their helms on until the marshals have instructed that it is safe to remove them.
4. Boundaries
 1. Battlefield boundaries and terrain should be described before each battle or set of battles. Ideally, they will be marked by physical boundaries made of natural terrain (roads, ravines, trees) or of some clearly identifiable substance (surveyor's tape, eric topes). All boundaries shall be as clearly marked as possible.
 2. Any combatants leaving the battlefield by going outside of the boundary markings, either purposely or inadvertently, will be declared "routed", and may not re-enter the field.
5. Natural Terrain
 1. Unless otherwise specified, the terrain within the boundary of the battlefield is assumed to be as-is. Trees are trees, walls are walls, etc. However, picnic tables are a common form of natural terrain encountered on battlefields. These are normally treated as walls or fences, and combatants should not be allowed to climb onto tables and fight from on top of them.
 2. Bridges over streams or gullies are not normally used in the terrain of a battle unless the Marshal in Charge has determined, after consultation with the other marshals present, that the bridge is safe to use. Factors determining the safety of a bridge include the strength of the structure, the height of the sides, the distance from the bridge floor to the ground, and the nature of the ground (i.e., rocks versus sand, etc.).
1. Constructed Terrain
Constructed terrain includes, but is not limited to:
 1. Rivers - Usually formed of lines of flagged rope, outlining the river banks. If a combatant steps into the river, either inadvertently or by the pressure/impact of another combatant, the combatant is considered to have fallen into the river and drowned.
 2. Bridges - Usually formed by 2 x 4 boards on edge, help in place by stakes, or sometimes formed by hay bales. If a combatant steps over the edge of the bridge into the river, either inadvertently or by the pressure/impact of another combatant, the combatant is considered to have fallen into the river and drowned.
 3. Marshes and fords - Usually formed by 2x4 boards laid flat, or sometimes by ropes laid on the ground, outlining the edges of the marsh or ford. Combatants may cross by

Gra Val Grettisson's Last Issue

Passing the Torch of Information

The Chronicler: That's right folks. This is the last article from me as Chronicler and the last issue I will be sending out as Chronicler. It hardly seems like almost two years since I published the first issue of the Warriors Tale and almost a full year since I published the first issue of the Far West Tidings. In this time I've gotten several articles for publication from many different resources. I would like to thank everyone who took the time and made the effort to donate articles and suggestions to make both newsletters informative, fun, and interesting. We all have benefited from the sharing of information and ideas as well as establishing the permanent structures for passing that information onto everyone. The ways to contact people in different areas around the Stronghold of Warriors gate, and throughout the Barony of the Far West. Informative articles on how to make mead, or cloths, or various techniques on leather crafting, and illumination, to articles on personas and historical articles, as well as heraldry too. All these things have contributed to the growth of the SCA and us as whole.

In the coming year I'm sure my successor will have changes to both newsletters that will enhance and enrich each issue. She is a very dynamic lady, and I consider her a good friend. Lady Aodhnait will make an excellent Chronicler, and I feel as though I can yield the helm of both newsletters to her. Truly it has been an honor and a privilege to serve as your Chronicler. I see both the Stronghold and the Barony have bright futures and part of that brightness is the Warriors Tale and the Far West Tidings newsletters! Fair winds and following seas to you all!

In service to the Crown,
Lord Gra Val Grettisson, the Wanderer
Chronicler for the Barony of the Far West,
Chronicler for the Stronghold of Warriors Gate



Combat (continued from page 4)

dropping to their knees, simulating hip-deep water. Combatants who have been legged cannot enter the marsh/ford. Blows to the leg which occur during the crossing need not be counted. If a combatant steps beyond the edge of the marsh into the river, either inadvertently or by the pressure/impact of another combatant, the combatant is considered to have fallen into the river and drowned.

4. Castles/Forts - Usually formed by stacks of hay bales, or sometimes by plywood walls. Castles are occasionally formed by natural terrain features (picnic gazebos, picnic tables, etc.). Details as to height of walls, where it is legal to fight through, etc., should be explained prior to the beginning of the battle.



Fighter Practices Every Saturday!

Brutus the Reporter: Fighter Practice every Saturday in Seoul, at the Yongsan Garrison South Post at the Collier Field House. Beginning around 1730 and going until they end. The Taegu Fighter Practice, will be held every Saturday at the Taegu American School.

For further information on Seoul fighter practices, please contact Lord Gra-Valr Grettisson, the wanderer,
(Brian Turpin)
CNFK Unit 15250
APO AP 96205-0023,
DSN: 725-4302, COMM: 011-82-2-7915-4302
E-mail: gravalr@hotmail.com

And for information on the Taegu fighter practices please contact Lord Erik Rotbart (Erik Swanson)
TAGUE AMERICAN SCHOOL
Unit 15623
APO AP 96218-0005
053-470-4292
DSN: 764-4292
E-mail: erich_rotbart@hotmail.com



Directory

Stronghold of Warriors Gate:

- | | |
|--------------------------|---|
| Seneschal | Lord Erich Rotbart (Erik Swanson)
TAGUE AMERICAN SCHOOL
UNIT 15623
APO AP 96218-0005
DSN: 764-4292
E-mail: erich_rotbart@hotmail.com |
| Herald | Lady Aodhnait inghean mhic Carthaigh
(Judy Swanson)
(See Seneschal)
E-mail: swanson@soback.kornet.nm.kr |
| Art & Science | Anne Fenton of Colchester (Kimberly Gilbert)
C/O English World Institute
Dong Bu Building, 4th floor
615-2 Kyo Hyun -2 Dong
Chungju, S. Korea
E-mail: annefenton@hotmail.com |
| Marshal | Kasimir Dimidowicz Dziecielowski
(Matt Szymanski)
HHC 2X (G-2) UNIT 15041
APO AP 96258-0289
DSN: 732-9503 (W)
E-mail: mattski@hotmail.com |
| Chronicler | Lord Gra Val Grettisson, the Wanderer
(Brian Turpin)
CNFK UNIT 15250
APO AP 96205-0023
DSN: 725-4302
E-mail: gravalr@hotmail.com |





Directory Kingdom of the West



- Royalty** Uther and Tanwen King and Queen of the West
(Tony Lynch)
6417 Colbert St.
Newark, Ca. 94560
(510) 532-2882
E-mail: tony_lynch@intuit.com
(Christyn Booth)
3812 Norris Ave.
Sacramento, Ca. 95821
(916) 482-0628
E-mail: christynbooth@juno.com
- Arts** Eireannach Nic Ghiolla Chainnigh
(Leisa Henry)
715 Inwood Dr.
Campbell, CA 95008
(408) 364-1066
E-mail: lyonhrrt@ix.netcom.com
- Chirurgion** Roseline D'Anjou (Diana Habra)
1199 Ravine View Dr.
Roseville, CA 95661
(916) 781-7760
E-mail: dch@inreach.com
- Chronicler** Aeron Endellion O'Maoibhreanainn
(Lauren Ferguson)
3363 Branciforte Dr.
Santa Cruz, CA 95065
(408) 429-8954, FAX (408) 457-1343
E-mail: pothos@ix.netcom.com
- Constable** Wulfstan Darroldson (Dan Wagner)
142 E. Santa Clara #F
San Jose, CA 95113
(408) 298-6040
- Earl Marshal** Eric Bearsbane (Eric Wagner)
9031 Brydon Way
Sacramento, CA 95826
(916) 363-7455
- Exchequer** Eoin Toirr an Dhragoin (John La Torre)
4831 Seventh Ave.
Sacramento, CA 95820
(916) 457-2321
E-mail: john.latorre@24stex.com
- Science** Allen MacMillian (Mark Kent)
1301 Sandia Ave
Sunnyvale, CA 94063
(408) 736-0989
- Seneschal** Duncan Vitriarius (Scott Baker)
88 Francis Circle
Rohnert Park, CA 94928
(707) 585-8365 (before 10pm please)
E-mail: duncan@iscweb.com

Vesper
Principle
Herald

Krysta of Starfall (T. Krysta Hiller)
1738 Columbus Place
Santa Clara, CA 95051
(408) 243-0350
E-mail: hiller@george.arc.nasa.gov



Directory

Palantine Barony of the Far West:
(Pacific Rim)



- Palantine Baroness** Aodhnait inghean mhic Carthaigh
(Judy Swanson)
TAGUE AMERICAN SCHOOL
UNIT 15623
APO AP 96218-0005
053-470-4292
DSN: 764-4292
- Baron** Erich Rotbart (Eric Swanson)
(See Baroness)
- Seneschal** Magnus McKinley (Ric Loll)
1834A Hibiscus Lane
Yigo, GU 96929
(671) 653-5371
- Golden Peach Herald** Sir Wolfram (Jim Fritz)
PSC 78 Box 3151
APO AP 96326-3151
DSN 223-6017 or 227-6919
Comm: 81 3117 52 2511 ext. 36017 or 76919
- Art & Science** Mistress Marixsa (Jean Dewey)
Shimizu-cho 50-11 2F
Itabashi-ku
Tokyo, Japan 174
3964-7142 (sorry no E-mail)
- Exchequer:** (Sarah Shuss)
PSC 80 BOX 11599
APO AP 96367-1599
DSN: 633-1973
- Marshall** Alfredo Lorenzo Martinni de Genova
(Benjamin Miles)
PSC 477 Box 25
FPO, AP 96306-1225
81-(467)70-7428
- Constable** .THL Robert de Fecamp (Bruce Brown)
PSC 79 Box 21451
APO AP 96364
- Chronicler:** Lord Gra-Valr Grettisson, the wanderer
(Brian Turpin)
CNFK UNIT 15250
APO AP 96205-0023
DSN: 725-4302
E-mail: n532@seoul-cnfk.korea.army.mil

**Fair Winds and Following Seas to
all my Friends!**

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- **Contributing** Subscribing members may add to the basic donation to help in the general operation of the Society.

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In exchange for allowing me to participate in these SCA activities and events, I agree to release from liability, agree to indemnify, and hold harmless the SCA, and any SCA agent, officer or SCA employee acting within the scope of their duties, for any injury to my person or damage to my property.

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Month _____ Year _____

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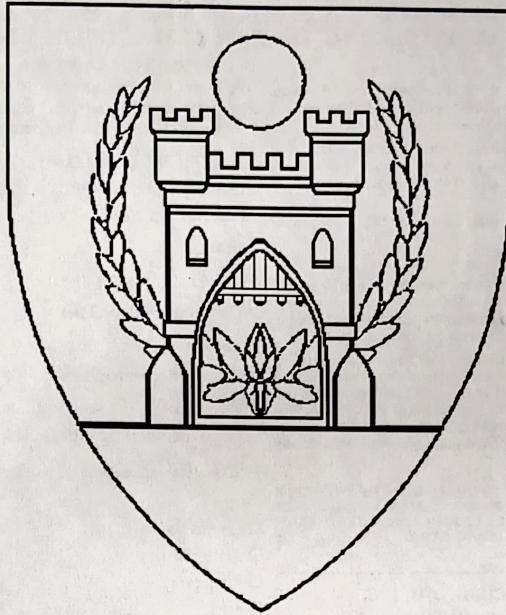
Card Expiration Date

Signature _____

FOR REGISTRY USE ONLY

Bank Number _____

Membership No. _____



Brian L. Turpin
CNFK UNIT 15250
APO, AP. 96205-0023



John and Christine Mooers
PSC 482 Box 2866
FPO AP 96362-2866

96368