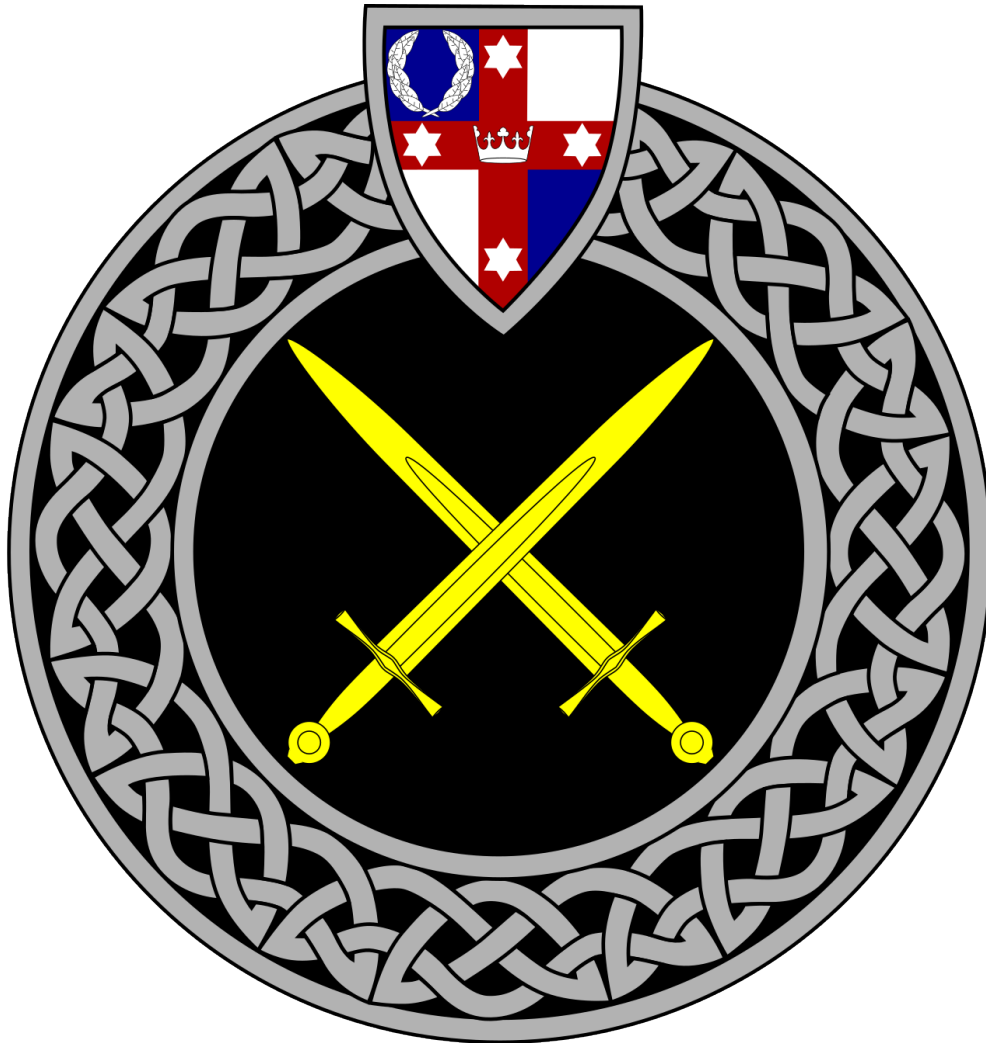


Draft Kingdom of Lochac Fighters' Handbook



For consultation or approvals

Version 3.3.1 (will become v 3.4 when approved)

Non scriptum non est

Is this the most recent version?

This pdf has a date at the bottom of the page of the day that the file was generated from the Armoured Combat Fighters Handbook wiki, so you will know how up-to-date your hard copy or file of the rules is.

Updates to the content (including fixing typographical errors) and alterations to the coding behind the pdf creation will trigger a new pdf to be available from that link. Any changes to the actual rules will be documented in the `Armoured_Combat:Change_Log`.

We don't recommend saving copies of the pdf to other locations, as they will become out of date when the wiki is updated with rule changes. Use, a bookmark or save the link instead.

Copyright

Text included verbatim from the SCA Inc. Marshal's Handbook is copyright The Society for Creative Anachronism, Inc.

All other text is copyright The Society for Creative Anachronism, New Zealand, Inc. and The Society for Creative Anachronism Australia Ltd. It may be freely copied for SCA purposes provided it is copied in full and this notice remains intact.

The cover art is by Lord Ronan Mac Brian and permission is granted to use it within the SCA. All other images are copyright Alasdair Muckart and David Maclagan and are released under the terms of the Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.

Contents

Is this the most recent version?	2
Copyright	2
1 Test formatting	5
1.1 Section Test	5
1.2 Another section test	5
1.2.1 Subsection Test	5
1.2.2 Another subsection	5

1 Test formatting

1.1 Section Test

1. Item
 - (a) Item
 - i. Item
 - A. Item

1.2 Another section test

1.2.1 Subsection Test

1. Item
 - (a) Item
 - i. Item
 - A. Item

1.2.2 Another subsection

1.2.2.0.1 Subsubsection Test

1. Item
 - (a) Item
 - i. Item
 - A. Item

1.2.2.0.2 Another subsubsection

1.2.2.0.2.1 Subsubsubsection Test

1. Item
 - (a) Item
 - i. Item
 - A. Item

1.2.2.0.2.2 Another subsubsubsection

Effects of weapons on target areas

Target area	Single handed	Thrust	Missile	Two handed	Mass weapon	Siege missile
Face	Kill	Kill	Kill	Kill	Kill	Kill
Head	Kill	Kill	Kill	Kill	Kill	Kill
Torso	Kill	Kill	Kill	Kill	Kill	Kill
Shoulder	Wound	Wound	Wound	Kill	Kill	Kill
Hip	Wound	Wound	Wound	Kill	Kill	Kill
Arm	Wound	Wound	Wound	Wound	Wound	Kill
Thigh	Wound	Wound	Wound	Wound	Wound	Kill
Shield	No effect	No effect	No effect	No effect	No effect	Kill
Hand	No effect	No effect	No effect	No effect	No effect	No effect
Lower leg	No effect	No effect	No effect	No effect	No effect	No effect
Weapon / Shield	No effect	No effect	No effect	No effect	No effect	Destroyed