

E. ARMOR: ARMORED COMBAT

1. HEAD

- a. A fully enclosed helm of no less than 14-gauge steel
- b. A full faceplate of 14-gauge steel or 16-gauge reinforced steel
- c. All seams must be welded or riveted together.
- d. 1/4 inch of closed-cell foam or equivalent padding is required inside the helm.
- e. A chinstrap that prevents the helm from contacting the face (when pressure is applied to the grill) is required.
- f. The openings on the visor shall not be wider than 3/4 inch in any direction.

2. NECK

- a. If the helm does not feature a built in gorget or camail of at least 16-gauge steel, then a separate gorget of leather reinforced with no less than 16-gauge steel or steel equivalent covering the clavicle is required.
- b. The combination of head and neck armor must not allow the neck to be exposed to a slash when tilting the head.

3. SHOULDERS

- a. Spaulders of at least 16-gauge steel or equivalent. If a chain hauberk with sleeves is worn, a rigid material cop covering the point of the shoulder is sufficient.
- b. A minimum of 1/4 inch of padding underneath if not already provided by the gambeson.
- c. The shoulders and shoulder blades must be completely covered if not already covered by the body armor.

4. BODY

The body must be protected by any one, or a combination of, the following:

- a. Chain Hauberk or Shirt
 - i. Chain hauberk or shirt of at least 16-gauge steel with a maximum inside ring diameter of 5/16 inch
 - ii. For 14-gauge steel a maximum inside ring diameter is 1/2 inch
 - iii. For 12-gauge steel or larger a maximum inside ring diameter is 7/8 inch
 - iv. Padding beneath the chainmail must be at least 1/4 inch.
 - v. Rigid protection over the kidney area is required.
 - vi. Aluminum mail is not considered equivalent to steel of similar dimensions. Because of the low mass of aluminum, it serves as negligible protection against Adrian weapons.
- b. Brigandine or Wisby Coat
 - i. Coat of plates of 16-gauge steel or equivalent, mounted to leather or heavy canvas, with no gap greater than 1/2 inch
 - ii. Any overlap at the sides should be the front over the back.
 - iii. 10 oz boiled leather or 15 oz leather are equivalents for 16 gauge steel.
- c. Rigid Boiled Leather
 - i. This type of armor must cover the torso including the groin and tops of the shoulders.
 - ii. Armor may be segmented to allow movement as long as no gaps occur when bending.
 - iii. 10 oz boiled leather or 15 oz leather are equivalents.

d. Breast and Back Plate

- i. Breast and back plate of at least 16-gauge mild steel or equivalent that overlap at the sides.
- ii. The breast plate must provide complete coverage of the entire stomach and chest.
- iii. The back plate must completely cover the spinal cord and underlap or overlap the gorget by at least 1/2 inch at all times.

5. ARMS AND LEGS

- a. Elbows and knees must be covered by steel cops of at least 16-gauge mild steel, 18-gauge stainless or 18-gauge tempered spring steel. The Cops further are to have either a wing protecting the inside of the elbow or a combination of thick padding and maille performing the same function.¹
- b. Articulations can be other rigid material.
- c. Upper and lower arm and upper leg must be covered with chainmail, or rigid material.
- d. Semi-rigid shin protection is required (soccer shin guards are sufficient). Rigid shin protection is highly recommended.

6. HANDS

- a. Gauntlets of at least 16-gauge mild steel or equivalent must be worn at all times during combat.
- b. Gauntlets may be of any design as long as full hand and wrist protection is achieved.
- c. “Finger” gauntlets that do not wrap around each finger are highly discouraged as they provide insufficient protection from crushing blows to the fingers.
- d. Heavy leather gloves, like welding gloves, are required as a minimum for the inside of shields with steel hand guards.
- e. Cage-style hand guards that cover the hand and wrist must have no more than a 3/4 inch opening to preclude the requirement for a gauntlet.
- f. For shields without steel hand guards, gauntlets are required.
- g. Demi-gauntlets are allowed for the inside of shields only if the shield has built-in hand protection such as a center boss.

¹ This allows renaissance style cops that wrap around providing adequate protection.