

Introduction

Historical Armed Combat System (HACS) is an honor-based sport. Each **participant** is required to follow all applicable rules and accurately resolve **Hit** determinations against themselves. **HACS** officials are empowered to enforce all rules, score tournament matches, and are the absolute arbiters when determining combat resolution.

HACS rules were designed with a three-part philosophy in mind: safety, playability, and realism. Safe combat is the most important aspect of the three, followed by ease of play. The **HACS** system is balanced to encourage the use of a wide variety of weapons and combat styles so that no single fighting method will consistently dominate. The final philosophy of **HACS** is to facilitate the recreation of medieval and ancient combat methods for educational purposes.

Because **HACS** is a physical activity, there is the possibility of participant injury. Although serious injuries are rare, minor instances such as bruises, muscle strains, or abraded knuckles can result from practice or at **HACS** events. These occurrences may happen due to being struck by **HACS** certified weapons as well as from incidental contact with other participants or terrain. The likelihood of participant injury increases slightly as the **HACS Class** levels increase. Anyone who participates in any **HACS** event does so at their own risk and assumes responsibility for their personal safety.

Adjudication

Marshal – Person(s) empowered to enforce all **HACS** rules, score tournament matches, and are the final arbiter when determining combat resolution.

- 1.1 **Marshal(s)** are responsible for the safety and conduct of all **HACS** combat.
 - 1.1.1 **Marshal(s)** have the ability to stop combat for any reason in order to facilitate safe and **Legal** conduct.
 - 1.1.2 **Marshal(s)** have the authority to remove any participant from **HACS** events, for any reason.
 - 1.1.3 **Marshal(s)** are empowered to penalize participants with either **Unnecessary Roughness** or **Unsportsmanlike Conduct** penalties as circumstances apply.
 - 1.1.3.1 **Unnecessary Roughness** is defined as: The act of using more force than is necessary to achieve one's goal and which may or may not result in injury to another participant.
 - 1.1.3.2 **Unsportsmanlike Conduct** is defined as: The acting or speaking in a manner that is deemed to be objectionable and does not meet the standards of conduct required at a **HACS** event.
- 1.2 One on one tournaments will be staffed by three (3) **Marshals**.
 - 1.2.1 If a combat determination needs to be made in a one on one tournament, the consensus of at least two (2) out of the three (3) **Marshals** adjudicating the match, must be met.
 - 1.2.2 Ten on ten tournaments will be staffed by a minimum of five (5) **Marshals**. One of the five **Marshals** will be designated as **Head Marshal**. The **Head Marshal** is the spokesman and final arbiter of all **Marshal** decisions made in the tournament.

DEFINITION OF TERMS

- **Armor:** Any approved covering worn as a defense against damage.
- **Class 1:** The first level of HACS combat
- **Class 2:** The second level of HACS combat.
- **Class 3:** The third level of HACS combat.
- **Class 4:** The Fourth level of HACS combat.
- **Class 5:** The Fifth level of HACS combat.
- **Combat:** Armed fighting against opponents.
- **Combat Damage:** The occurrence where a **Weapon Hits a Legal Target Area** and causes one point or more of **Injury** to that area to be counted against existing armor or toward the **Disabling** of that **Target Area**.
- **Death:** Sufficient Combat Damage that removes the participant from the current combat scenario.
- **Defensive Equipment:** Equipment that is used to defend against attack.
- **Disabled (Disabling, Disables):** The result of taking more points of Injury to a location than it has armor or Injury points. The effect is that the **Target Area** cannot be used.
- **Garb:** Clothing typified by the medieval and ancient era style.
- **Gauntlet:** A medieval glove, as of mail or plate, worn by a knight in armor to protect the hand.
- **Gorget:** A piece of **Armor** designed to protect the throat.
- **Grappling (Grapple):** Is the act of wrestling an opponent, or their weapon, to gain a combat advantage.
- **Groin Protection:**
- **HACS:** Historical Armed Combat System
- **Heavy Shield:** HACS Class 2 Shield. A Shield with a solid (non-foam) core.
- **Hit:** A strike that connects with a **Legal Target Area**.
- **Hold:**
- **Illegal:** An act that falls outside of the accepted rules of HACS.
- **Injury:** The result of a successful **Hit** upon a **Legal Target Area**.
- **Legal:** An act that falls within the accepted rules of HACS.
- **Legal Target Area:** An area on a participant that is defined as allowed to be struck by HACS rules.
- **Light Shields:** HACS Class 1 Shield. A Shield that is primarily constructed out of foam except for the handle.
- **Marshal:** The person, or persons, that are responsible for ensuring that all HACS rules are followed and that safety requirements are met. **Marshals** are the final arbiters of rule decisions, in and out of combat.
- **Miscellaneous Equipment:** Any equipment that does not fall under the specific categories such as Weapons, Armor, or Shields.
- **Offensive Equipment:** Equipment that is used to attack.
- **Period:** A range of time that encompasses the medieval and ancient era with regards to Weapons, Equipment, and clothing.
- **Person:** A participant's body and clothing (garb).
- **Shield:** A broad piece of armor, varying widely in form and size, carried apart from the body and used as a defense against swords, lances, arrows, etc.
- **Shield Bashing:** Initiating Shield contact that starts at a distance of more than two steps from the **Target**. A running Shield Check.
- **Shield Check:** The act of striking one's Shield into the Shield or body of an opponent in order to gain combat advantage.
- **Simultaneous (Simultaneously):** occurring at the same time.
- **Solid Hit:** A non-glancing strike to the front, top, or back of a Shield that is swung through a minimum arc of 90 degrees.
- **Subsequent:** Occurring later or after the initial instance.
- **Sufficient Force:** A distinct sensation of impact most often characterized by one or more of the following: a percussive sound, weapon deflection or rebound, weapon stoppage, or the moving of the **Legal Target Area**. Draw cuts, grazes, wiggling, or a blow whose trajectory is not appreciably altered, do not meet the standard of **Sufficient Force** and do not count as a **Hit**.
- **Target:** The person or item that is being targeted.
- **Unnecessary Roughness:** The act of using more force than necessary to achieve one's goal and which may or may not result in an injury to another participant.
- **Unsportsmanlike Combat:** The acting or speaking in a manner that is deemed to be objectionable and does not meet the standards of conduct at an HACS event. A **Marshal** defines all instances of **Unsportsmanlike Conduct**.
- **Waster:**
- **Weapon:** Any instrument or device for use in attack or defense in combat, fighting, or war, as a sword, axe, dagger, spear, etc.

Class 1 Combat

1. **Equipment Classifications and Definitions.**
 - 1.1 **Offensive Equipment** is defined as: Any item that is designed to score damage against an opponent in combat.
 - 1.1.1 **(Class 1) One-handed weapon**
 - 1.2 **Defensive Equipment** is defined as: Any item that provides a defensive advantage to its user by preventing **Combat Damage** and is incapable of inflicting **Combat Damage** against other combatants.
 - 1.2.1 **Shields** – Shields are rigid defensive objects that are padded to meet HACS safety specifications and are equipped with handles or straps. **Class 1 Shields** are defined as **Light Shields**.
 - 1.2.2 **Armor** is defined as: Any protective body covering that provides a defensive advantage to its wearer and that is constructed with **Period** and other acceptable materials.
 - 1.3 All **Offensive** and **Defensive Equipment** must meet HACS safety certifications or it will not be allowed for use in HACS events. All equipment will face certification checks prior to every HACS event.
 - 1.4 **Miscellaneous Equipment** includes, but is not limited to, belts, pouches, boots, clothing, and headwear. While conferring no combat advantage, **Miscellaneous Equipment** may be checked for safety at a **Marshal's** discretion. Any **Miscellaneous Equipment** that interferes with combat determinations will not be allowed in HACS events.
 - 1.4.1 All participants must meet HACS Garb Requirements.
2. **Combat.**
 - 2.1 Intentional misinterpretation of HACS rules to gain any unspecified advantage in combat will result in an occurrence of **Unsportsmanlike Conduct**. HACS expects its participants to conduct themselves with honor.
 - 2.2 **Target Area Definitions.**
 - 2.2.1 **Body** – Area bounded by the base of the neck (exclusive), shoulder-arm joint (inclusive), hip-leg socket (inclusive), groin (inclusive), and buttocks (inclusive).
 - 2.2.2 **Arm(s)** – Area bounded by the wrist (inclusive), and the shoulder-arm joint (exclusive).
 - 2.2.3 **Leg(s)** – Area bounded by the ankle (inclusive), and hip-leg socket (exclusive).
 - 2.2.4 **Head** – Area above the base of the neck (inclusive).
 - 2.2.4.1 The head is an **Illegal Target Area** in **Class 1 HACS**.
 - 2.2.5 **Hand(s)** – Area below the wrist (exclusive). A hand is a **Legal Target Area** only if it is empty. Any **Injury** to an empty hand is considered to be an **Injury** to the connected arm. A hand wielding a **Weapon** or **Shield** is considered to be part of that **Weapon** or **Shield** and is immune to **Injury** as long the item is wielded appropriately.
 - 2.2.6 **Feet** – Area below the ankle (exclusive). A foot is a **Legal Target Area** only if it is off the ground. Any **Injury** to a foot that is not in contact with the ground is considered to be an **Injury** to the connected leg.
 - 2.3 **Weapons**
 - 2.3.1 **Weapons** that strike with **Sufficient Force** can score **Combat Damage** to a **Legal Target Area**.
 - 2.3.2 **Weapons** yield damage according to the classification of the **Weapon**.
 - 2.3.2.1 **Class 1 (one-handed) Weapons** cause one (1) **Hit** of **Injury** to a **Legal Target Area** whether swung or thrust, wielded either in one hand or two.
 - 2.4 **Armor** – **Armor** provides no defensive advantage in **Class 1 HACS**.
 - 2.5 **Injury**
 - 2.5.1 A single **Hit** can only damage a single **Legal Target Area**.
 - 2.5.1.1 A **Simultaneous Hit** on both the body and/or arm/leg, is assumed to have **Hit** the body.
 - 2.5.1.2 A **Hit** that strikes both a **Legal** and **Illegal Target Area** **Simultaneously**, is assumed to have struck the **Illegal Target Area**. Any intentional use of this rule to gain combat advantage will be issued an **Unsportsmanlike Conduct** penalty.
 - 2.5.2 **Effects of Injury.**
 - 2.5.2.1 A **Disabled** body causes **Death**.
 - 2.5.2.2 Two **Disabled** limbs (arms and/or legs) cause **Death**.
 - 2.5.2.3 One **Hit** of **Injury** to an unarmored **Legal Target Area** **Disables** that **Legal Target Area**.
 - 2.5.3 All effects of **Injury** or **Combat Damage** must be accurately reported by each participant at the time of its occurrence.
 - 2.5.3.1 **Death** – A dead participant must immediately drop safely to the ground where their **Death** occurred. The dead participant must remain where they died until instructed to move by a **Marshal** or participant safety requires them to do so. HACS pre-arranged scenarios may dictate specific terms for actions upon **Death** and should be followed first, if available.
 - 2.5.3.2 **Disabled Arm** – A **Disabled** arm may not be used. Participants must place their **Disabled** arm behind their back where it must remain until the resolution of the combat scenario.
 - 2.5.3.3 **Disabled Leg** – A **Disabled** leg must be dragged on the ground behind the wounded participant. A participant with a **Disabled** leg cannot move faster than at a normal walking pace. A **Disabled** leg can only be used for balance and cannot be used to support the wounded participant's weight nor can it be used to facilitate combat maneuvers. Any participant that intentionally uses a **Disabled** leg to gain an advantage in combat will receive an **Unsportsmanlike Conduct** penalty.
 - 2.5.4 **Subsequent Hits to the Same Location.**
 - 2.5.4.1 A subsequent **Hit** to an arm and/or leg results in **Death**.
- 2.6 **Shields.**
 - 2.6.1 **Shields** may be used in any reasonable manner within the framework of HACS rules and still be considered a **Shield**.
 - 2.6.2 Only one **Shield** may be used by a participant at any time.
- 2.7 **Combat Conventions.**
 - 2.7.1 The **Target** of an attack must accurately and honestly make all **Hit** determinations against themselves, as they occur. A **Marshal** will resolve any disputes regarding **Hit** determination.
 - 2.7.2 The **Target** of an attack must accurately proclaim each successful **Hit** result against their **Person** or **Armor** as it occurs.
 - 2.7.3 Should an unsafe situation occur during HACS combat, which is not witnessed by a **Marshal**, it becomes the responsibility of each individual participant to call for a **Hold** and immediately stop combat and movement. All participants must remain in place until ordered by a **Marshal** to resume activities. Any instance of using a **Hold** to gain a combat advantage will result in an **Unsportsmanlike Conduct** penalty against the offending participant.
 - 2.7.4 Laying a **Weapon** across a **Legal Target Area** or **Shield** in order to block combat damage is **Illegal**. Intentional use of this tactic will result in an **Unsportsmanlike Conduct** penalty. The blocking of combat damage must be done in a manner that does not cause the striking or blocking **Weapon** to contact a **Legal Target Area** or **Shield** with **Sufficient Force**.
 - 2.7.5 Sheathed or additional **Weapons** that are not being wielded are incapable of blocking **Hits**. Any **Hit** that would have struck a **Legal Target Area** beyond these items would receive the appropriate **Injury**.
 - 2.7.6 Grabbing the striking surface of an opponent's **Weapon** will result in the **Disabling** of the offending limb.
 - 2.7.7 Intentionally pinning the striking surface of an opponent's **Weapon** between **Target Areas** will result in the **Death** of the offending participant.
 - 2.7.8 A participant's strike that is in forward motion is considered to continue, and potentially score **Combat Damage**, if that strike lands within 0.5 seconds of the attacker sustaining a **Disabling Injury**.
3. **Class 1 Prohibited Acts.** This not an exhaustive list of **Unnecessary Roughness** or **Unsportsmanlike Conduct**:
 - a. Intentional head strikes
 - b. **Shield** Checking or Bashing.
 - c. **Grappling**.
 - d. Using any **Weapon** other than **Class 1**

Class 2 Combat

1. **Equipment Classifications and Definitions.**
 - 1.1 **Offensive Equipment** is defined as: Any item that is designed to score damage against an opponent in combat.
 - 1.1.1 **(Class 2) One-handed Weapon**
 - 1.1.2 **(Class 2) Two-handed Weapon**
 - 1.2 **Defensive Equipment** is defined as: Any item that provides a defensive advantage to its user by preventing combat damage and is incapable of inflicting damage against other combatants.
 - 1.2.1 **Shields** – Shields are rigid defensive objects that are padded to meet **HACS** safety specifications and are equipped with handles or straps. **Class 1 Shields** are defined as **Light Shields**. **Class 2 Shields** are defined as **Heavy Shields**.
 - 1.2.2 **Armor** is defined as: Any protective body covering that provides a defensive advantage to its wearer and that is constructed with **Period** and other acceptable materials.
 - 1.3 All **Offensive and Defensive Equipment** must meet **HACS** safety certifications or it will not be allowed for use in **HACS** events. All equipment will face certification checks prior to every **HACS** event.
 - 1.4 **Miscellaneous Equipment** includes, but is not limited to, belts, pouches, boots, clothing, and headwear. While conferring no combat advantage, **Miscellaneous Equipment** may be checked for safety at a **Marshal's** discretion. Any **Miscellaneous Equipment** that interferes with combat determinations will not be allowed in **HACS** events.
 - 1.4.1 All participants must meet **HACS Garb Requirements**.
2. **Combat.**
 - 2.1 Intentional misinterpretation of **HACS** rules to gain any unspecified advantage in combat will result in an occurrence of **Unsportsmanlike Conduct**. **HACS** expects its participants to conduct themselves with honor.
 - 2.2 **Target Area Definitions.**
 - 2.2.1 **Body** – Area bounded by the base of the neck (exclusive), shoulder-arm joint (inclusive), hip-leg socket (inclusive), groin (inclusive), and buttocks (inclusive).
 - 2.2.2 **Arm(s)** – Area bounded by the wrist (inclusive), and the shoulder-arm joint (exclusive).
 - 2.2.3 **Leg(s)** – Area bounded by the ankle (inclusive), and hip-leg socket (exclusive).
 - 2.2.4 **Head** – Area above the base of the neck (inclusive).
 - 2.2.4.1 The head is an **Illegal** target in **Class 2 HACS**.
 - 2.2.5 **Hand(s)** – Area below the wrist (exclusive). A hand is a **Legal Target Area** only if it is empty. Any **Injury** to an empty hand is considered to be an **Injury** to the connected arm. A hand wielding a **Weapon** or **Shield** is considered to be part of that **Weapon** or **Shield** and is immune to **Injury** as long the item is wielded appropriately.
 - 2.2.6 **Feet** – Area below the ankle (exclusive). A foot is a **Legal Target Area** only if it is off the ground. Any **Injury** to a foot that is not in contact with the ground is considered to be an **Injury** to the connected leg.
 - 2.3 **Weapons**
 - 2.3.1 **Weapons** that strike with **Sufficient Force** can score **Combat Damage** to a **Legal Target Area**.
 - 2.3.2 **Weapons** yield damage according to the classification of the **Weapon**.
 - 2.3.2.1 **Class 1 (one-handed) Weapons** cause one (1) **Hits of Injury** to a **Legal Target Area** whether swung or thrust, wielded either in one hand or two.
 - 2.3.2.2 **Class 2 (two-handed) Weapons** cause two (2) **Hits of Injury** to a **Legal Target Area** whether swung or thrust with two hands. **Class 2 Weapons** cause one (1) **Hit of Injury** to a **Legal Target Area** when swung or thrust with one hand.
 - 2.4 **Armor**
 - 2.4.1 **Armor** – **Armor** confers one point of **Defense** to each **Legal Target Area** covered by the **Armor**. **Armor** that covers multiple **Legal Target Areas** at the same time, confer one separate point of **Defense** to each area (Maximum of one point of **Defense** per **Legal Target Area**). Multiple pieces of **Armor** that cover the same **Legal Target Area** do not confer any additional **Defense**.
 - 2.4.2 **Armor** must cover at least one-third (1/3) of a **Legal Target Area** to confer its benefit. **Armor** that extends over a second **Legal Target Area** from its primary location must also cover one-third (1/3) of the secondary location to confer its benefit.
 - 2.4.3 **Armor** only protects the part of the **Legal Target Area** that is covered by it. Any **Hit** that strikes an unarmored location of a **Legal Target Area** counts as the appropriate **Injury** to that area.
 - 2.4.4 **Hits** on both an armored and unarmored **Legal Target Area** are considered to have **Hit** the unarmored **Legal Target Area**.
 - 2.4.5 **Armor** must be easily discernable in order to count as **Armor**. **Armor** that is not visible or that does not meet the **HACS** standard for **Armor**, will not be counted.
 - 2.5 **Injury**
 - 2.5.1 A single **Hit** can only damage a single **Legal Target Area**.
 - 2.5.1.1 A **Simultaneous Hit** on both the body and/or arm/leg, is assumed to have **Hit** the body.

- 2.5.1.2 A **Hit** that strikes both a **Legal** and **Illegal Target Area Simultaneously**, is assumed to have struck the **Illegal Target Area**. Any participant's intentional use of this rule to gain combat advantage will be issued a notice of **Unsportsmanlike Conduct**.
- 2.5.2 **Effects of Injury.**
 - 2.5.2.1 A **Disabled** body causes **Death**.
 - 2.5.2.2 Two **Disabled** limbs (arms and/or legs) cause **Death**.
 - 2.5.2.3 One **Hit of Injury** to an unarmored **Legal Target Area**, **Disables** that area.
 - 2.5.2.4 Two **Hits of Injury** to an armored **Legal Target Area**, **Disables** that area.
- 2.5.3 All effects of **Injury** or **Combat Damage** must be accurately reported by each participant at the time of its occurrence.
 - 2.5.3.1 **Death** – A dead participant must immediately drop safely to the ground where their **Death** occurred. The dead participant must remain where they died until instructed to move by a **Marshal** or participant safety requires them to do so. **HACS** pre-arranged scenarios may dictate specific terms for actions upon **Death** and should be followed first, if available.
 - 2.5.3.2 **Disabled Arm** – A **Disabled** arm may not be used. Participants must place their **Disabled** arm behind their back where it must remain until the resolution of the current combat scenario.
 - 2.5.3.3 **Disabled Leg** – A **Disabled** leg must be dragged on the ground behind the wounded participant. A participant with a **Disabled** leg cannot move faster than at a normal walking pace. A **Disabled** leg can only be used for balance and cannot be used to support the wounded participant's weight nor can it be used to facilitate combat maneuvers. Any participant that intentionally uses a **Disabled** leg to gain an advantage in combat will receive an **Unsportsmanlike Conduct** penalty.
- 2.5.4 **Subsequent Hits to the Same Location.**
 - 2.5.4.1 A **Subsequent Hit** to an arm and/or leg is assumed to continue through to **Injure** the body or other leg, respectively. **Armor** is applied normally for the **Legal Target Area** that is considered struck by the follow through **Hit**.
- 2.6 **Shields**
 - 2.6.1 **Shields** may be used in any reasonable manner within the framework of **HACS** rules and still be considered a **Shield**.
 - 2.6.2 Only one **Shield** may be used by a participant at any time.
 - 2.6.3 **Class 1 Shields** are destroyed by one (1) **Solid Hit** from a **Class 2 Weapon**. **Class 2 Shields** are destroyed by two (2) **Solid Hits** from a **Class 2 Weapon**.
 - 2.6.3.1 **Simultaneous Solid Hits** from multiple **Class 2 Weapons** **Destroy** a **Class 2 Shield**.
 - 2.6.3.2 **Subsequent Hits** (**Class 1** or **2**) on a **Destroyed Shield** continue through to the **Legal Target Area** on which the **Shield** is worn or carried unless the wielder is in the process of dropping the **Shield**.
 - 2.6.3.3 A **Solid Hit** is defined as: A non-glancing strike to the front, top, or back of a **Shield** that is swung through a minimum arc of 90 degrees.
- 2.7 **Combat Conventions.**
 - 2.7.1 The **Target** of an attack must accurately and honestly make all **Hit** determinations against themselves, as they occur. A **Marshal** will resolve any disputes regarding **Hit** determination.
 - 2.7.2 The **Target** of an attack must accurately proclaim each successful **Hit** result against their **Person** or **Armor** as it occurs.
 - 2.7.3 Should an unsafe situation occur during **HACS** combat, which is not witnessed by a **Marshal**, it becomes the responsibility of each individual participant to call for a **Hold** and immediately stop combat and movement. All participants must remain in place until ordered by a **Marshal** to resume activities. Any instance of using a **Hold** to gain a combat advantage will result in an **Unsportsmanlike Conduct** penalty against the offending participant.
 - 2.7.4 Laying a **Weapon** across a **Legal Target Area** or **Shield** in order to block combat damage is **Illegal**. Intentional use of this tactic will result in an **Unsportsmanlike Conduct** penalty. The blocking of combat damage must be done in a manner that does not cause the striking or blocking **Weapon** to contact a **Legal Target Area** or **Shield** with **Sufficient Force**.
 - 2.7.5 Sheathed or additional **Weapons** that are not being wielded are incapable of blocking **Hits**. Any **Hit** that would have struck a **Legal Target Area** beyond these items would receive the appropriate **Injury**.
 - 2.7.6 Grabbing the striking surface of an opponent's **Weapon** will result in the **Disabling** of the offending limb.
 - 2.7.7 Intentionally pinning the striking surface of an opponent's **Weapon** between **Target Areas** will result in the **Death** of the offending participant.
 - 2.7.8 A participant's strike that is in forward motion is considered to continue, and potentially score **Combat Damage**, if that strike lands within 0.5 seconds of the attacker sustaining a **Disabling Injury**.
 - 2.7.9 Participants that attack an opponent from behind with a two-handed strike from a **Class 2 Weapon** must shout "TWO" so that the **Target** understands that the attack causes two points of **Injury**.
- 3. **Class 2 Prohibited Acts.** This not an exhaustive list of **Unnecessary Roughness** or **Unsportsmanlike Conduct**:
 - a. Intentional head strikes
 - b. **Shield Checking** or **Bashing**.
 - c. **Grappling**.
 - d. Using any **Weapon** other than **Class 1** or **Class 2**.

Class 3 Combat

1. **Equipment Classifications and Definitions.**
 - 1.1 **Offensive Equipment** is defined as: Any item that is designed to score damage against an opponent in combat.
 - 1.1.1 (Class 2) **One-handed Weapon**
 - 1.1.2 (Class 2) **Two-handed Weapon**
 - 1.1.3 (Class 3) **Missile Weapon**
 - 1.2 **Defensive Equipment** is defined as: Any item that provides a defensive advantage to its user by preventing combat damage and is incapable of inflicting damage against other combatants.
 - 1.2.1 **Shields** – Shields are rigid defensive objects that are padded to meet HACS safety specifications and are equipped with handles or straps. **Class 1 Shields** are defined as **Light Shields**. **Class 2 Shields** are defined as **Heavy Shields**.
 - 1.2.2 **Armor** is defined as: Any protective body covering that provides a defensive advantage to its wearer and that is constructed with **Period** and other acceptable materials.
 - 1.2.3 A HACS certified helmet is required in **Class 3** combat for all participants under Eighteen (18) years of age to ensure safety. **Class 3 HACS** does not permit intentional head contact from **Class 1** or **2 Weapons**.
 - 1.3 All **Offensive** and **Defensive Equipment** must meet HACS safety certifications or it will not be allowed for use in HACS events. All equipment will face certification checks prior to every HACS event. **Miscellaneous Equipment** includes, but is not limited to, belts, pouches, boots, clothing, and headwear. While conferring no combat advantage, **Miscellaneous Equipment** may be checked for safety at a Marshal's discretion. Any **Miscellaneous Equipment** that interferes with combat determinations will not be allowed in HACS events.
 - 1.3.1 All participants must meet **HACS Garb Requirements**.
2. **Combat.**
 - 2.1 Intentional misinterpretation of HACS rules to gain any unspecified advantage in combat will result in an occurrence of **Unsportsmanlike Conduct**. HACS expects its participants to conduct themselves with honor.
 - 2.2 **Target Area Definitions.**
 - 2.2.1 **Body** – Area bounded by the base of the neck (exclusive), shoulder-arm joint (inclusive), hip-leg socket (inclusive), groin (inclusive), and buttocks (inclusive).
 - 2.2.2 **Arm(s)** – Area bounded by the wrist (inclusive), and the shoulder-arm joint (exclusive).
 - 2.2.3 **Leg(s)** – Area bounded by the ankle (inclusive), and hip-leg socket (exclusive).
 - 2.2.4 **Head** – Area above the base of the neck (inclusive).
 - 2.2.4.1 The head is an **Illegal** target in **Class 3 HACS**.
 - 2.2.5 **Hand(s)** – Area below the wrist (exclusive). A hand is a **Legal Target Area** only if it is empty. Any **Injury** to an empty hand is considered to be an **Injury** to the connected arm. A hand wielding a **Weapon** or **Shield** is considered to be part of that **Weapon** or **Shield** and is immune to **Injury** as long the item is wielded appropriately.
 - 2.2.6 **Feet** – Area below the ankle (exclusive). A foot is a **Legal Target Area** only if it is off the ground. Any **Injury** to a foot that is not in contact with the ground is considered to be an **Injury** to the connected leg.
 - 2.3 **Weapons**
 - 2.3.1 **Weapons** that strike with **Sufficient Force** can score **Combat Damage** to a **Legal Target Area**.
 - 2.3.2 **Weapons** yield damage according to the classification of the **Weapon**.
 - 2.3.2.1 **Class 1** (one-handed) **Weapons** cause one (1) **Hits of Injury** to a **Legal Target Area** whether swung or thrust, wielded either in one hand or two.
 - 2.3.2.2 **Class 2** (two-handed) **Weapons** cause two (2) **Hits of Injury** to a **Legal Target Area** whether swung or thrust with two hands. **Class 2 Weapons** cause one (1) **Hit of Injury** to a **Legal Target Area** when swung or thrust with one hand.
 - 2.3.2.3 **Class 3** (missile) **Weapons** cause two **Hits of Injury** to a **Legal Target Area**.
 - 2.4 **Armor**
 - 2.4.1 **Armor** – **Armor** confers one point of **Defense** to each **Legal Target Area** covered by the **Armor**. **Armor** that covers multiple **Legal Target Areas** at the same time, confer one separate point of **Defense** to each area (maximum of one point of **Defense** per **Legal Target Area**). Multiple pieces of **Armor** that cover the same **Legal Target Area** do not confer any additional **Defense**.
 - 2.4.2 **Armor** must cover at least one-third (1/3) of a **Legal Target Area** to confer its benefit. **Armor** that extends over a second **Legal Target Area** from its primary location must also cover one-third (1/3) of the secondary location to confer its benefit.
 - 2.4.3 **Armor** only protects the part of the **Legal Target Area** that is covered by it. Any **Hit** that strikes an unarmored location of a **Legal Target Area** counts as the appropriate **Injury** to that area.
 - 2.4.4 **Hits** on both an armored and unarmored **Legal Target Area** are considered to have **Hit** the unarmored **Legal Target Area**.
 - 2.4.5 **Armor** must be easily discernable in order to count as **Armor**. **Armor** that is not visible or that does not meet the HACS standard for **Armor** will not be counted.
 - 2.5 **Injury**
 - 2.5.1 A single **Hit** can only damage a single **Legal Target Area**.
 - 2.5.1.1 A **Simultaneous Hit** on both the body and/or arm/leg is assumed to have **Hit** the body.
 - 2.5.1.2 A **Hit** that strikes both a **Legal** and **Illegal Target Area** **Simultaneously** is assumed to have struck the **Illegal Target Area**. Any intentional use of this rule to gain combat advantage will be issued an **Unsportsmanlike Conduct** penalty.
 - 2.5.2 **Effects of Injury.**
 - 2.5.2.1 A **Disabled** body causes **Death**.
 - 2.5.2.2 Two **Disabled** limbs (arms and/or legs) cause **Death**.
 - 2.5.2.3 One **Hit of Injury** to an unarmored **Legal Target Area**, **Disables** that area.
 - 2.5.2.4 Two **Hits of Injury** to an armored **Legal Target Area**, **Disables** that area.
 - 2.5.3 All effects of **Injury** or **Combat Damage** must be accurately reported by each participant at the time of its occurrence.
 - 2.5.3.1 **Death** – A dead participant must immediately drop safely to the ground where their **Death** occurred. The dead participant must remain where they died until instructed to move by a **Marshal** or participant safety requires them to do so. HACS pre-arranged scenarios may dictate specific terms for actions upon **Death** and should be followed first, if available.
 - 2.5.3.2 **Disabled Arm** – A **Disabled** arm may not be used. Participants must place their **Disabled** arm behind their back where it must remain until the resolution of the combat scenario.

- 2.5.3.3 **Disabled Leg** – A Disabled leg must be dragged on the ground behind the wounded participant. A participant with a Disabled leg cannot move faster than at a normal walking pace. A Disabled leg can only be used for balance and cannot be used to support the wounded participant's weight nor can it be used to facilitate combat maneuvers. Any participant that intentionally uses a Disabled leg to gain an advantage in combat will receive an **Unsportsmanlike Conduct** penalty.
- 2.5.4 **Subsequent Hits to the Same Location.**
- 2.5.4.1 A subsequent Hit to an arm and/or leg (excluding **Class 3** and **Class 4 Weapons**) is assumed to continue through to **Injure** the body or other leg, respectively. **Armor** is applied normally for the **Legal Target Area** that is considered struck by the follow through Hit.
- 2.6 **Shields.**
- 2.6.1 Shields may be used in any reasonable manner within the framework of HACS rules and still be considered a **Shield**.
- 2.6.2 Only one **Shield** may be used by a participant at any time.
- 2.6.3 **Class 1** Shields are destroyed by one (1) **Solid Hit** from a **Class 2 Weapon**. **Class 2** Shields are destroyed by two (2) **Solid Hits** from a **Class 2 Weapon**.
- 2.6.3.1 **Simultaneous Solid Hits** from multiple **Class 2 Weapons** Destroy a **Class 2 Shield**.
- 2.6.3.2 Subsequent Hits (**Class 1** or **2**) on a **Destroyed Shield** continue through to the **Legal Target Area** on which the **Shield** is worn or carried unless the wielder is in the process of dropping the **Shield**.
- 2.6.3.3 A **Solid Hit** is defined as: A non-glancing strike to the front, top, or back of a **Shield** that is swung through a minimum arc of 90 degrees.
- 2.6.4 A **Shield Check** is defined as: Using a **Shield** to strike a participant. A **Shield Check** can only be initiated from a distance of less than two steps away from the intended **Target**.
- 2.6.4.1 A **Shield Check** can only be initiated against the front of a participant.
- 2.6.4.2 A **Shield Check** that intentionally connects with the **Target's** head will be considered **Unnecessary Roughness**.
- 2.6.5 A **Shield Kick** is defined as: Striking the face of a participant's **Shield** using a foot.
- 2.6.5.1 A **Shield Kick** can only be initiated from the front of a participant.
- 2.6.5.2 One foot must remain on the ground at all times while delivering a **Shield Kick**.
- 2.6.5.3 Roundhouse and other blind kicks are **Illegal**.
- 2.6.5.4 A **Shield Kick** that misses its intended **Target** and strikes a participant is considered to be **Unnecessary Roughness**. Because of the inherent risk of injury, **Shield Kicks** must be attempted with the utmost of caution and restraint.
- 2.7 **Combat Conventions.**
- 2.7.1 The **Target** of an attack must accurately and honestly make all **Hit** determinations against themselves, as they occur. A **Marshal** will resolve any disputes regarding **Hit** determination.
- 2.7.2 The **Target** of an attack must accurately proclaim each successful **Hit** result against their **Person** or **Armor** as it occurs.
- 2.7.3 Should an unsafe situation occur during HACS combat, which is not witnessed by a **Marshal**, it becomes the responsibility of each individual participant to call for a **Hold** and immediately stop combat and movement. All participants must remain in place until ordered by a **Marshal** to resume activities. Any instance of using a **Hold** to gain a combat advantage will result in an **Unsportsmanlike Conduct** penalty against the offending participant.
- 2.7.4 Laying a **Weapon** across a **Legal Target Area** or **Shield** in order to block combat damage is **Illegal**. Intentional use of this tactic will result in an **Unsportsmanlike Conduct** penalty. The blocking of combat damage must be done in a manner that does not cause the striking or blocking **Weapon** to contact a **Legal Target Area** or **Shield** with **Sufficient Force**.
- 2.7.5 Sheathed or additional **Weapons** that are not being wielded are incapable of blocking Hits. Any **Hit** that would have struck a **Legal Target Area** beyond these items would receive the appropriate **Injury**.
- 2.7.6 Grabbing the striking surface of an opponent's **Weapon** will result in the **Disabling** of the offending limb.
- 2.7.7 Intentionally pinning the striking surface of an opponent's **Weapon** between **Target Areas** will result in the **Death** of the offending participant.
- 2.7.8 A participant's strike that is in forward motion is considered to continue, and potentially score **Combat Damage**, if that strike lands within 0.5 seconds of the attacker sustaining a **Disabling Injury**.
- 2.7.9 Participants that attack an opponent from behind with a two-handed strike from a **Class 2 Weapon** must shout "TWO" so that the **Target** understands that the attack causes two points of **Injury**.
- 2.8 **Missile Weapon Conventions**
- 2.8.1 Any bow that is struck by a **Class 1** or **2 Weapon** is considered broken and cannot be used until the end of the current combat scenario.
- 2.8.1.1 Intentionally blocking an arrow with any **Weapon** causes **Death** to the blocker.
- 2.8.1.2 Subsequent Hits to a **Disabled** limb with a **Class 3** or **Class 4 Weapon** have no effect.
- 2.8.2 A half-throw/half-draw is required for **Class 3 Weapons** if the intended **Target** is within a range of fifteen (15) feet from the attacker.
- 2.8.3 A **Missile Weapon** must travel its entire length in order to score a **Hit**.
- 2.8.4 A **Missile Weapon** is considered to have **Hit** if there is a significant deflection of the missile head (>30 degrees). The **Missile Weapon** becomes useless after a successful **Hit**.
- 2.8.5 **Missile Blocking**
- 2.8.5.1 Thrown **Class 3 Weapons** may be blocked by any **Legal** means that keeps the **Missile Weapon** from striking a **Legal Target Area**.
- 2.8.5.2 An arrow may only be blocked by a **Shield**. An arrow unintentionally blocked by a **Weapon** that would have **Hit** a **Legal Target Area** is considered to have **Hit** the arm wielding the **Weapon**.
- 2.8.6 An arrow can only score a **Hit** when it is shot from a bow.
- 2.8.7 Javelins are considered **Class 2** and **Class 3 Weapons**.
- 2.9 **Grappling Conventions**
- 2.9.1 **Grappling** is defined in **Class 3 HACS** as grabbing an opponent's **Equipment**.
- 2.9.2 **Grappling** with an opponent's **Weapon** (non-striking surface only) or **Shield** is allowed in **Class 3 HACS**.
- 2.9.3 **Restrictions on Grappling**
- 2.9.3.1 Throws, sweeps, unarmed strikes, chokes, or joint/nerve holds are considered **Unnecessary Roughness**.
- 2.9.3.2 **Grappling** an opponent's head is defined as **Unnecessary Roughness**.
- 2.9.3.3 Participants carrying bows or arrows cannot **Grapple**.
- 2.9.3.4 **Grappling** with an opponent's person or **Armor** is considered to be **Unnecessary Roughness**.
3. **Class 3 Prohibited Acts.** This not an exhaustive list of **Unnecessary Roughness** or **Unsportsmanlike Conduct**:
- Intentional head strikes (except with **Class 3 Weapons**)
 - Using any **Weapon** other than **Class 1, 2, or 3**.

Class 4 Combat

1. **Equipment Classifications and Definitions.**
 - 1.1 **Offensive Equipment** is defined as: Any item that is designed to score damage against an opponent in combat.
 - 1.1.1 (Class 2) One-handed Weapon
 - 1.1.2 (Class 2) Two-handed Weapon
 - 1.1.3 (Class 3) Missile Weapon
 - 1.1.4 (Class 4) Heavy-contact Missile Weapon
 - 1.2 **Defensive Equipment** is defined as: Any item that provides a defensive advantage to its user by preventing combat damage and is incapable of inflicting damage against other combatants.
 - 1.2.1 **Shields** – Shields are rigid defensive objects that are padded to meet HACS safety specifications and are equipped with handles or straps. **Class 1 Shields** are defined as **Light Shields**. **Class 2 Shields** are defined as **Heavy Shields**.
 - 1.2.2 **Armor** is defined as: Any protective body covering that provides a defensive advantage to its wearer and that is constructed with Period and other acceptable materials.
 - 1.2.3 A **Helmet** and **Gorget** are required for all **Class 4 HACS** combat.
 - 1.3 All **Offensive** and **Defensive Equipment** must meet **HACS** safety certifications or it will not be allowed for use in **HACS** events. All equipment will face certification checks prior to every **HACS** event.
 - 1.4 **Miscellaneous Equipment** includes, but is not limited to, belts, pouches, boots, clothing, and headwear. While conferring no combat advantage, **Miscellaneous Equipment** may be checked for safety at a **Marshal's** discretion. Any **Miscellaneous Equipment** that interferes with combat determinations will not be allowed in **HACS** events.
 - 1.4.1 All participants must meet **HACS Garb Requirements**.
 2. **Combat.**
 - 2.1 Intentional misinterpretation of **HACS** rules to gain any unspecified advantage in combat will result in an occurrence of **Unsportsmanlike Conduct**. **HACS** expects its participants to conduct themselves with honor.
 - 2.2 **Target Area Definitions.**
 - 2.2.1 **Body** – Area bounded by the base of the neck (exclusive), shoulder-arm joint (inclusive), hip-leg socket (inclusive), groin (inclusive), and buttocks (inclusive).
 - 2.2.2 **Arm(s)** – Area bounded by the wrist (inclusive), and the shoulder-arm joint (exclusive).
 - 2.2.3 **Leg(s)** – Area bounded by the ankle (inclusive), and hip-leg socket (exclusive).
 - 2.2.4 **Head** – Area above the base of the neck (inclusive).
 - 2.2.4.1 The head is an **Legal Target Area** in **Class 5 HACS**.
 - 2.2.5 **Hand(s)** – Area below the wrist (exclusive). A hand is a **Legal Target Area** only if it is empty. Any **Injury** to an empty hand is considered to be an **Injury** to the connected arm. A hand wielding a **Weapon** or **Shield** is considered to be part of that **Weapon** or **Shield** and is immune to **Injury** as long as the item is wielded appropriately.
 - 2.2.6 **Feet** – Area below the ankle (exclusive). A foot is a **Legal Target Area** only if it is off the ground. Any **Injury** to a foot that is not in contact with the ground is considered to be an **Injury** to the connected leg.
 - 2.3 **Weapons**
 - 2.3.1 **Weapons** that strike with **Sufficient Force** can score **Combat Damage** to a **Legal Target Area**.
 - 2.3.2 **Weapons** yield damage according to the classification of the **Weapon**.
 - 2.3.2.1 **Class 1** (one-handed) **Weapons** cause one (1) **Hit of Injury** to a **Legal Target Area** whether swung or thrust, wielded either in one hand or two.
 - 2.3.2.2 **Class 2** (two-handed) **Weapons** cause two (2) **Hits of Injury** to a **Legal Target Area** whether swung or thrust with two hands. **Class 2 Weapons** cause one (1) **Hit of Injury** to a **Legal Target Area** when swung or thrust with one hand.
 - 2.3.2.3 **Class 3** (missile) **Weapons** cause two **Hits of Injury** to a **Legal Target Area**.
 - 2.3.2.4 **Class 4** (missile) **Weapons** cause two **Hits of Injury** to a **Legal Target Area**.
 - 2.4 **Armor**
 - 2.4.1 **Armor** – **Armor** confers one point of **Defense** to each **Legal Target Area** covered by the **Armor**. **Armor** that covers multiple **Legal Target Areas** at the same time, confer one separate point of **Defense** to each area (Maximum of one point of **Defense** per **Legal Target Area**). Multiple pieces of **Armor** that cover the same **Legal Target Area** do not confer any additional **Defense**.
 - 2.4.2 **Armor** must cover at least one-third (1/3) of a **Legal Target Area** to confer its benefit. **Armor** that extends over a second **Legal Target Area** from its primary location must also cover one-third (1/3) of the secondary location to confer its benefit.
 - 2.4.3 **Armor** only protects the part of the **Legal Target Area** that is covered by it. Any **Hit** that strikes an unarmored location of a **Legal Target Area** counts as the appropriate **Injury** to that area.
 - 2.4.4 **Hits** on both an armored and unarmored **Legal Target Area** are considered to have **Hit** the unarmored **Legal Target Area**.
 - 2.4.5 **Armor** must be easily discernable in order to count as **Armor**. **Armor** that is not visible or that does not meet the **HACS** standard for **Armor**, will not be counted.
 - 2.5 **Injury**
 - 2.5.1 A single **Hit** can only damage a single **Legal Target Area**.
 - 2.5.1.1 A **Simultaneous Hit** on both the body and/or arm/leg, is assumed to have **Hit** the body.
 - 2.5.1.2 There are no **Illegal Target Areas** in **Class 4 HACS** combat.
 - 2.5.2 **Effects of Injury.**
 - 2.5.2.1 A **Disabled** body causes **Death**.
 - 2.5.2.2 A **Disabled** head causes **Death**.
 - 2.5.2.3 Two **Disabled** limbs (arms and/or legs) cause **Death**.
 - 2.5.2.4 One **Hit of Injury** to an unarmored **Legal Target Area**, **Disables** that area.
 - 2.5.2.5 Two **Hits of Injury** to an armored **Legal Target Area**, **Disables** that area.
 - 2.5.3 All effects of **Injury** or **Combat Damage** must be accurately reported by each participant at the time of its occurrence.
 - 2.5.3.1 **Death** – A dead participant must immediately drop safely to the ground where their **Death** occurred. The dead participant must remain where they died until instructed to move by a **Marshal** or participant safety requires them to do so. **HACS** pre-arranged scenarios may dictate specific terms for actions upon **Death** and should be followed first, if available.
 - 2.5.3.2 **Disabled Arm** – A **Disabled** arm may not be used. Participants must place their **Disabled** arm behind their back where it must remain until the resolution of the combat scenario.
 - 2.5.3.3 **Disabled Leg** – A **Disabled** leg must be dragged on the ground behind the wounded participant. A participant with a **Disabled** leg cannot move faster than at a normal walking pace. A **Disabled** leg can only be used for balance and cannot be used to support the wounded participant's weight nor can it be used to facilitate combat maneuvers. Any participant that intentionally uses a **Disabled** leg to gain an advantage in combat will receive an **Unsportsmanlike Conduct** penalty.

- 2.5.4 **Subsequent Hits to the Same Location.**
 2.5.4.1 A Subsequent Hit to an arm and/or leg (excluding Class 3 and Class 4 Weapons) is assumed to continue through to Injure the body or other leg, respectively. Armor is applied normally for the Legal Target Area that is considered struck by the follow through Hit.
- 2.6 **Shields.**
 2.6.1 Shields may be used in any reasonable manner within the framework of HACS rules and still be considered a Shield.
 2.6.2 Only one Shield may be used by a participant at any time.
 2.6.3 Class 1 Shields are destroyed by one (1) Solid Hit from a Class 2 Weapon. Class 2 Shields are destroyed by two (2) Solid Hits from a Class 2 Weapon.
 2.6.3.1 Simultaneous Solid Hits from multiple Class 2 Weapons Destroy a Class 2 Shield.
 2.6.3.2 Subsequent Hits (Class 1 or 2) on a Destroyed Shield continue through to the Legal Target Area on which the Shield is worn or carried unless the wielder is in the process of dropping the Shield.
 2.6.3.3 A Solid Hit is defined as: A non-glancing strike to the front, top, or back of a Shield that is swung through a minimum arc of 90 degrees.
 2.6.4 A Shield Check is defined as: Using a Shield to strike a participant. A Shield Check can only be initiated from a distance of less than two steps away from the intended Target.
 2.6.4.1 A Shield Check may be initiated from behind, striking the rear of a participant, but must be done safely. Use of Excessive Force will result in an Unnecessary Roughness penalty.
 2.6.4.2 A Shield Check to a Target's head is Legal but must be done safely. Use of Excessive Force will result in an Unnecessary Roughness penalty.
 2.6.5 A Shield Bash is defined as: Using a Shield to strike a participant. A Shield Bash is initiated from a distance of over two steps away from the intended Target.
 2.6.4.3 A Shield Bash initiated from the rear of a participant is considered Unnecessary Roughness.
 2.6.5 A Shield Kick is defined as: Striking the face of a participant's Shield using a foot.
 2.6.5.1 A Shield Kick can only be initiated from the front of a participant.
 2.6.5.2 One foot must remain on the ground at all times while delivering a Shield Kick.
 2.6.5.3 Roundhouse and other blind kicks are Illegal.
 2.6.5.4 A Shield Kick that misses its intended Target and strikes a participant is considered to be Unnecessary Roughness. Because of the inherent risk of injury, Shield Kicks must be attempted with the utmost of caution and restraint.
- 2.7 **Combat Conventions.**
 2.7.1 The Target of an attack must accurately and honestly make all Hit determinations against themselves, as they occur. A Marshal will resolve any disputes regarding Hit determination.
 2.7.2 The Target of an attack must accurately proclaim each successful Hit result on their person or Armor as it occurs.
 2.7.3 Should an unsafe situation occur during HACS combat, which is not witnessed by a Marshal, it becomes the responsibility of each individual participant to call for a Hold and immediately stop combat and movement. All participants must remain in place until ordered by a Marshal to resume activities. Any instance of using a Hold to gain a combat advantage will result in an Unsportsmanlike Conduct penalty against the offending participant.
 2.7.4 Laying a Weapon across a Legal Target Area or Shield in order to block combat damage is Illegal. Intentional use of this tactic will result in an Unsportsmanlike Conduct penalty. The blocking of combat damage must be done in a manner that does not cause the striking or blocking Weapon to contact a Legal Target Area or Shield with Sufficient Force.
 2.7.5 Sheathed or additional Weapons that are not being wielded are incapable of blocking Hits. Any Hit that would have struck a Legal Target Area beyond these items would receive the appropriate Injury. Grabbing the striking surface of an opponent's Weapon will result in the Disabling of the offending limb.
 2.7.6 Intentionally pinning the striking surface of an opponent's Weapon between Target Areas will result in the Death of the offending participant.
 2.7.7 A participant's strike that is in forward motion is considered to continue, and potentially score Combat Damage, if that strike lands within 0.5 seconds of the attacker sustaining a Disabling Injury.
 2.7.8 Participants that attack an opponent from behind with a two-handed strike from a Class 2 Weapon must shout "TWO" so that the Target understands that the attack causes two points of Injury.
- 2.8 **Missile Weapon Conventions**
 2.8.1 Any bow that is struck by a Class 1 or 2 Weapon is considered broken and cannot be used until the end of the current combat scenario.
 2.8.1.1 Intentionally blocking an arrow with any Weapon causes Death to the blocker.
 2.8.1.2 Subsequent Hits to a Disabled limb with a Missile Weapon have no effect.
 2.8.2 A half-throw/half-draw is required for Class 3 and Class 4 Weapons if the intended Target is within a range of fifteen (15) feet from the attacker.
 2.8.3 A Missile Weapon must travel its entire length in order to score a Hit.
 2.8.4 A Missile Weapon is considered to have Hit if there is a significant deflection of the missile head (>30 degrees). The Missile Weapon becomes useless after a successful Hit.
- 2.8.5 **Missile Blocking**
 2.8.5.1 Thrown Class 3 Weapons may be blocked by any Legal means that keeps the Missile Weapon from striking a Legal Target Area.
 2.8.5.2 An arrow may only be blocked by a Shield. An arrow unintentionally blocked by a Weapon that would have Hit a Legal Target Area is considered to have Hit the arm wielding the Weapon.
 2.8.6 An arrow can only score a Hit when it is shot from a bow.
 2.8.7 Javelins are considered Class 2 and Class 3 Weapons.
- 2.9 **Grappling Conventions**
 2.9.1 Grappling is defined in Class 4 HACS as grabbing an opponent's Equipment or person.
 2.9.2 Grappling with an opponent is allowed in Class 4 HACS.
 2.9.3 **Restrictions on Grappling**
 2.9.3.1 Throws, sweeps, unarmed strikes, chokes, or joint/nerve holds are considered Unnecessary Roughness.
 2.9.3.2 Grappling an opponent's head is defined as Unnecessary Roughness.
 2.9.3.3 Participants carrying bows or arrows cannot Grapple.
 2.9.3.4 Grappling with an opponent's person or Armor is considered to be Unnecessary Roughness.
- 2.10 **Head Strike Conventions**
 2.10.1 Any contact to the head by a thrust, whether one or two-handed, is considered Sufficient Force and must be considered a Legal Hit.
 2.10.2 The swing arc of Class 2 Weapons that strike the head must never exceed 90 degrees.