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Introduction

The following pages outline the overall rules and regulations for the Dagorhir Unit of The Berserkers of Jomsburg. This publication is meant to serve as a handbook for the Berserkers of Jomsburg. The following information should help current and prospective members know what to expect and what is expected of them during their time with the unit.

Dagorhir

The Berserkers of Jomsburg is a group within the game of Dagorhir, a full contact sport known as a battle game. Throughout the game, melee combat is simulated by use of foam covered weapons and slight to heavy roleplay is used by players to portray factual and fantasy characters in a medieval setting.

Dagorhir uses a rule book called the “Manual of Arms” which can be located at www.dagorhir.com. Berserkers also follow that rule book in addition to this one and it is highly recommended that all members read both manuals before attending events or practices.

History of the Berserkers of Jomsburg

At the turn of the first millennium (1000 C.E.) the second and third crusades of the Knights Templar, the warriors of the Catholic Church, were short on men. The Church gave them a hefty purse to hire mercenaries, and so the Templars bought the services of many groups of such mercenaries throughout Europe and Asia. Amongst these mercenary groups were the Jomsvikings, one of the most renowned and elitist groups in Northern Europe and Asia.

In the Jomsvikings tradition, there were many sects known as units that would be deployed from their northland home in the city of Jomsburg. These units would report to the highest bidder for the services. On many occasions recorded in history, Catholic lords would be amongst these bidders as they sought the highly trained and skilled fighters of the Jomsvikings.

The particular group of Jomvikings that the Knights Templar bought had a somewhat long and arduous history. The unit was started only recently by a man named Dirk apBrawn who was known for his strength and stealth. During one raid in Southern

Europe, apBrawn stumbled upon a young boy who hailed from Germany. The boy had survived the arrows and infantry combat that apBrawn had laid upon the boy's city, and the young lad had actually laid traps that killed several of apBrawn's own men.

ApBrawn saw potential in the boy and offered him a rare opportunity: If the boy could defeat him in a single combat duel, the lad could lead apBrawn's men and take over the unit.

The boy chose as his weapon a large axe that he could barely lift while apBrawn chose his own sword. The duel began with apBrawn swiftly attacking the boy who was able to deflect the blows with the handle of his axe, as he was not able to lift it all the way.

The fight progressed and the boy grew more tired until, in a spurt of energy and strength, he lifted his axe and swung with all his might. He caught apBrawn on the face and wounded the other man. This took all of the boy's energy, however, and he fell to the ground in defeat. ApBrawn put the point of his sword on the boy's throat, and then offered a hand to help the boy up.

ApBrawn allowed the boy to live and become a member of the Jomsvikings, training him specially. The boy progressed through the ranks of apBrawn's unit, gaining both strength and experience.

One day he challenged apBrawn to a duel, gathering the attention of the entirety of the unit. As all the men gathered in a circle among the fighters, the younger man slew apBrawn with a single stroke. True to the Viking way, the man took lead of the unit who was in the paid service of the Knights Templar, leading his men where the Templars commanded.

Rights and Responsibilities of Berserker Members

Each member of the unit has the following rights:

- The right to have a safe and enjoyable Dagorhir experience.
- The right to have knowledgeable and uncorrupted leadership.
- The right of respect from all other members.
- The right to access to the official information regarding Dagorhir's equipment and fighting styles.
- The right to an encouraging environment to nurture their creativity and hone their own skills.

Each member of the unit has the following responsibilities:

- The responsibility to provide accordingly to the unit in terms of time, energy and skill.
- The responsibility to respect the other members.
- The responsibility to learn new information which can include but is not limited to skills, trades and such knowledge from other members.

- The responsibility to teach others new information which can include but is not limited to skills, trades and such knowledge.
- The responsibility to provide a safe and fun experience for others.

Structure

The Berserkers of Jomsburg honor all members who contribute to the unit. We believe in equal opportunities for members to rise in rank within the unit. There are three different routes a member of the unit can take, called castes. Each caste has separate qualifications and equipment that is required to advance within it. Each member is guided into choosing the best caste for themselves. The caste system is not a class system; it is simply a way of dividing members by their skillset. No caste is above or below the others; each caste provides different skills to the unit and is purely based on personal interest and choice.

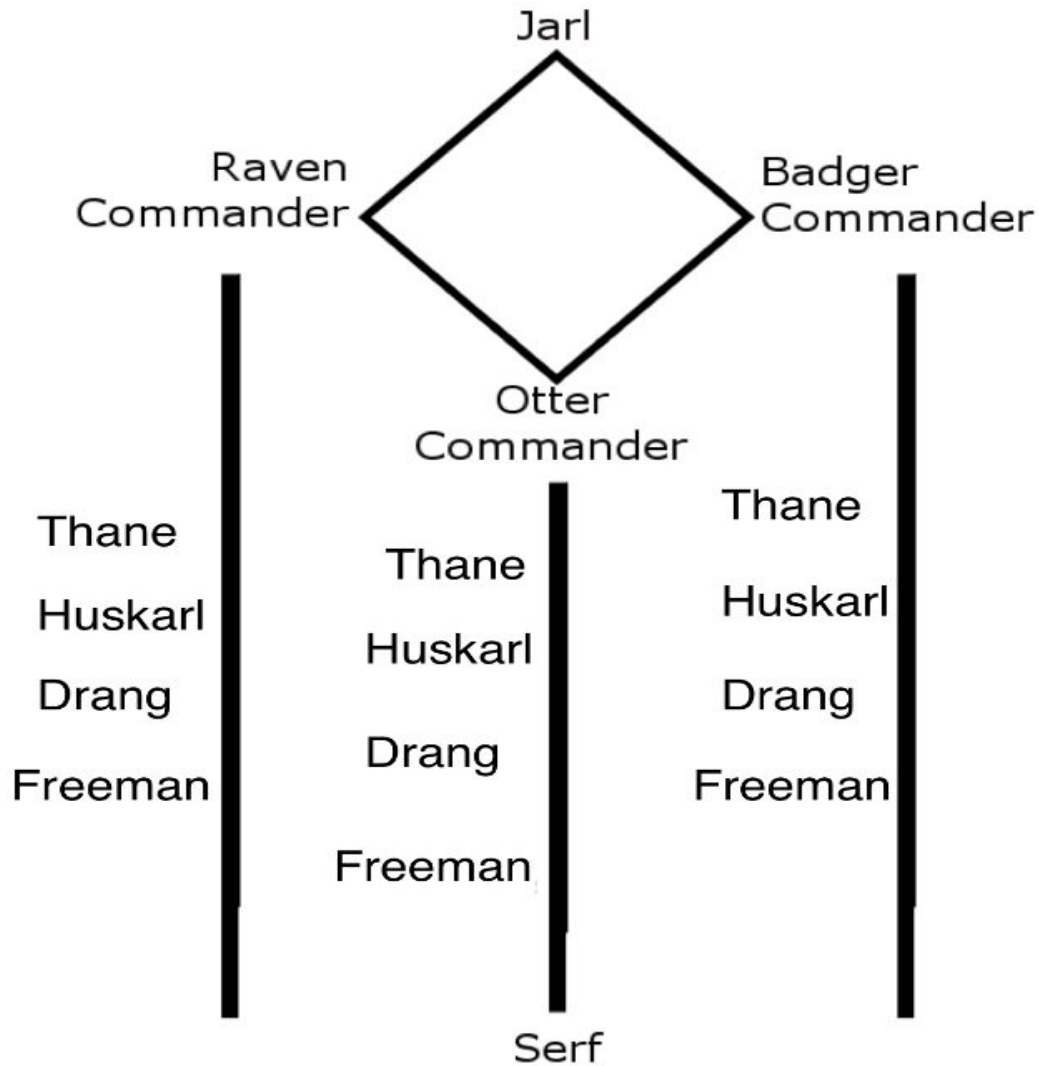
Caste System

The Badger Caste, more commonly called the Arms Caste, is comprised of the warriors of the unit. They are required to fight often and represent the Berserkers on the battlefield. The Arms Caste prove the Berserkers' dedication to mastering the art of fighting and tactics by teaching their bodies and their minds to fight in sync against their opponents. Each member must have their own personal armoury comprised of weapons and gear that they have made or purchased solely for their personal use.

The Raven Caste, or the Auxiliary Caste, is comprised of the caretakers of the unit. Simply speaking, they take care of the camp and all of its effects so the warriors can fight without worry. Auxiliary are generally non-combatants, though they may take the field if they wish. Instead of proving themselves on the field, members of the Auxiliary Caste must pick specific skills that they then use to provide for the unit (such as but not limited to; cooking, bookkeeping, medical care, or crafting items for other members) and better the unit at events. They welcome the other castes home at the end of battles and prepare them to take the field again the next time the need should arise.

The Otter Caste, or Champions Caste, is the most challenging route to take though it is not without its benefits. These members combine the responsibilities and duties of both the Arms and Auxiliary, being the best both on the field and off. They master fighting and supportive duties, having both knowledge and ability in both castes. They must take on two roles, but earn great respect and may one day become Jarl which is an opportunity that is only available to those who advance in the Champion Caste.

Ranking System



The Berserkers of Jomsburg is run by a Square of Power: the Jarl who oversees the entire unit, and three Commanders who oversee each respective caste.

The Commander of Arms and Commander of Auxiliary share equal power and are directly under the Jarl. The Commander of Champions is under the other two Commanders but is the only member of the unit to be able to take the Jarl's place.

To join the Berserkers, one must declare intent to join directly to the Jarl. If they Jarl accepts, they then become a serf. A serf is not technically a member of the unit and is required to undergo a three events worth of probationary period. After that it is for the Jarl and Commanders to determine whether they will fit within the unit's overall personality, fighting style, and desire to commit.

Once a serf has attended his or her three events of service to the unit, they then must choose a caste after receiving advice from the Square of Power and other unit members. Once a caste is chosen, they must then pass the rank up test to become an Freeman within the chosen caste. Along with the requirements to join each caste they must also have chosen a proper battle name and have written a one page minimum background story for their character that places them in the ranks of the Jomsviking. Advice and help with this task may be requested.

Within each of the three castes, there are five ranks. Freeman are the lowest, having just advanced from Serf. Following that is Drang; an established member of their caste. They have proven their dedication and have earned enough respect to be called a Drang. Huskarls are next as a stepping stone between Drang and Thane. Thanes are the second in command of their respective caste, taking orders only from their Commander and from the Jarl. They have truly proven themselves worthy in their caste. Commanders are the top of their caste, leading and maintaining the members below them and following orders given by the Jarl. If the caste is neglecting their collective duties, it falls on the Commander to make sure that all required tasks are done even if by their own hands.

Advancement through the ranks is encouraged and supported. Help and advice is given when needed from all members of the unit regardless of current rank. The process to advance in rank is discussed in the following paragraphs as well as in the diagram following. Each caste has a different process and corresponding tests that a member must go through to advance.

In order to advance to the rank of Thane, an Arms Huskarl and a Champion Huskarl must display a Feat of Strength. This is a truly noteworthy example of battlefield prowess such as being a key member in a great success on the battlefield or making an extremely impressive amount of kills in a short span of time. At the time of progression, the member in question may remind the current Commander of Arms and Jarl about a specific example on the battlefield. The Commander and Jarl will then decide if this event is indeed a Feat of Strength or bring up another example that the member was a part of that may qualify.

For an Auxilliary and Champion caste member to advance to Thane, they must commit an Exceptional Act. This includes displaying one of his or her skills at such a level that it becomes tale-worthy. The member may bring up a specific example at the time of

progression to the Commander of Auxiliary and the Jarl, who will decide if such an example qualifies or bring up another example that the member did which may qualify.

A Thane of any caste may attempt to usurp their respective Commander. This is done by the Thane challenger going through the steps to rank up and putting his or her accomplishments (armory, skills, Feats of Strength and/or Exceptional Act) up against the current Commander's. Challengers in the Badgers and Otters caste must fight just like all previous rank ups. The Jarl chooses who will take the title after conversing with the current Square of Power and measuring the might of both the Commander and the challenger. A usurped Commander must attend three months (as a Thane in their caste) before attempting another usurpation, and a Thane who failed to overtake the title must also wait three months before another attempt. There is no option for a Gauntlet during this rank up. (See *Testing Rules and Regulations* about Gauntlets)

A Champion Commander is the only member of the unit that is able to challenge the Jarl for their position. If the challenger beats the Jarl in single 1v1 battle, the challenger's acts of service against the Jarl's acts of service are brought to a vote by the entirety of the Berserkers. If the unit decides that the challenger's services exceed those of the Jarl by majority, the challenger will become the new Jarl of the Berserkers of Jomsburg and the old Jarl becomes the new Commander of Champions and may not challenge the new Jarl for three months.

The following diagram depict the ranks within each of the three castes:

****	Ravens Caste (Auxiliary)	Otters Caste (Champions)	Badgers Caste (Arms)
Freeman	<ul style="list-style-type: none"> - Must meet with the Commander of Ravens and Jarl, proposing one skill that he or she will provide to the unit and prove his or her ability of said skill -Must have attended 3 events in service of the Berserkers -May have one or more Sponsors willing to present you to the unit 	<ul style="list-style-type: none"> - Must complete both Freeman tests of the other two castes 	<ul style="list-style-type: none"> - Must own one weapon. - Must win 1v1 against another Freeman or higher in Arms or Champions -Must have attended 3 events in service of the Berserkers -May have one or more Sponsors willing to present you to the unit
Drang	<ul style="list-style-type: none"> - Display improvement in initial "major" skill 	<ul style="list-style-type: none"> - Must major in one skill and minor in one other 	<ul style="list-style-type: none"> - Own 3 equipment pieces (one of which must be a weapon)

	<p>and display competence in one other “minor” skill.</p> <ul style="list-style-type: none"> - Consistently provide major skill for 3 events after achieving the rank of Freeman - May not be achieved until three months after achieving the rank of Freeman 	<ul style="list-style-type: none"> - Must provide their skills for 3 events after becoming Freeman - Possess two equipment pieces (one of which must be a weapon) - Win one 1v1 against a current Drang or higher in Champions or Arms -Must have fought in 3 events after achieving the rank of Freeman (**3 separate campouts not 3 days at one campout) - May not be achieved until three months after achieving the rank of Freeman 	<ul style="list-style-type: none"> - Win 1v1 against a current Drang or higher in Arms or Champions - Must have fought in 3 events after achieving the rank of Freeman (**3 separate campouts not 3 days at one campout) -May not be achieved until three months after achieving the rank of Freeman
<p>Huskarl</p>	<ul style="list-style-type: none"> -Must have 2 major skills and one minor skill -Must provide major skills for 3 events after achieving rank of Drang - May not be achieved until six months after achieving the rank of Drang 	<ul style="list-style-type: none"> -Must have 2 major skills and one minor skill -Must provide major skills for 3 events after achieving rank of Drang -Own 4 equipment pieces (2 of which must be weapons) -Win 1v1 against a current Huskarl or higher in Champions or Arms -Must have fought in 3 events after achieving the rank of Drang (**3 separate campouts not 3 days at one campout) - May not be achieved until six months after achieving the rank of Drang 	<ul style="list-style-type: none"> -Own 5 equipment pieces (3 of which must be weapons) -Win 1v1 against a current Huskarl or higher in Arms or Champions - Must have fought in 3 events after achieving the rank of Drang (**3 separate campouts not 3 days at one campout) -May not be achieved until six months after achieving the rank of Drang

Thane	<ul style="list-style-type: none"> - Must provide proof of 2 major skills and 2 minor skills - Consistently provide all these skills where or when they apply for 4 events after achieving the rank of Huskarl - Must accomplish an Exceptional Act - May not be achieved until one year after achieving the rank of Huskarl 	<ul style="list-style-type: none"> -Must provide proof of 2 major skills and 2 minor skills - Consistently provide all these skills where or when they apply for 5 events after achieving the rank of Huskarl - Must accomplish an Exceptional Act - Display one Feat of Strength - Own 5 equipment pieces (3 of which must be weapons) -Win (2) 1v1 against a current Thane or higher in Champions or Arms -Must have fought in 4 events after achieving the rank of Huskarl (**4 separate campouts not 4 days at one campout) -May not be achieved until one year after achieving the rank of Huskarl 	<ul style="list-style-type: none"> - Own 6 equipment pieces (3 of which must be weapons) -Win (2) 1v1 against a current Thane or higher in Arms or Champions -Must have fought in 4 events after achieving the rank of Huskarl (**4 separate campouts not 4 days at one campout) - Must display a Feat of Strength -May not be achieved until one year after achieving the rank of Huskarl
Commander	<ul style="list-style-type: none"> - Must properly usurp the current Commander by verbally challenging them - Meet or better the current Commander's service to the unit at the square of power's discretion 	<ul style="list-style-type: none"> - Must properly usurp the current Commander by meeting or bettering their armory - Defeat the Commander in 1v1 combat - Must verbally challenge the current Commander's service to the unit. This 	<ul style="list-style-type: none"> - Must properly usurp the current Commander by meeting or bettering the current Commander's personal armory - Defeat the Commander in full equipment single combat. - May not be attempted within three months after achieving the rank of Thane

	- May not be challenged within 3 months of achieving the rank of Thane	decision will be decided by the square of power - May not be attempted within 3 months of achieving the rank of Thane	
Jarl	N/A	- Must defeat the Jarl in 1v1 combat - Must meet or better his or her armory - Must verbally challenge the current Jarl's service to the unit. The entire unit will vote on this and the outcome is decided by majority.	N/A

Testing Rules and Regulations

The Defender in rank-ups that involve combat may be from Arms OR Champions for any test except for Commander (i.e. Arms can fight Champions and visa versa if there is a lacking number of representatives in either caste). From Serf to Freeman as well as Freeman to Drang, the challenger chooses the weapons. From Drang to Huskarl and from Huskarl to Thane, the defender chooses the weapons. However, when testing for Thane in either caste, one of your two fights must be from your caste. On their third attempt, any Challenger may declare that particular fight is a Gauntlet. A Gauntlet is simply defined as fighting the Defender(s) until they are victorious or give up (Not for Commander position!). There can only be one test attempt a day. If you fail, you must wait until the next day in order to fight again. Fights can be single fights or best two out of three.

General Rules and Regulations

There are not many rules in the Berserkers that are not covered in the Manual of Arms for Dagorhir. However, there are a few and they are what separates the Berserkers from many other units.

The first rule is that we follow a no nonsense style judicial system. This system is loosely based off of old viking law for authenticity with modern touches for viability. (See *Judicial Policy* for a detailed description of this system)

The second rule regards the Berserkers of Jomsburg campsite. Our camp is meant to be a relaxed and fun environment. Members of the unit are permitted to indulge in recreational substances as they see fit. However, if a member repeatedly cannot hold their alcohol or acts disruptively or disorderly under the influence of any substance, they will be either revoked of their right to partake in said substance in camp or will be exiled to camp outside of the Berserkers' camp if he or she wishes to continue to indulge. It is not the unit's responsibility to babysit people who cannot control themselves regardless of substance and abusing the unit's hospitality is not tolerated. (See *Conduct On and Off the Field* for information about fighting under the influence.)

In any other occasion in which a judgment call over a member's actions is required, all available members of the Square of Power will be called upon to make a decision over the proper repercussions.

Rules for Camping

- Respect the campsite as if it were your own home. For your time spent at the event, it is.
- Zip up your tent and put your belongings away.
- Do not expect other people to respect your belongs if you leave them out. (This does not me disrespect other people's belongings if they are out. Do your best to help remind them to clean up or assist them if they need it.)
- Food or drink left out in public area will be considered to be communal for the unit's usage.
- Bring your own tent (or bunk up with someone else), sleeping bag, food, water, camping chair, gear, etc.
- If it not your job to do tend the fire, do not.
- No fighting (real or fake) in camp.
- Guests are welcome. We'll trust your judgements on who you bring, but they are an extension of you. You're responsible for them and the Square of Power may at any time request that your guest to leave to not return to our camp at future events.
- Come home as soon as possible during inclement weather. We will need you.
- Once a year at Ragnarok we collect unit dues. Dues help keep the unit funded in order to resupply communal camping equipment, pay members for services they provide, keep our website running as well as pay for any other needs the unit may have. Payment amount is decided upon by the unit but is intentionally aimed to be manageable and inexpensive.

The Berserkers of Jomsburg have a high moral code both on and off the field. Be kind, be considerate, be thoughtful and there should be no problems.

***There is a system in place for all members of The Berserkers of Jomsburg that is used in the event of an uncomfortable or unsafe situation. Information on this system can be obtained by asking any of the caste Commanders or the Jarl. It is the responsibility of each Commander to teach new Freemans of their caste the Safe Phrase System. This is not something that is going to be taught to Serfs given their “probationary” nature. All other ranks are encouraged to periodically remind each other that this system exists and what to do when it is implemented. Thank you for helping keep our camp safe.

Attendance and Events

There is no outright rule that dictates a required amount of attendance. That being said, it is presumed that the higher in rank you are, the more often you are expected to attend and register at events as a member of Berserkers. Attendance, alongside service, is one of the main requirements to progress in rank in any of the casts.

Aratari (the local realm in which the Berserkers of Jomsburg are in) holds monthly battles and as well as numerous practices with other units throughout the D.C. Metro area. There is no official Berserker practice, but attending other practices is encouraged. Talk to a Commander or the Jarl to get more information on practices.

If a member knows they will be gone from Berserker activities for an extended period of time, it is of good manner to let their Commander or the Jarl know so that their duties may be distributed to other members. A member will be considered inactive if he or she is not present at three or more consecutive events with no prior notice.

A Commander who has not attended three consecutive events with no notice will have his or her title given to the Elite of their caste who has been in the unit for the longest period of time.

Conduct On and Off the Field

Conduct on the field is outlined in the Dagorhir Manual of Arms. It states, briefly, to have fun while still following the rules. It is important to honor the hits that you receive and if another fighter questions you, concede and talk to the other fighter after the current battle is over. The battlefield is not the place to have an argument. Be honorable and always adhere to the rules. Always obey the final word of a herald. Take deaths well. Roleplaying is encouraged, and if you die in a single life battle, have fun and be dramatic. Be mindful of your fighting and roleplay towards others on the field. Under no circumstances is it permitted to take the field if you are under a strong enough influence by any substance that it becomes unsafe for you or any other person on the field. An “unsafe” level of intoxication or inebriation can be determined by the Jarl or the Commanders.

On or off the field, always take heed to the orders given to you by a member of a higher rank than you. If you feel that you are being asked to do something that is unreasonable or does not fall within your duties to the unit, approach the Jarl or the Commander of your caste and discuss the situation civilly. It will be handled.

Judicial Policy

When a member of the Berserkers of Jomsburg has a complaint directed towards another member of the unit, they should address the complaint with the Commander of their declared caste. The Commander should in turn, discuss the complaint in order to find a solution with the member delivering the complaint. If no solution can be reached, the Commander and member should discuss the complaint with the Square of Power in order to attempt again to find a solution to the complaint. If no solution is reached and the Square feels there is no evidence of misconduct (with a $\frac{3}{4}$ majority) the issue is deemed resolved. If no solution can be reached, and the Square feel there is enough evidence of misconduct (with a $\frac{3}{4}$ majority) the judicial process is started.

This step is to keep matters private. Complaints that are brought forth but not acted upon can cause mistrust and decrease morale of the unit.

First, after the judicial process is started there should be no discussion of complaint from Square or member bringing complaint with any member inside or outside the unit. The Square should then hold a private meeting with the accused where the accused are made aware of the complaint but not told who the member who complained was. The accused should then be asked if they wish to defend the complaint. If accused does not wish to defend the Square renders a verdict there based off of evidence presented. If accused wishes to defend the Square has two options:

1. For minor offenses propose an arbitration in which the member filing complaint and accused have a closed door session with square to discuss complaint and find a solution agreeable to both parties. In addition, the Square has authority to levy fines (community service) to accused.
2. For major offenses and if accused wishes, a Thing (þing) shall be convened. A Thing is a non-mandatory unit meeting (either in person or group chat) where all members are allowed to attend.

Process of the Thing (þing):

- Square of Power (*fjórðungsdómur*) is governing body with the right to ask questions of both sides and maintain order

- If either side refuses to speak to the complaint, then the Square renders verdict without testimony from either side.
- The member with complaint has the right to state the complaint to assembly, provide evidence, and ask for witness testimony. The member must speak for themselves.
 - Witnesses must be unit members unless Square allows non unit members to speak (approved beforehand)
- The accused has the right to deny the complaint to assembly, provide evidence, and ask for witness testimony. The accused must speak for themselves.
 - Witnesses must be unit members unless Square allows non unit members to speak (approved beforehand)
- Non Witness members of the Assembly do not have right to question or comment on proceedings.
- No side is allowed to directly question each other or the other side's witnesses. If questions are asked they must come from the Square.
 - Witnesses can only comment on things they saw or heard. No second hand information
- After testimonies the Square then convenes for a vote.
 - This is completed in private
 - A $\frac{3}{4}$ or better vote is needed render guilty verdict
 - A $\frac{1}{4}$ or worse vote results in an innocent verdict
 - A tied vote renders a deadlocked vote which results in a Thane vote
 - Thanes who were witnesses cannot vote
 - A Thane vote of $\frac{3}{4}$ or better is needed for a guilty verdict
 - Anything less than $\frac{3}{4}$ results in an innocent verdict

After verdicts are reached unit members are to leave the assembly. At this point the Square will issue with a fine, semi-outlaw, or outlaw decision if guilty verdict was rendered. If innocent verdict was rendered, the Square should address both about the incident and try to establish good faith between parties.

Punitive Measures:

- Fine - Community Service within Unit or during a Dagorhir Event. Examples: Cleaning camp, helping unit members with a task, heraldry, helping troll.
 - (3) Fines in a (1) year period results in Outlaw or (2) Fines and (1) Semi-Outlaw in a (1) year period result in Outlaw
- Semi-Outlaw (fjörbaugsgarður) – Not permitted to camp with Berserkers during next campout. Can camp with another unit and visit, but not sleep in camp.
 - (2) Semi-Outlaws in a (1) year period results in Outlaw

- Outlaw (*skóggangur*) - Permanent removal from Unit.

In addition, all complaints that are taken action on shall be public record for all members to see. This should include: Member, Complaint, Verdict and Punitive Measure. This is to serve as a historical record and a preventive measure for future offenses.

Types of Complaints (Examples, not limited to only these)

Assault - Violence against members of the community

Sexual Assault - Nonconsensual touching of a member of the community

Major Theft - Malicious stealing of a member of the community's belongings

Minor Theft - Non Malicious use or borrowing of a member of the community's belongings

Disturbing the Peace - Acts that disrupt the community i.e. being loud while people are sleeping

Litter - Repeated acts of not cleaning up after one's self

Harassment - Acts that are maliciously intended to offend or target members of the community

Perjury - Intentional lying

Trespassing - Being somewhere without permission. I.e. someone's tent, not hailing into a camp

Abuse of Power - Using rank to force lower ranks to do something outside the standard of behavior i.e. wash your personal dishes, clean up your personal belongings.

Slander - Maliciously attacking someone's reputation

Destruction of Property - Malicious breaking of a member of the communities personal belonging

Public Intoxication - Repeated acts of being drunk and disruptive inside or outside of camp

Tax Evasion - Failure to pay unit dues

Dueling - Fighting within camp

Garb

There is not a unit specific garb uniform. You may dress however you like as long as it is appropriate attire for Dagorhir, the weather and your character. If you do not meet the minimum garb standards at an event that requires such, you will not be allowed to take the field. When you reach the rank of Initiate, you will be given a beltflag that you are welcome to wear or decorate as you see fit. Customization is encouraged but not required.

Equipment

You may fight with whatever weapons or armor you wish. Shields do not need to have the unit symbol on them, but it is suggested that you make your own personal symbol to put on a shield in order to keep track of what is yours. Arrows should be marked with your name, unit or symbol on the head to make retrieving at large events easier. Unit axes should be marked in one way or another to determine which axe is yours as well especially since all the unit axes are identical.

Final Thoughts

Thank you for reading this handbook. We hope that it has been informative into the culture of the Berserkers of Jomsburg. Any prospective members, or existing members with inquiries about terminology, clarification or any other questions regarding the handbook or the unit may contact the Jarl, Commanders, or any other member and we will do our best to assist you.