THE CARTOON BOOK OF

HISTORICAL MEDIEVAL BATTLE



SPORT ON EARTH

Sport on Earth Books · The Combat Family

Original illustrations · No characters were copied in the making of this book

Meet Historical Medieval Battle!

Armoured full-contact combat, also called Buhurt.



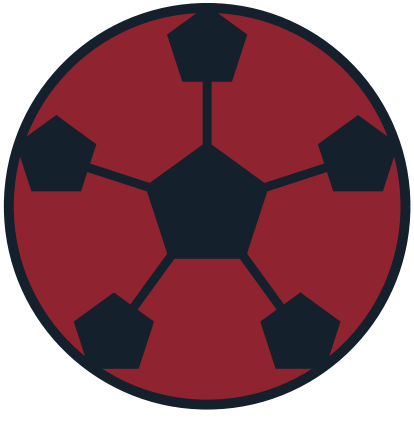
Where It Is Played

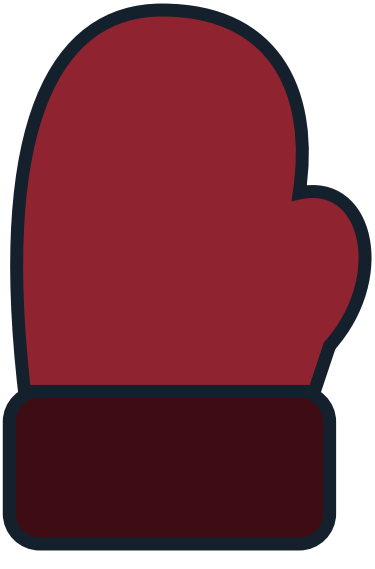
An enclosed fighting area called the list, controlled by the Head Marshal and field marshals; IMCF rules govern the list and the number of marshals required rather than publishing one fixed list size for all categories.



The Gear

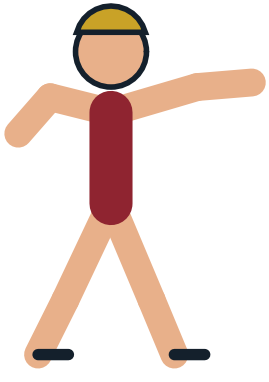
Historically accurate steel armour including a closed helm and gauntlets, padding (gambeson/aketon) underneath, a shield where the category uses one, and blunt rebated steel weapons matched to the armour's period and region.





How It Starts

Begin with an IMCF-affiliated club, training unarmoured technique and fitness first and fighting only in inspected, historically correct armour with rebated weapons under marshals — never with sharp or unapproved kit.



How to Play

- Format — melee (buhurt): team categories include 3 vs 3, 5 vs 5, 10 vs 10 and 16 vs 16 fought in the list; matches are won best 2 of 3 rounds and the team that defeats all rival fighters first wins the round.
- Melee elimination: there is one way to eliminate a fighter — put them down; a fighter whose knee, elbow, shield or any other body part makes a third point of contact with the ground is eliminated.
- Melee scoring: round points are scored at 1 point for each fighter legally standing on their feet at the Head Marshal's 'Stop Fight' command, and a round stopped at 4-or-more vs 1 is scored 4-0, 5-0 and so on.
- Melee timing: in the 16 vs 16 category each round lasts not more than 8 minutes, and at the end of the time the team with the most fighters capable of continuing wins the round; equal numbers mean the round is re-fought.

More of the Game

- Format — duels: 1 vs 1 duels are fought in weapon categories (longsword, sword and shield, sword and buckler, polearm), over 3 rounds of 1 minute with 1-minute breaks, on points — 1 point for a strike to a legal area, 1 for a disarm and 1 for knocking the opponent down; the fighter with most rounds wins.
- Equipment law: all weapons must be analogues of historical originals from the same period and region as the wearer's armour, with rebated (blunt) striking edges a minimum of 2 mm and a maximum of 8 mm thick, free of nicks and chips.
- Armour law: armour must follow historical analogues — gauntlets must protect all fingers and thumb and cover the wrist, 'hoof'/locking gauntlets are not permitted, open-face helms are not permitted, and hidden modern protection (the private layer) must stay completely concealed.
- Conduct law: marshals enforce the rules in the list, can separate inactive clinches lasting more than 5 seconds, and discipline runs from verbal warning to yellow card to fighter or team disqualification; a fighter who breaks a weapon must drop it immediately and stop attacking until re-armed from a permitted source.

The Shape of a Match

Full-contact armoured combat in two systems: team melee/buhurt, where a fighter is out when a third point touches the ground and the last team standing wins the round (best of 3), and 1 vs 1 duels scored on points for clean strikes.

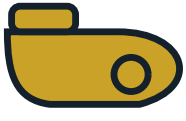


More of the Combat Family

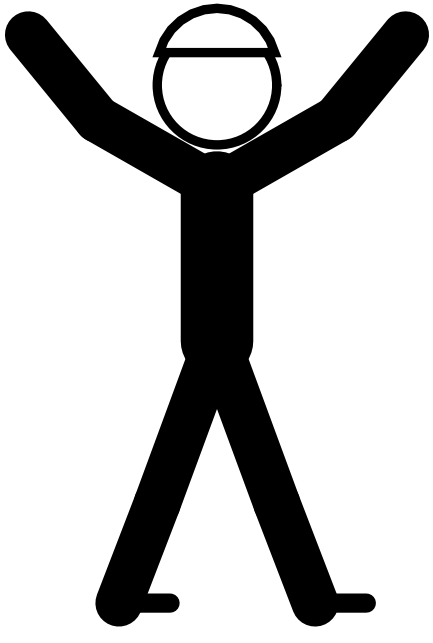
- Boxing — Two fighters trade punches in rounds, judged on points or ended by knockout or stoppage.
- Wrestling — Pin your opponent or score points through takedowns and holds.
- Mixed Martial Arts — Striking and grappling combined; UFC, PFL and ONE lead promotions.
- Kickboxing and Muay Thai — Striking sports using kicks, punches, knees and elbows.
- Judo — Throws and holds, an Olympic sport.
- Taekwondo — Korean kicking art, an Olympic sport.

A Note on the Rules

Historical medieval battle (full-contact armoured combat) is governed by bodies such as the IMCF and the HMBIA ('Battle of the Nations') under codes built around safety: weapon and armour authentication, weight classes at modern events, and strike rules that prohibit thrusts and strikes to defined danger zones. The codes were written in the 2000s–2010s for a revived practice and are still converging internationally. No major documented rule change is carried for historical medieval battle.



Colour the Action

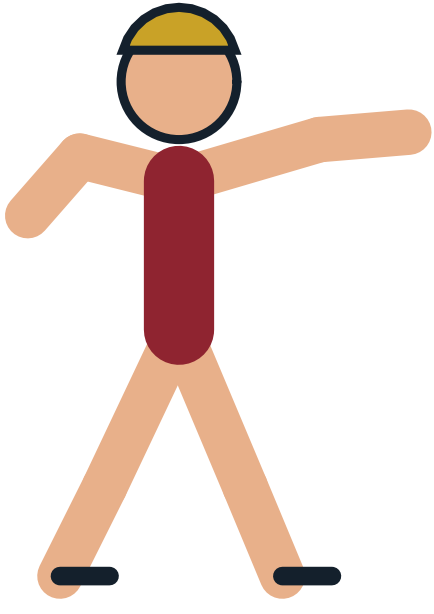


Psst — this page is a colouring page!

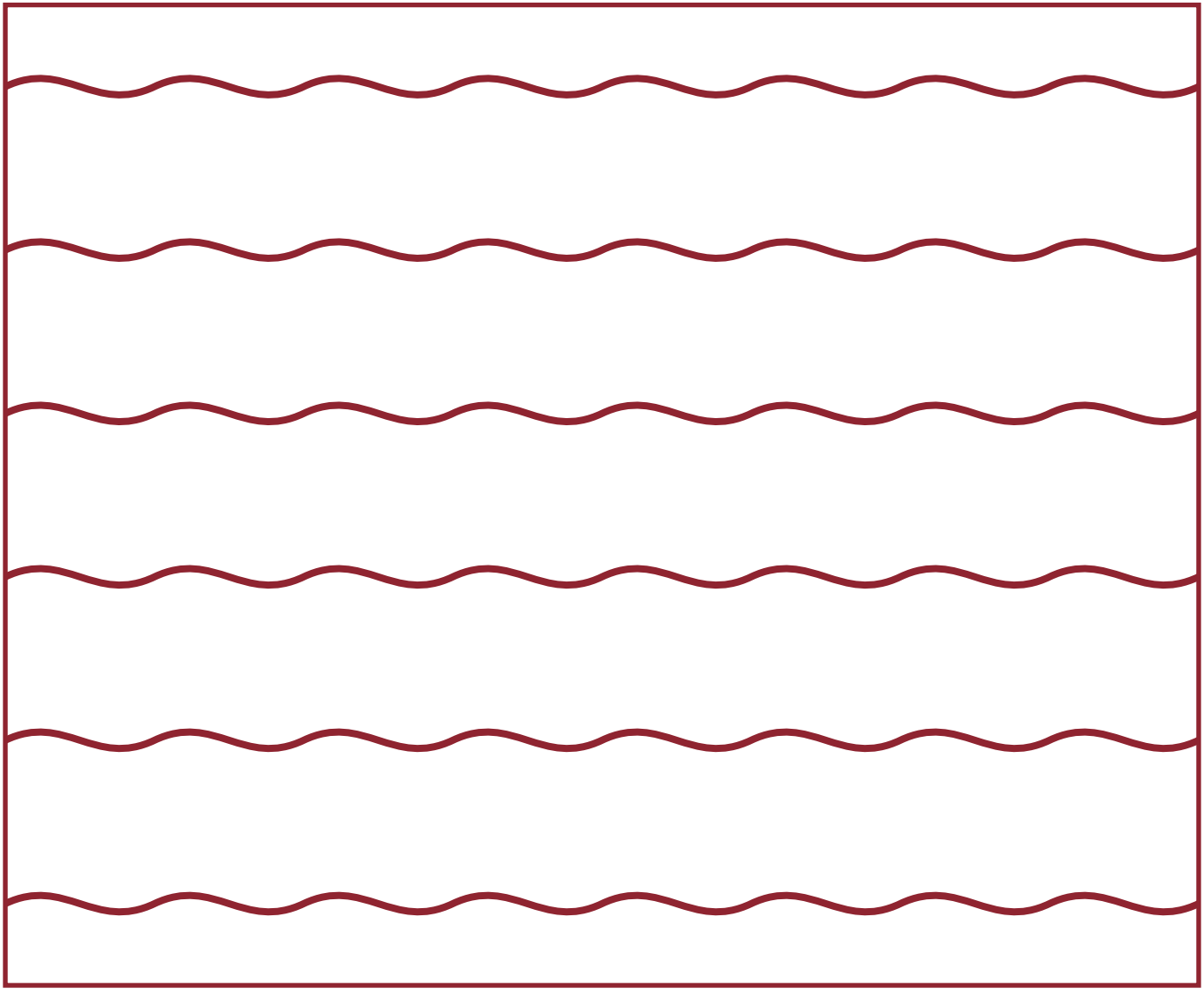
The Sport Today



At School and College



Play It Near You



Through the Year



The Combat Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Boxing — Two fighters trade punches in rounds, judged on points or ended by knockout or stoppage.
- Wrestling — Pin your opponent or score points through takedowns and holds.
- Mixed Martial Arts — Striking and grappling combined; UFC, PFL and ONE lead promotions.
- Kickboxing and Muay Thai — Striking sports using kicks, punches, knees and elbows.
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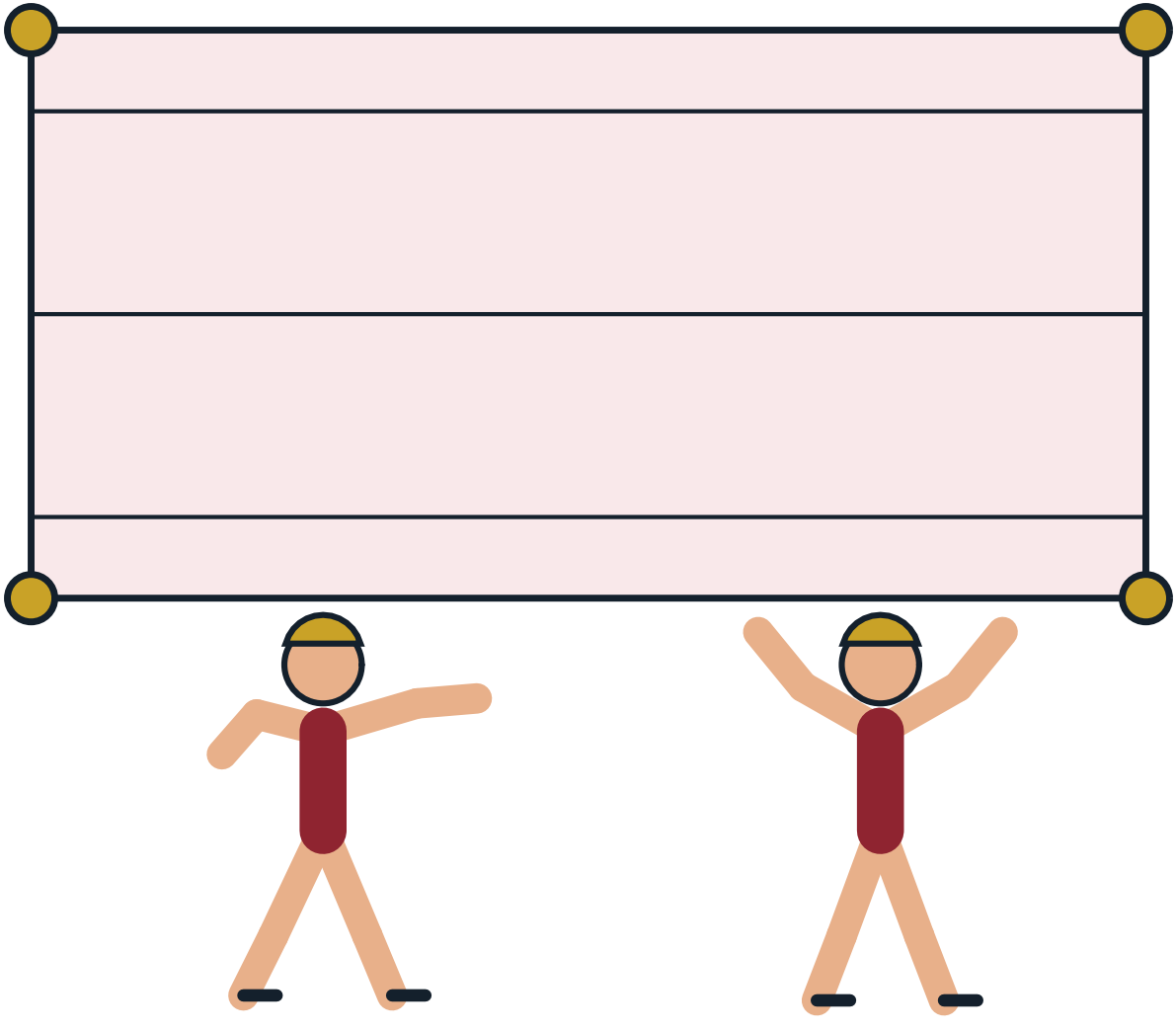
Game Day!



The Sport on Earth Mark

Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



HISTORICAL
MEDIEVAL BATTLE

COMBAT

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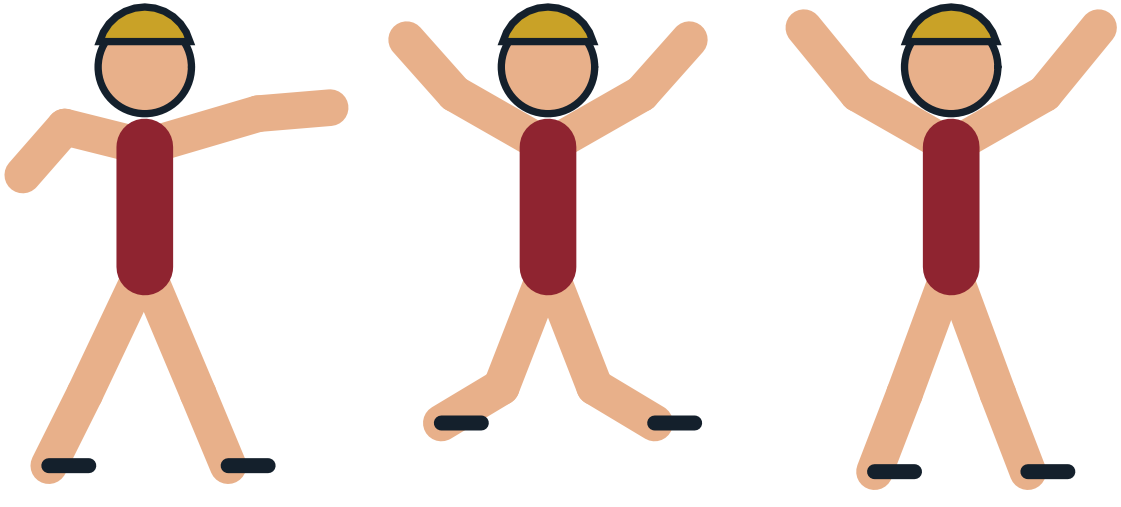
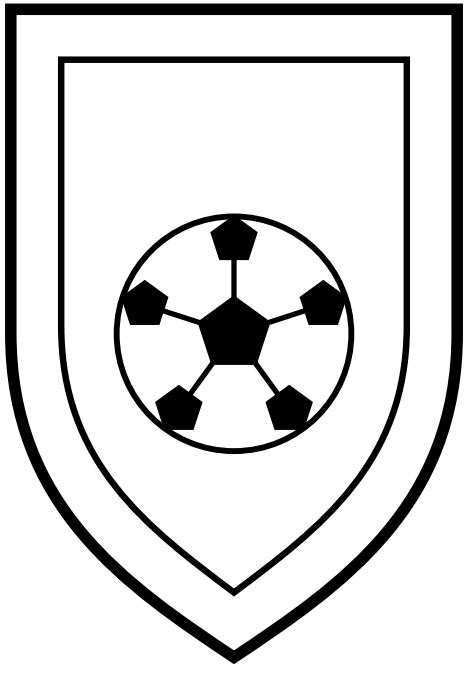
Moves of the Game



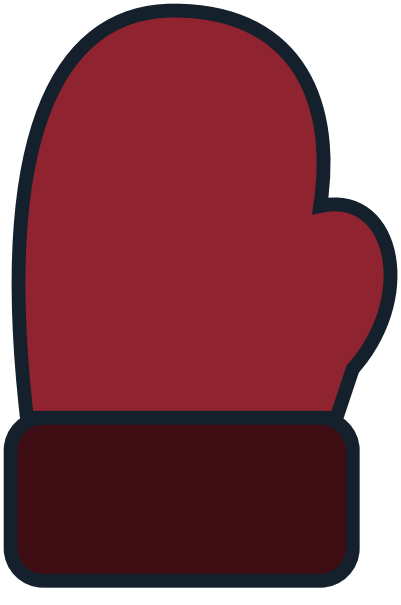
Design a Badge



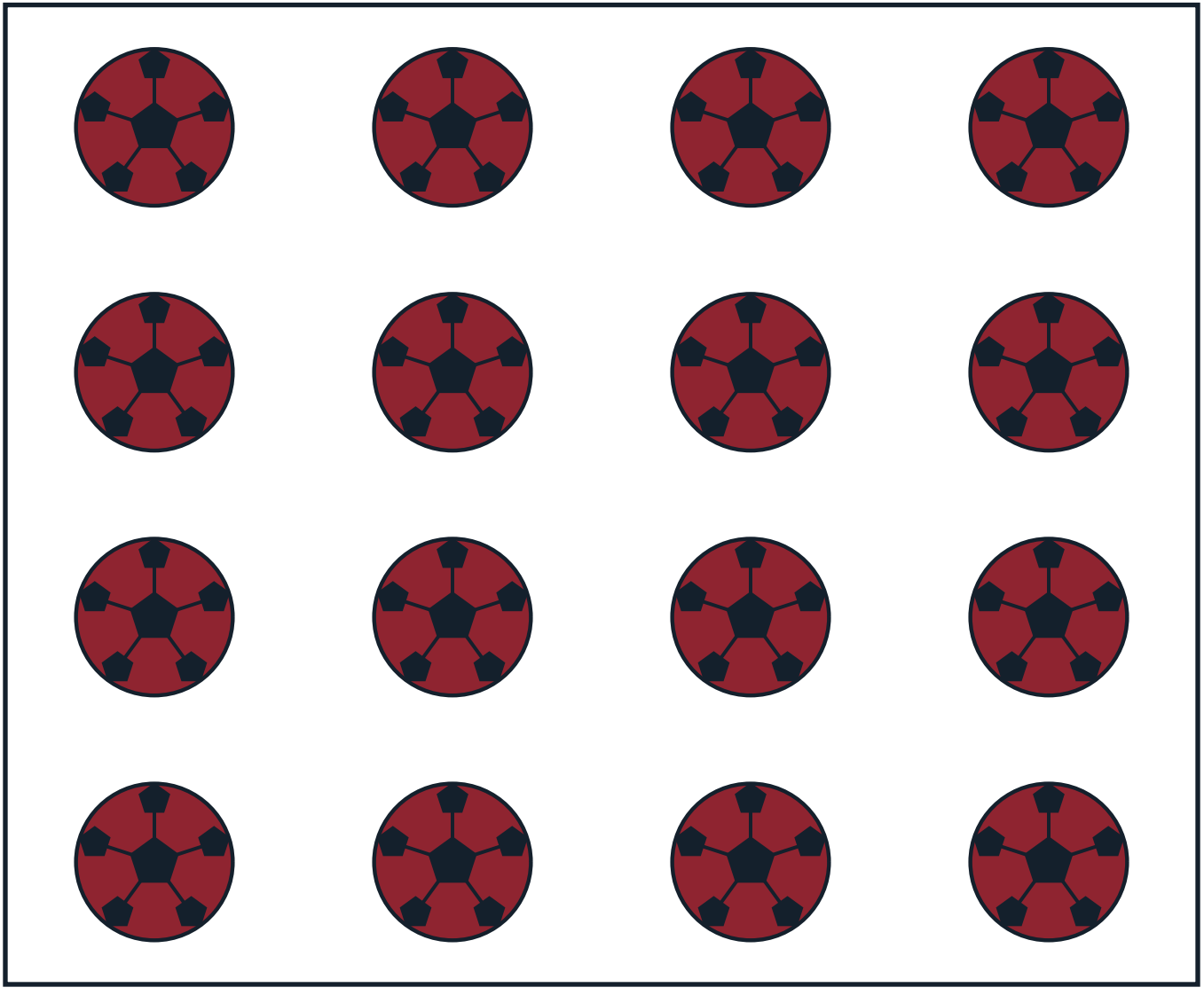
Draw and colour a badge for your own team.

The Gear Parade





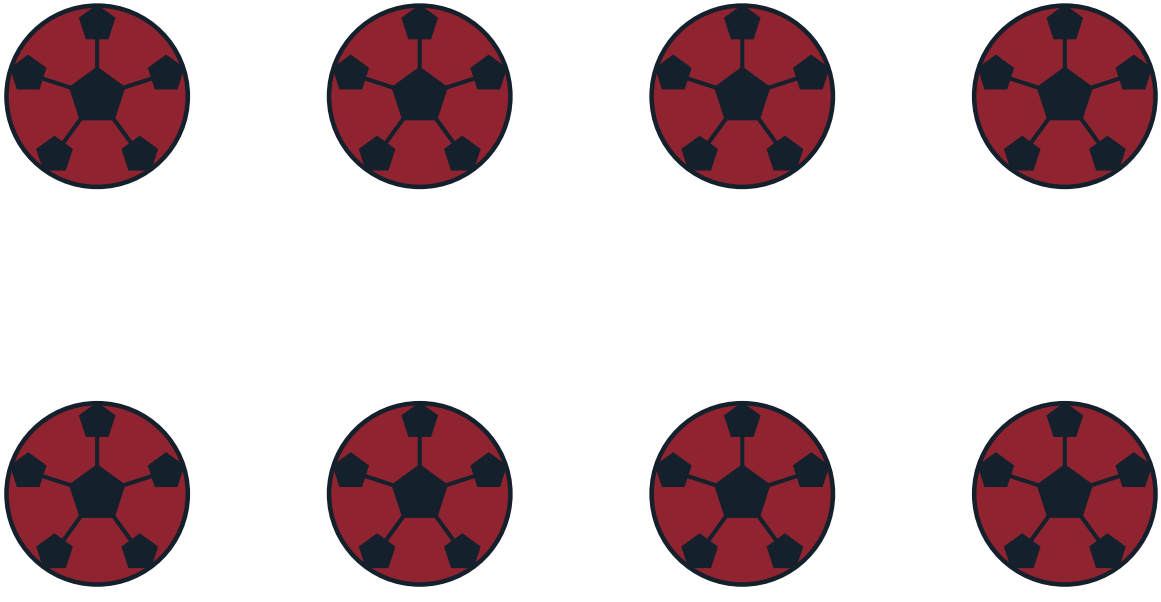
Pattern Play



The Arena From Above



Count the Balls!



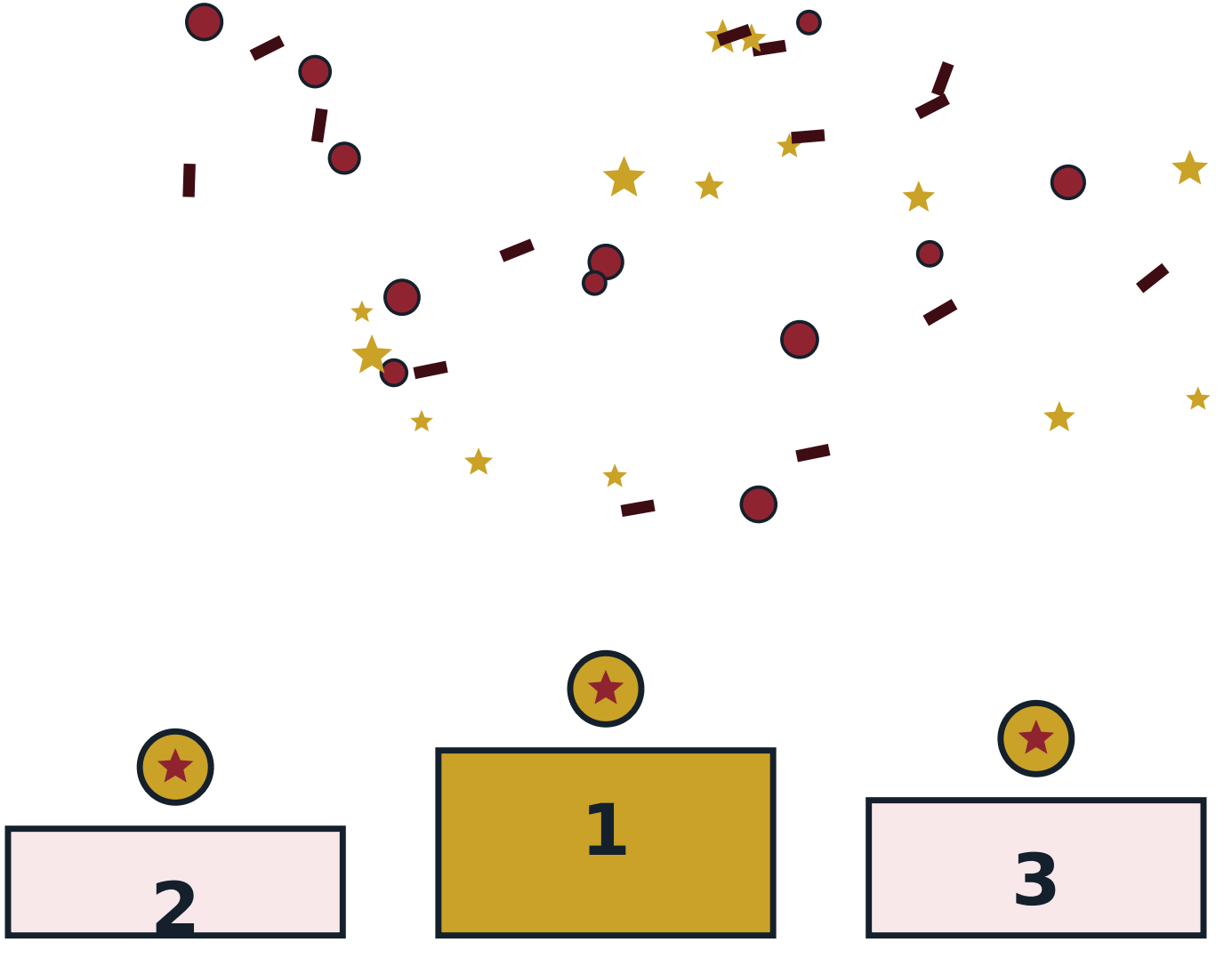
How many can you count? Write the number here: _____

My Favourite Part of Historical Medieval Battle

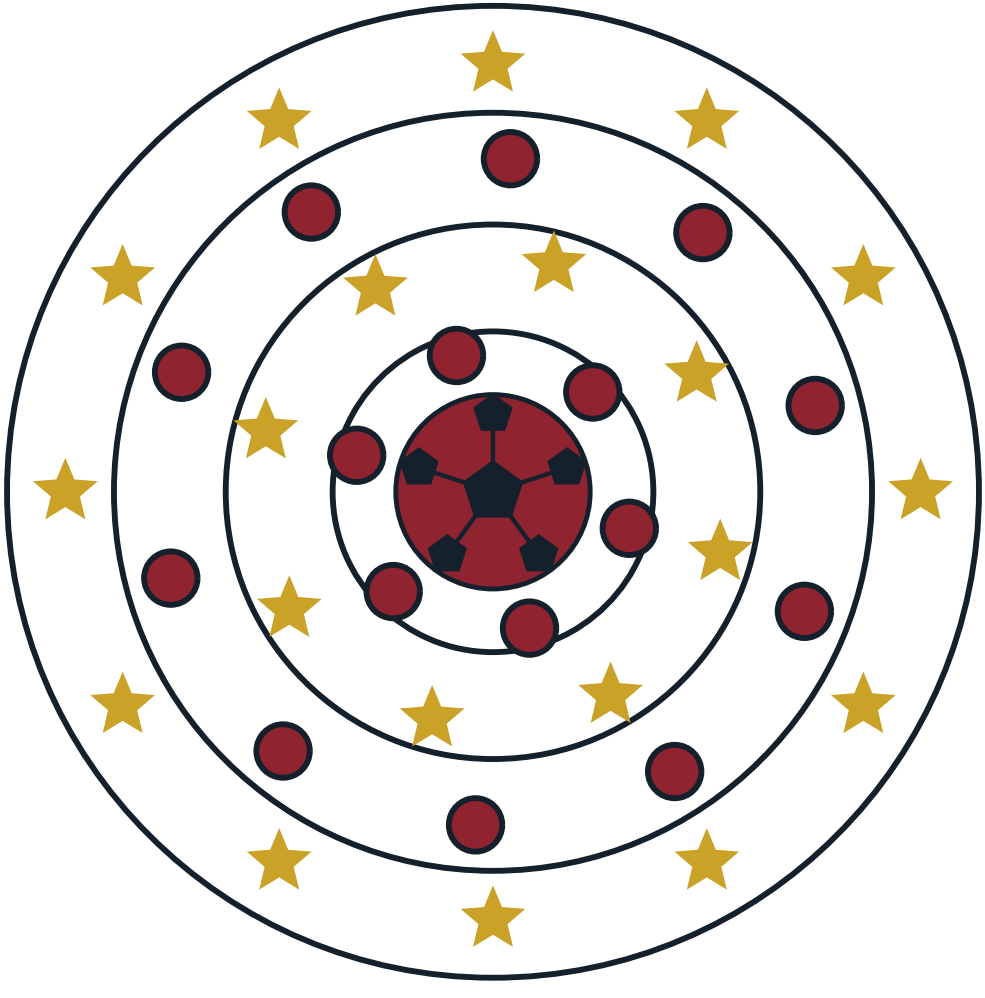
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: International Medieval Combat Federation (IMCF). Laws edition the site's rules file follows: IMCF Rules and Regulations V.03 (02/11/16), with V.3.1/V.05 rulebook versions also published. Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Boxing
- The Cartoon Book of Wrestling
- The Cartoon Book of Mixed Martial Arts
- The Cartoon Book of Kickboxing and Muay Thai
- The Cartoon Book of Judo
- The Cartoon Book of Taekwondo
- The Boxing Colouring Book
- The Wrestling Colouring Book

My Notes

Historical Medieval Battle

The Cartoon Book of Historical Medieval Battle — a Sport on Earth Book.

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