

GLOSSARY

Martial Arts uses many foreign-language terms and assigns specific technical meanings to several everyday words.

bushi: *Japan*. A warrior, most often a *samurai* (q.v.).

capoeirista: *Brazil*. A Capoeira (pp. 153-154) practitioner.

chambara: *Japan*. A genre of action cinema showcasing improbable martial-arts exploits, typically featuring *ninja* and *samurai* (qq.v.).

chi: *China*. The life force found in all beings. Literally means “breath.” Also transliterated as “qi.” See *Religion, Philosophy, and Fists* (p. 11).

cinematic: Describes campaigns inspired by action movies, martial-arts mythology, etc., and unrealistic traits or combat options suitable for such games.

circular: Describes a style where attacks and defenses favor pivoting or sweeping motions *around* an axis, most often the stylist’s upright body.

dojang: *Korea*. A martial-arts school.

dojo: *Japan*. A martial-arts school. Might refer to *any* school in modern usage, not just a Japanese one; e.g., “Muay Thai dojo.”

fechtbuch (pl. **fechtbücher**): *Germany*. A “book of fighting” or martial-arts manual – usually one that combines weapon play with no-holds-barred striking and wrestling.

guard: **1.** Any combination of stance and limb/weapon placement that enables a fighter to defend. **2.** In ground fighting, when the bottom fighter, facing up, uses his legs to grapple his rival and gain a defensive and even offensive advantage. The top fighter must try to avoid this by passing the legs and achieving a *mount* (q.v.).

gymnasium: *Ancient Greece*. A place for learning martial arts (which most Greek sports were or emulated, in some fashion). In modern usage, any space for practicing sports.

-ka: *Japan*. The Japanese suffix for a person who does an activity. A Karate practitioner is a *karateka*, a Judo stylist is a *judoka*, and so forth. Sumo wrestlers are *rikishi* (q.v.) or *sumotori*, though.

kalari: *India*. A martial-arts training area – often a shallow, dirt-walled pit.

kata: *Japan*. A preset – some would say dance-like – routine done to learn a style’s techniques. Also called “forms.” Some martial artists regard kata as a waste of time; others claim mastery of kata is a precondition to true mastery of the style.

Kenpo: *Japan*. **1.** A different transliteration of Kempo (pp. 172-173), used interchangeably. **2.** A term for some forms of Kenjutsu (pp. 173-175).

ki: *Japan*. The Japanese term for *chi* (q.v.).

kiai: *Japan*. A shout or battle cry, usually done simultaneously with a technique. In cinematic games, it’s a chi-based attack in its own right; see *Kiai* (p. B203).

kwoon: *China*. A martial-arts school.

LINE: Acronym for “Linear Infighting Neural-override Engagement,” the U.S. Marine Corps’ predecessor to MCMAP (q.v.). LINE is a series of set responses to specific attacks rather than a genuine style.

linear: Describes a style where attacks and defenses favor straight-line movement *along* one or two axes, either directly toward/away from the enemy (a “I” or “+” shape, with the foe at the top) or at an angle to him (more of a “x” shape).

McDojo: A disparaging name for a martial-arts school perceived to be selling belts; a common place to be Trained by a Fraud (p. 145).

MCMAP: “Marine Corps Martial Arts Program,” the current hand-to-hand combat style of the U.S. Marine Corps. See pp. 183-185.

mestre: *Brazil*. A Capoeira (pp. 153-154) teacher.

mixed martial arts (MMA): An umbrella term for modern sportive martial arts used in limited-rules, full-contact striking and grappling matches (p. 189).

mount: In ground fighting, when the top fighter kneels and straddles his rival’s chest or back, grappling or pinning him for an almost decisive advantage. The bottom fighter must try to escape, perhaps by putting the enemy in his *guard* (q.v.).

ninja: *Japan*. Historically, a spy and/or assassin. Cinematically, a black-clad master of stealth and exotic weapons and techniques.

prana: *India*. Another – arguably the earliest – term for *chi* (q.v.).

ricasso: *Europe*. An unsharpened and sometimes leather-wrapped length of blade just above a sword’s hilt for the wielder to grasp when using a Defensive Grip (pp. 109-111).

rikishi: *Japan*. A Sumo (pp. 198-199) practitioner.

ronin: *Japan*. A masterless *samurai* (q.v.).

ryu (pl. **ryuha**): *Japan*. A school or body of martial arts. Most ryuha teach multiple styles. See *Ryu* (p. 12).

salle: *France*. A martial-arts school, typically for fencing (pp. 156-159) or Savate (pp. 193-194).

samurai: *Japan*. A Japanese noble warrior in service to a lord.

sensei: *Japan*. A title of respect for a teacher, properly given *after* the name he asks his students to use (e.g., “Peter-sensei,” not “Sensei Peter”).

sifu: *China*. A title of respect for a teacher. Also transliterated as “shifu.”

stop hit: An attack launched into an oncoming attack with the intent to preempt it. See *Stop Hits* (p. 108).

technique: Training at one specific attack, defense, or other action covered by a skill.

Triad: *China*. A secret society, originally with benevolent aims but more recently tied to crime.

wuxia: *China*. A genre of martial-arts cinema based on the exploits of the *xia* (q.v.), commonly featuring over-the-top action, wirework, and magic!

xia: *China*. A Chinese knight-errant. See *Xia* (p. 8).