

# The Great Conventions of Corsair Fighting

## Version 1.6

### Declaration of Discord

The Great Conventions were created to have a single rule-set of fighting primarily based around melee weapons, and guns to a limited degree. Additional rules and weapon types may be argued for, but mostly on the grounds of anecdotal evidence. The Conventions are intended to be straightforward, balanced, and fun; they were created carefully to allow single and two-handed weapons, destructible shields, and gun types based around easy-to-acquire Nerf guns. The fighting, while drawing heavily on historical examples, is meant to be a fun and pirate-inspired experience.

### ARTICLE I: THE ARBITER

#### The Arbiter

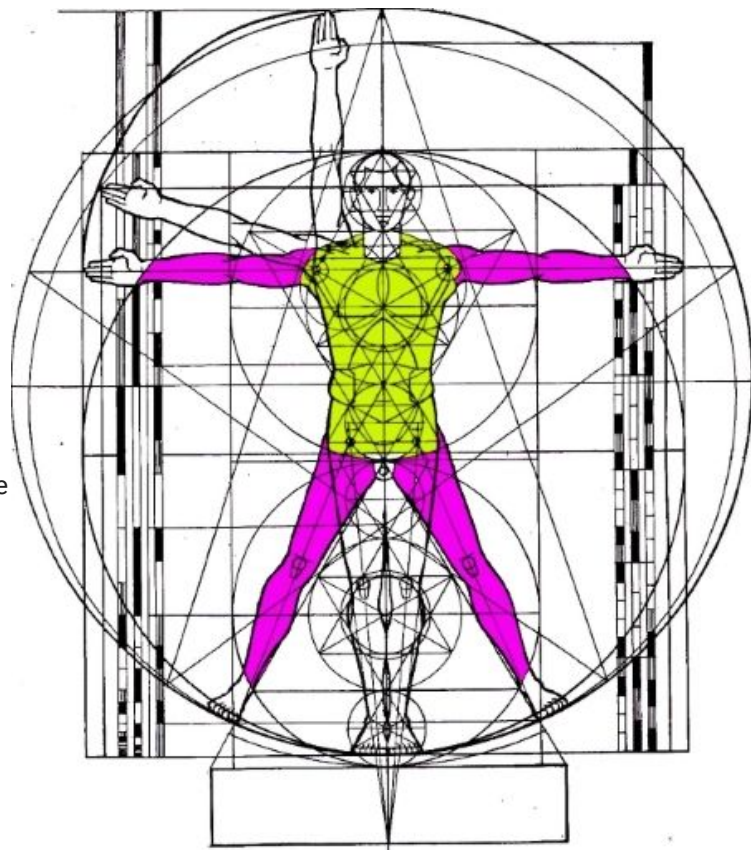
- **Appeal to Ignorance:** *the claim that whatever has not been proved false must be true, and vice versa. This impatience with ambiguity can be criticized in the phrase: absence of evidence is not evidence of absence.* — Carl Sagan
- The **Arbiter** will offer their opinion and observation to fighters first, and suggest they solve the problem themselves. If no resolution is forthcoming, the **Arbiter** may resolve as they see fit. Most fighters, in most situations, can simply be told to continue fighting.
- If not described explicitly in the rules, it should be assumed to be NOT ALLOWED. However, the **Arbiter** has **final call** on whether an issue adheres to the Conventions or not, and may make temporary exceptions or use creative interpretations for specific battle games.
- The **Arbiter** assays the safety of all weapons, both before a fight and when problems arise.

#### Sufficient Force Scale

- 1/10 — Weapon-checking light blow: A person wearing a maille hauberk can discern contact
- 3/10 — A blow that will move an outstretched hand significantly that is offering resistance
- 4/10 — As hard as a typical 6-year-old child can swing
- 5/10 — **Weapon-checking medium blow (Belegarth medium blow)**
- 6/10 — **A blow that will physically move a limb when struck in fighting**
- 8/10 — Weapon-checking hard blow: As hard as a 5'4" 100 lb athletically fit person is capable of swinging
- 10/10 — As hard as a 6'2" 200 lb athletically fit person is capable of swinging

#### Hit Zones

- **Body** — Top of shoulders, armpits, back, torso, abdomen, above the hips and navel
- **Arms** — Begins at wrist-bone, ends at shoulder-arm joint
- **Legs** — Starts at ankle, continues all the way to the hipbone, and ass
- **Head** — The skull and all of the neck are invalid targets
- **Hands** — Fingers, thumbs, and palms. Invalid targets unless open-handed
- **Feet** — The foot and toes covered by an ankle sock. Invalid target unless foot is off-ground



## ARTICLE II: THE FIGHTERS

### Fighting Behavior

- All fights are initiated with some kind of call to arms
- Fighters are generally considered individuals carrying valid melee/firearms on their persons (as clarified below): noncombatants are not fighters or participants
- **Fighters under the age of 18 must have parental permission prior to fighting**, and adhere to all of the Conventions. Smalls on the field, even armed, are not fighters but ought be included with good spirits and extreme kindness. Blows from smalls do not count.
- **No grappling of any kind is allowed. Incidental contact will occur.**
- Grabbing/pinning of weapons damages the fighter if weapons are in-motion.
- Exotic weapons such as **Sarin gas**, water-based weapons, mounted/punched weapons, hinged/entangling weapons, cannons are not allowed. [see Barbary Coast]
- All ranged weapons [with exception to orange firearms] are not allowed.
- "Hold" is called by fighters or the **Arbiter** when injury or dangerous situations arise. Fighting stops until deemed otherwise.

### Damage

- Deliberate blows to the head and ducking into headshots are both invalid and combat is halted between the two fighters if "headshot" is called. Once resumed: blows made prior to headshots are still valid, but after-blows are discounted. If fighters are uninjured, combat resumes. Repeat offenses warrant removal.
- The recipient of a blow determines its validity [with exception to orange firearms].
- A blow with insufficient force will be called "light", and does not constitute a valid blow
  - Draw cuts are invalid blows and will be called "light"
  - Firearm shots and melee thrusts cannot be called "light"
- A blow that hits more than one location **with sufficient force** is considered to have hit all locations. This includes blows that hit equipment.
- A blow to a limb with **5/10** force **Disables** that limb
  - A disabled leg must be dragged sluggishly by the living leg
  - Two disabled legs requires that you remain stationary besides rotating in-place
  - A disabled arm is placed behind back, and cannot be used to use or carry any items.
- A blow to torso struck with **5/10** force causes **Death**
- Three blows to limbs struck with **5/10** force in any configuration causes **Death**
  - A single limb struck three times causes **Death**
  - Three separate limbs which each are struck causes **Death**
  - A blow that disables one limb plus a blow that disables another limb plus another blow to either disabled limb causes **Death**
- A fighter who attacks with a firearm calls the shot
- An orange firearm only damages the first item/target that it hits; **when shots successfully hit, it breaks any item [besides bucklers] and damages any valid/invalid targets of the fighter**
- **Items broken by orange firearm shots may not be used for the rest of combat**

## Equipment

### Wielded Equipment

- A fighter may only have one piece of wielded equipment in each hand for a total of 2; these can be **1) melee weapon, or 2) buckler/shield, or 3) orange firearm, or 4) orange melee, or 5) bandage, or 6) miscellaneous**
  - Orange Melee weapons count as one piece of equipment when wielded with one hand, two pieces of equipment when wielded with two hands
- Equipment not held in hands are considered *carried*
- Clothing/armor/carried items do not block blows

### Item Limit

- A fighter may only have **four items** on their person per battle at a time, and may only wield a total of six items per battle regardless of their origin.
- Each loaded barrel of an orange firearm **counts as one item**; a minimum of one dart must be loaded per firearm up to a maximum of four.

### Melee

- A **green melee** is any weapon under 48" in overall length; **counts as one item**.
  - A valid cutting blow requires sufficient force of 5/10 [see Sufficient Force Scale]
- An **orange melee** is any weapon 48" to 84" overall; **counts as two items**
  - An orange melee breaks a shield with 6/10 force when wielded with two hands; orange melees can be used one-handed but without the shield-breaking ability
- Melee weapons are subject to a hit test by an **Arbiter**
- Melee weapons can be cutting and/or thrusting.
- Melee weapons meant for thrusting are subject to a hit test specific to thrusting by an **Arbiter**.

### Firearms

- A legal orange firearm is: **1) fixed-barreled (non-revolving action) 2) front-loading 3) spring-powered 4) one dart per barrel per complete trigger pull 5) each loaded barrel counts as one item**
- **Firearms may not be reloaded in combat.**
- Firearms may not be modified internally; aesthetic external modifications are allowed.
- Only stock Nerf darts are allowed; homemade or *Stefan* darts are prohibited
- All firearms must conform to firearm definitions, and are subject to hit tests at the **discretion of an Arbiter**. Firearm hit tests generally consist of firing the gun less than 1" from a fighter's forehead to determine its safety.

### Shields

- A **buckler** has a diameter of 12" on the largest dimension, a rigid core, and must be center-gripped with a rigid handle; **counts as one item**
  - A buckler cannot be broken by melee or firearms
- A **shield** has a diameter of 16" up to 32" on the largest dimension, a rigid core; **counts as one item**
  - An orange melee breaks a shield with **6/10** force, and used with two hands
  - An orange firearm breaks any shield when struck with the dart
  - A green melee cannot break shields

### Bandages and First Aid

- **Bandages count as one item, and may only be used once per battle**
- Preferred dimensions of bandages are 2 inches by 14 inches, and must be bow-tied to the limb.
- **Bandages are easily visible**, and used to restore use of a limb.
- Bandages do not add to the fighter's current health, only restores functionality AFTER damage.
- A fighter that already has disabled limbs **KEEPS** those blows, and still dies with 3 blows to limbs.
- Bandages cannot be pre-worn, or used to heal torso wounds.

## ARTICLE III: THE BARBARY COAST

### Barbary Coast

The Barbary Coast is generally the central location for organizing fights big and small. Various types of fights are begun at the Barbary Coast, and it is a good place for fighters to encounter other fighters.

#### Skirmishes

- Defined as non-raiding, open-field skirmishes and will be organized by **Arbiters** at the Barbary Coast
- Examples of skirmish types: 3+ person free-for-all, capture the flag, team deathmatch

#### Raids

- Raiders must provide at least one **Arbiter** prior to seeking out **green** Raid Flags. They should check their equipment and verify their **Arbiter** before leaving from the Barbary Coast
- The rules for Raids are identical to those listed above **UNLESS** all sides agree to arrangements at the Barbary Coast **BEFORE** the Raid begins. This is very common with unequal army sizes and includes normally-banned equipment such as rigging, tight confines, 'cannons', or other exotic [read: banned] weapons.
- Raids, whether impromptu or arranged, are to happen in open spaces away from equipment and personal belongings. Fights that spill over into crowded or unacceptable areas will be halted by calling "Hold" and moving the fighters elsewhere.

#### Kidnapping & Prisoners of War

##### □ Kidnapping

- Regardless of how, kidnappees must consent to their status, and be treated amicably by ships and kidnappers regardless of circumstance
- Kidnappees, regardless of acquisition, must be treated in fair and amicable fashion
- Kidnappees may volunteer to be ransomed at the Barbary Coast
- Kidnappees, are returned to a place of their choosing after an hour unless they consent to longer

##### □ Prisoners of War

- If during battle one wishes to take their opponent prisoner, they must defeat their opponent by only striking 3 different limbs once. **On the final strike they must loudly announce "You are my prisoner!"**. The prisoner is considered 'dead'.
- Fighters may offer or demand prisoner status, but are not obliged unless the above terms happen. These 'volunteer' Prisoners are still treated with the same consideration and expediency.
- Prisoners of War may be taken to the Barbary Coast and exchanges for a small DP bounty, if available.
- Prisoners of War must either be released back to fighting immediately, or escorted **DIRECTLY** to the Barbary Coast to confirm their status as a prisoner. Bounty or no, the prisoner is not to be held beyond the walk to/from the Barbary Coast.