

Armored Battle Advancement (version April, 2017)

Level / Rank	Rattan Combat Challenge Points	Steel Combat Challenge Points	Required Leadership Ranks	Tournament Points	Marshal Rank	Other Required Achievements
1 / Footsoldier	0	0	Soldier	0		Must have passed Initiate phase of Kishido class
2 / Guardsman	5 (achievable in 1 perfect Challenge day)		Soldier	5		Must have fighter license for at least Basic/Beginner Level Rules
3 / Man-at-Arms	100 (achievable in 5 perfect Challenge Days Fighting Advanced Rules)		Soldier (Corporal is recommended, but not required)	25		must possess 3 of 5 practice weapons. Must have device
4 / Knight Bachelor	400 (Achievable in 10 perfect challenge days fighting advanced rules)	32 (3 weapons, matched)	Corporal (Sergeant Recommended)	50	Marshal Rank 1	Must have own armour. Must have motto Must be Formally Awarded an Accolade (a ceremonial "dubbing")
5 / Knight Banneret	1000 (Achievable in 12 Perfect Challenge Days fighting advanced rules)	80 (3 weapons, matched) (challenges include challenges for Knight Bachelor)	Lieutenant	100	Marshal Rank 2	

Extended Explanations of Extra Requirements.

Footman	<ul style="list-style-type: none">• Must have passed Initiate phase of Novice level Kishido class: This requires satisfactory participation in 4 Novice level 2-hour Kishido Classes (Or six Saturday classes) and gotten started on the following skills.<ul style="list-style-type: none">○ ukemi○ Footwork○ basic longsword strikes○ basic sword&shield strikes.○ basic pel katas.• Novices can only fight using Beginner level rules, until they get their Fighter License.
Guardman	<p>To be eligible for this rank, the fighter</p> <ul style="list-style-type: none">• Must have qualify for a Tintagel Fighter Beginner Combat Authorization (Fighter License). Advanced Level Authorization is encouraged but not required.
Man at Arms	<p>To be eligible for this rank, the fighter</p> <ul style="list-style-type: none">• must possess 3 of 5 practice weapons for all the basic weapons.• Must have a shield device or symbol and have it emblazoned on their fighting clothing and/or their shield. .• Must have been awarded the Franchise rank of at least Corporal.

Knight Bachelor

To be eligible for this rank, the fighter

- Must have his own personal armour of a historical style.
- Must have won 32 challenge points using Steel! rules, matched: longsword, pole axe, and weapon and shield: respectively. This is separate from Rattan rules requirement
- Must have been awarded the Leadership rank of at least Corporal
- Must have achieved the rank of Advanced Scholar
- Must have motto
- Marshal Rank 1
- Must be Formally Awarded an Accolade (a ceremonial “dubbing”): The details will be announced in the future, but this will be a significant ceremony, following as closely to historical norms as is possible.

Knight Banneret

To be eligible for this rank, the fighter

- Must have his own personal armour of a historical style.
 - Must have won 50 challenges using Steel! rules, matched: longsword, pole axe, and weapon and shield: respectively. This is separate from the Rattan rules challenge requirement.
 - Must have been awarded the Franchise rank of at least Lieutenant..
 - Must have achieved the rank of Free Scholar
 - Marshal rank 2
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Challenge Matches and Challenge Points

- 1) Fighters of any rank may challenge each other. The winner will receive a number of challenge points equal to the level of his opponent:
 - a) Squire - 1 pt.
 - b) Guardsman - 2pts.
 - c) Man-at-Arms - 3 pts.
 - d) Knight - 4 pts.
 - e) Knight Banneret - 5 pts.

(Note, in the old system, fighters were penalized for losing to lower ranks. Now they will simply be rewarded fewer Challenge Points.)

- 2) One a Challenge day, before each round of challenges, the fighters will be told to find an opponent. This will be done in order of rank: Higher ranked fighters will choose opponents first. If there is no one to challenge at one's own rank, a fighter may challenge either one rank higher or lower -- whichever is available --the next highest available rank. (So if there are no other Level 3's available, a Level 3 could challenge a level 2 or a level 4. If in a Challenge phase there is no one left to challenge the last remaining fighter, then the Marshal may, at his discretion, allow an extra challenge to a fighter within one one rank of the remaining fighter.

*For example: 9 fighters are at a challenge day. In the Challenge phase, a Level 1 fighter is left remaining. The Marshal can authorize a Level 2 to fight him in an additional challenge.

- 3) Fighters must challenge their own rank for preference. If no one is available at their own rank, they may challenge either 1 rank higher or lower, which ever is available. If no one is available at that rank, then they may challenge either 2 ranks higher or lower, whichever is available.
- 4) A fighter may not fight another fighter in more than one challenge in a single day, even in another category, unless given a specific exemption from the Marshal because of outstanding conditions.
- 5) Correction: Challenges made with using Advanced Armored Battle rules are worth double points.

- 6) Each month, on Challenge Day, a fighter may fight up to 5 challenges. He must use a different weapon in each challenge unless given a specific exemption from the Marshal because of outstanding conditions..

(Note: In the old system, it was required to have exact points in each weapon. That will no longer be the case. However, because fighters are allowed only one challenge with each weapon, it would take a very long time to progress if you only fight with one.. Progression will occur because of total points only. This will greatly simplify fighter scoring and record keeping, and everyone can readily understand their progress.)

- 7) Challenge Days will be held monthly. Unmatched Challenge Days will Alternate with Matched Challenged Days. Novices may fight up to 5 Basic Rules Challenges. Guardsmen may fight 2 with Basic, and 3 Counted blows. From Man-at-Arms level up, Fighters will fight 2 Basic Rules Challenges, 2 Counted Blows Challenges, and 1 Plate and Proof Challenge.. Currently, there are only Basic or Counted Blows, but once there are Men-at-Arms rank fighters, the category “Plate as Proof” will be opened up for challenges.
- 8) To win a challenge, the fighter must win 2 out of 3 rounds against his opponent. Double kills do not count. So a fighter with 1 win and 2 double kills loses the challenge.
- 9) Challenge victories will not count toward challenges: only challenges count toward challenges.
- 10) If there are less than 10 fighters, the Marshal will reduce the number of Available rounds (4 for 8 fighters, 3 for 6 fighters, 2 for 4 fighters). If less than four fighters, the Marshal may declare the Challenge Day invalid.
- 11) On Matched Weapons Challenge Days, each of the Challenge Phases will be fought with the same weapon, chosen at random:
For example: If on a Matched Challenge Day there are 5 Challenge phases, at the beginning of each phase, the Marshal randomly draws a choice for weapons: Phase 1 Dagger; Phase 2 Weapon and Shield; Phase 3: Spear; Phase 4: Polearm, and Phase 5: Longsword.

Tournament Points System

Attendance	1 Point
Tournament Category Participation (per Category)	1 Point
Category Winner	.5 Point per Category Competitor (rounded up)
Tournament Champion	1 points plus 2 Points for Each other Contender for Tournament Champion

- 1) Only Guardsmen level and up may participate in Tournaments.
- 2) All Participants must have a valid Authorization (Armored Battle Fighters License: Beginner and/or Advanced).
- 3) Novices may attend (and get points for Attendance, but may only practice in the free sparring time)
- 4) Official tournament category must have at least 5 competitors to be considered an "official" competition.
- 5) Official Tournament will have the following Categories as options:
 - a) Matched/Unmatched
 - i) Basic beginner/Advanced
 - ii) Counted Blows Beginner/Advanced
 - iii) Plate as Proof Beginner / Advanced
 - iv) Steel! rules
- 6) Each Category will be matched weapons.
- 7) Fun fights: Not for tournament points but for education.
 - a)
- 8) Contenders for Tournament Champions will be the winners of each category. They will fight a single elimination tournament for 3 rounds: Round 1 Sword and Shield/Buckler (coin flip), Round 2 Spear, and Round 3 Longsword. Most victory points is the Champion. Second most victory points is the Runner Up.

Leadership Advancement

Rank / Title	Total Leadership Points Needed to Achieve Rank	Authorization
1 / Soldier	0	No command
2 / Corporal	20	Can officially command a “Team” (3-5 fighters)* or assist a Sargeant
3 / Sargeant	70	Can officially command a “Squad” (a group of 2-3 units) or assist a Lieutenant.*
4 / Lieutenant	150	Can officially command “Platoon” comprising 2 or 4 Squads or assist a Captain*
5 / Captain	250	Can officially command a Company comprising 2-5 “Platoons”*

*Please note that these organization names (Team, Squad, Platoon), except for Company, are not historical but are a convenient anachronism used because there are no historical equivalents applicable to our current scale of play.

Leadership Points

Leading Unit in Melee Combat	0-3 Point per Member of Group (as assigned by group members according to private, secret ranking in questionnaire after the tournament.
Leading Unit to Victory in Official Melee Tournament	.5 points per Member of Defeated Groups

- 1) Leadership Points are awarded only for participation in an accredited Melee Tournament.
- 2) Leadership Assessment form given to each melee group member after tournament. Forms are signed, but confidential. Fighters cannot award themselves leadership points.
- 3) Every year, Tintagel will have at least 1 Melee Tournament that counts toward leadership points. Furthermore, STEEL! League Matches will also count towards Tournament points
- 4) **Melee Tournaments** - Official Melee tournaments count towards Leadership points. These are tournaments will relatively balanced teams. There will be several types of Official Melee tournaments
 - a) Blood of Heroes
 - b) Knightwars
 - c) A “X-size group “ tournament. For example, a Unit tournament will be straight fights against previously arranged Units, a Squad tournament

Revised Challenge Targets:

Note 1: Challenges refer to Armored Battle Challenges; Light Battle Challenges are dealt with separately

Note 2: In new system there are Challenge Points. Fighters are awarded points for the level of their defeated opponent.

1) Number of Novice Challenges Required for Advancement to Guardsman:

Old system -- 4: Two weapons matched, and two weapon unmatched.

New system -- 4: Two weapons matched, and two weapon unmatched.

With Perfect success, Advancement can be achieved in 2 Challenge Days.

2) Number of Guardsman Challenges Required for Advancement to Man-at Arms:

Old system - 40:

20 challenges divided over 5 weapons in matched combat, and 20 challenges divided in over 5 weapons in unmatched combat.

New system (includes points from Novice level): 100 Challenge Points.

(Assumes but does not require 40 challenge points divided evenly over 5 weapons in matched Basic rules and Counted Blows combat, plus 40 Challenge points divided evenly over five weapons in unmatched Basic Rules and Counted Blows combat, plus the points carried over from Novice level.)

With Perfect success, Advancement can be achieved in 10 Challenge Days.

3) Number of Man-at-Arms Challenges Required for Advancement to Knight Bachelor:

Old system - 60 challenges:

30 challenges divided evenly over 5 weapons in matched Basic Rules, Counted Blows, and Plate as Proof combat. Plus 30 challenges divided evenly over 5 weapons in unmatched Basic Rules, Counted Blows, and Plate as Proof combat.

New system (includes points from Novice and Guardsman levels): 300 Challenge Points.

(Assumes but does not require 90 Challenge Points divided evenly over 5 weapons in matched Basic Rules, Counted Blows, and Plate as Proof combat, plus 90 Challenge Points divided evenly over 5 weapons in unmatched Basic Rules, Counted Blows, and Plate as Proof combat, plus 100 points carried over from previous levels.)

(note: Challenges do not count challenges made with steel weapons)

With Perfect success, advancement can be achieved in 14 Challenge Days

4) Number of Knight Bachelor level Challenges Required for Advancement to Knight Banneret

Old System -- Never Designed

New System: 500 Challenge Points

(Assumes but does not require 200 Challenge Points divided evenly over 5 weapons in matched Basic Rules, Counted Blows, and Plate as Proof combat, plus 118 Challenge Points divided evenly over 5 weapons in unmatched Basic Rules, Counted Blows, and Plate as Proof combat, plus 300 points carried over from previous levels.)

(note: Challenges do not count challenges made with steel weapons)

With Perfect success, advancement can be achieved in 8 Challenge Days

Estimated Time to Knight Banneret with a perfect record using Beginner Rules only: 34 Challenge Days (3.5 years)

Estimated Time to Knight Banneret with a perfect record using Advanced Rules only: 17 Challenge Days (Less than two years)