

Fiore Armored Combat

Class Outline

Master Llwyd Aldrydd, baronllwyd@gmail.com

LearnFiore.org

Mini-intro

TyD Fiore Study Group

LearnFiore.org

1409 System - Lots of crossover concepts with dagger and stretta longsword class

This class is doing 2H Sword - Fiore also does axe & spear vs armor

Focus on counter-tempo, voids, and weak parries

Fiore's Armored Combat Overview

SCA Application

Grappling - generally bad for SCA

Rapier - half-swording ok

Armored - grab on non-edge. What do you call a 2H sword you can grab? (a glave)

Why do people wear armor?

What armor was Fiore dealing with in late 1300s?

Plate over maille - gradually evolving toward more plate

For instance, shoulder lames become common after 1360

Visor latches are post-Fiore

Ways to damage people in armor

Lots of energy - e.g. hard blow to head

Target less armored areas - joints, back

Move armor - lift visor, go under aventail

Wrestling to reduce their effectiveness and make targeting easier e.g. knock to ground

Fiore's Armored Specific Plays

Half-blading (*mezza mella*) or Half-swording (*halbschwert*)

Dagger plays are natural fits due to this grip (see class 3)

Stretto 2H plays (mostly grappling) also apply (see class 4)

Some blade strikes, some pommel/guard strikes, some wrestling

All are at close range (*zogho stretto*)

New half-swording Postas

Posta Breve la Serpentina (Short Serpent Position)

Low guard

Both thumbs to sword tip

Tip toward opponent

Can thrust like a serpent's tongue

Posta Di Vera Croce (True Cross Position)

Low Guard

Both thumbs to sword tip

Pommel toward opponent

Posta Di Serpentino Lo Soprano (High Serpent Position)

High Guard

Thumbs in

Point toward opponent

Again can thrust like a serpent's tongue

Posta Sagitaria (Archer's Position)

Mid guard

Thumbs Forward

Thrust with a passing step

Throwing possible

Posta de Croce Bastarda (Bastard Cross Position)

Mid Guard

Thumbs in

Squared up to opponent, Sword horizontal.

Intermediate position in Fiore's plays

Some Representative Plays

Both fighters in Short Serpent at short range

Attacker passes obliquely to his right using his left foot and stabs defender in armpit

Attacker in Short Serpent, Defender in True Cross

Attacker makes a thrust

Defender passes to make a strong parry that also brings his point online for a thrust of his choice - armpit, shoulder through lames, etc.

Attacker in Middle Iron Gate, Defender in High Serpent

Attacker thrusts

Defender voids obliquely to the right moving his rear (right) foot

Defender thrusts at his choice of targets

Variant 1 - same setup

Attacker steps off line and stop thrusts from Middle Iron Gate

Variant 2

Attacker in Middle Iron Gate, Defender in Low Serpent

Attacker thrusts low

Defender rotates to deflect up but has limited success

Attacker's blade misses under arm

(pause - who is winning?)

Attacker grabs his sword tip using his left hand and pulls to lever defender off his feet

Attacker in Archer, Defender in True Cross

Attacker rotates offline moving his front (right) foot to the right

Defender rotates to parry and misses

Attacker advances to collapse defender's left arm and body slam

Attacker in Low Serpent, Defender in True Cross

Attacker thrusts

Defender rotates into Bastard Cross, stepping forward with his left leg to gain leverage

Defender continues to either serpent position to deliver a final thrust