

East Kingdom's Siege Engines Handbook



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Introduction

Words from the East Kingdom Siege General:

Greeting to all with the Heart and Verve to challenge themselves with the skills of Siege.

Siege is the Force behind the Powerful Arms of the Soldier. We both Support and Prepare the Field for Fighters. Siege brings Castles down, Bursts Gates, and Breaks the Field for the Army. Sometimes at the Front, we are the edge that assures Victory.

There are Three Main Goals of Siege in the S.C.A. They are in this order:

Harm No One.

Do not be Harmed.

Assist your Fighters in Winning.

This may sound simple but, as you read through these Rules, you will see this is a special responsibility. We operate and service the most powerful and dangerous devices on the Field. It is a serious and intense job but, when done well, very effective and fulfilling. Improperly done it can injure or worse. It is necessary to remember we are Honorable Soldiers as well as Engineers. Skirting this can easily be as dangerous as a Hairdryer in a Bathtub! Learning and understanding the following Rules will not only assure your pleasure but, also that of others who share the challenge of S.C.A. Combat.

A few years ago the concept of Siege represented well and safely in the context of Battle was just a Dream. Today, through the efforts of dedicated Engineers throughout the Society, most Kingdoms now can field impressive and realistic Engines both in Combat and Target Shooting.

One of the Ideas that opened this field from a few Engines to now Hundreds was creating "Off Battle Activities." You needn't be a Combatant to enjoy Siege. (But, you'll really miss the "Rush" of Field Combat.) Organizing and participating in Target Shoots is a necessary part of Siege. Fighters don't just fight at Pennsic or the other Great Wars. They try their skills in skirmishes even in there own Group. You improve the same way. We of the Siege Marshalate are at your service.



Lord Graywolf the Gonner, Siege General East Kingdom

Equipment

I. SCA Siege Engine Criteria

There are two types of siege devices: the active siege weapon and the passive siege structure. For the purposes of this document, and to avoid confusion, siege engines shall be defined as those designed to deliver missiles larger than the already established small arms ammunition. Siege structures will be defined as devices such as towers or ramps that are used to support personnel but are not fitted with active weaponry. The East Kingdom also has additional Siege Devices which include: Siege Rocks, Vallis / Pole Stakes, Battering Rams, with the possibility more based on Experimentation and approval.

Siege engines will be broken down into two categories. Type-A engines are designed to deliver large ammunition to a range between 40 and 80 yards. Type-A engines can use all approved ammunition classes. Type-B engines are designed to deliver ammunition larger than small arms ammunition to a range between 40 and 80 yards. Type-B engines may not use anything above small siege ammunition. For the purposes of administration, any device not designed to deliver these types of ammunition will not be considered a siege engine.

All engines shall have a maximum range of 80 yards. This is especially important in direct-fire weapons, where range in excess of this often results in safety concerns involving extreme minimum-range impact.

II. General Siege Engine Regulations

- 1) Engines and their projectiles shall be inspected by a warranted Siege Marshal before being used at that event and after any modifications are made to the engine during the course of an event.
- 2) Direct fire engines shall not be discharged against personnel within a range of 30 feet.
- 3) No engine will be discharged while any non-crew person is within 5 feet of the travel path of moving parts (e.g. a trebuchet will not be discharged while a fighter is standing anywhere in the path of the arm, front or back.). Nor the Sling length of a Trebuchet or Onager based on such plus 5'. "Sling Length" is the OVERALL length of the Sling while fully extended not just while both ends are attached."
- 4) Engines must be equipped with a safety device sufficient to prevent accidental firing if they are to be relocated while braced. Any engine without such device shall only be relocated while un-braced.
- 5) Except for manpowered trebuchets, all siege engines will be fitted with an appropriate mechanical trigger mechanism that shall be used with every shot.
- 6) Cannons or any replica of cannons are not allowed in SCA combat. Engines may not use compressed or ignited gasses or liquids or combusting materials of any kind to power projectiles.
- 7) Builders should attempt to visually and functionally recreate period siege engines. Engines shall be powered in a manner functionally consistent with their period counterparts based on both Safety and general appearance. When period power methods are unsafe, or not feasible, alternative sources of power may be used.

- 8) Any material approved for use in devices on the battlefield may be used in the construction of engines, provided the materials are sufficient to assure the safety of the engine. For safety, the following materials have special requirements:
 - a) Turnbuckles and eyebolts. When used in or attached to the source of power for an engine, these items shall be rated to withstand 150% of the forces produced (e.g., if the cable attached to a turnbuckle will support 100 pounds of tension, the turnbuckle will be rated at 150 pounds static load). Hardware store and home center hardware is often of low quality and rating.
 - b) Steel cable. While steel cable is useful for such functions as safe-tying a throwing arm, it will not be used as a bowstring for any type of siege engine.
 - c) All softwoods and non-laminated hardwoods. When used as the throwing arm for a catapult, trebuchet, or the bow arms of a torsion ballista, they shall be secured against breakage with a minimum of glue-soaked sisal or jute cord wrapping (2-inch wraps every 6 inches) over a section of rope glued along the full length of the arm. This will keep the arm from leaving the engine should it break. It is strongly recommended that all arms be wrapped in this manner, regardless of material used.
- 9) Engines (while they should not be struck with hand weapons) shall be sufficiently strong enough to survive the rigors of combat, and could withstand either being struck with a full force blow, or being run into by a combatant.
- 10) All engines must be free standing and may not use an operator as part of their support structure. Operators will not be included in measuring the footprint of an engine.
- 11) All engines and ammunition will be labeled with the name of owner, group, and kingdom, for the purpose of identification.

Type-A engines will:

- 1) Have a minimum footprint of 18 square feet.
- 2) Be able to deliver a large siege missile at least 40 yards.
- 3) Have a mechanical cocking device, such as a winch or windlass. These engines may not be cocked by hand.
- 4) Have a minimum crew of three people. Should crew size fall below minimum, the engine will not be operational.
- 5) Be able to fire one large siege projectile, or up to five small siege projectiles, or from two to twenty small arms projectiles, per shot.

Type-B engines will:

- 1) Have a minimum footprint of 12 square feet.
- 2) Be able to deliver a small siege missile at least 40 yards.
- 3) Have a mechanical cocking device, such as a winch or windlass. These engines may not be cocked by hand.
- 4) Have a minimum crew of two people. Should crew size fall below minimum, the engine will not be operational.
- 5) Be able to fire one small siege projectile, or from two to four small arms projectiles, per shot.

Manpowered engines will be considered Type-B engines and must meet the requirements stated, with the exception that they shall not be required to have a mechanical release or cocking device. These engines may fire up to two small siege projectiles, or from two to eight small arms projectiles per shot.

Only devices meeting the above criteria will be considered siege engines.

III. Siege Ammunition Standards

- 1) No siege engine ammunition may exceed 1 pound in weight.
- 2) Siege Class Munitions must be colored with yellow tape in the following manners to denote them as Siege Class Munitions. Ballista Bolts must have their shafts and striking surface covered completely with yellow tape, and Rocks (both the 4 tennis ball and the 1 pound foam) must have at least 50% of their surface covered with yellow tape. These munitions may not be fired from small arms or thrown by hand.

Ammunition shall be constructed of the following materials:

- 1) Open-cell foam
- 2) Closed-cell foam
- 3) Tennis balls-may be punctured to relieve internal pressure with a hole not to exceed 1/16th of an inch in diameter. Tennis balls when used as the striking surface of a ballista bolt must be compressible by hand with no less than ½” of compression and no more than 1” of compression.
- 4) Golf tube or similar semi-rigid, shatter-resistant tubing such as Siloflex (PVC is NOT included in this definition) [Golf Tube is being phased out by the Manufactures and will not be available much longer and though "Legal" is not recommended.]
- 5) Cord
- 6) Duct and filament tape
- 7) Film canisters
- 8) PVC reinforcement rings- may not exceed 2” in length.

IV. Siege Ammunition Specifications

- 1) **Large siege ammunition** is intended to simulate large, heavy projectiles normally used as anti-structure missiles (e.g., 250-pound sandstone rocks used in the largest of engines).
 - a) One-pound rocks. These will be constructed of fabric spheres filled with light-density foam, taped with filament and duct tape for protection. These shall not exceed 1 pound. They shall be a minimum of 6 1/2 inches in diameter.
- 2) **Small siege ammunition** is intended to simulate smaller, lighter projectiles used as light anti-structure and antipersonnel missiles (e.g., ballista javelins and 10-pound stones as used in Perriers). No small siege ammunition may weigh more than 1 pound.
 - a) Four-tennis-ball clusters secured with filament tape and duct tape (punctured and tied with cord also acceptable).
 - b) Spliced golf tube siege bolts. Splices must be secured with cord and/or filament tape. Striking tips may be either a single tennis ball tied on and taped with filament and duct tape, or a thrusting tip with a minimum of 3 inches of foam between the striking surface and the end of the siege bolt, and a minimum diameter of 2 1/2 inches. It must have at least 1 inch of progressive give and cannot bottom on the tube. Additionally, the end of the tube must be capped with a minimum of 1/8- inch heavy leather, or a 35-mm film container securely held in place with filament tape. The tubes may be reinforced with medium-density foam, such as pipe insulation, in order to prevent crush damage. Film canisters, PVC rings (may not be more than 2 inches long), and similar non-brittle, nonmetallic, lightweight reinforcements (securely attached) may be used at the butt end of the siege bolt. Non-rigid fletching may be used. Siege bolts will be at least 48 inches and clearly marked with yellow tape for the length of the shaft and tip.

- c) Other siege bolts. Materials such as Siloflex or similar semi-rigid, shatter-resistant tubing can be used, as long as the minimum diameter is equivalent to a golf tube and the rest of the construction meets the standards for spliced tube construction. Avoid excessive weight. PVC is not shatter resistant and is not considered legal for ballista siege bolts.
- 3) Specialty siege ammunition is intended to simulate specialty ammunition (e.g., flaming oil pots or flaming javelins) or effect weapons (e.g., diseased animal corpses or the heads of decapitated messengers). Specialty missiles will have damage determined in the scenario rules. Most effect weapons will have little or no damage potential, and therefore should be used sparingly. Specialty siege ammunition may be used as long as it does not exceed the weight or construction limitations of the approved ammunitions and conforms to the Scenario.

V. Siege Ammunition Damage

Siege-class ammunition (1-pound rocks, 4-tennis-ball clusters, and 48-inch-long ballista javelins) will be capable of killing upon striking any legal target area and will be capable of killing through shields, provided that the scenario rules permit this. Hand weapons hit by siege-class munitions will be destroyed; anyone Intentionally blocking or deflecting siege-class munitions will be considered killed. Small arms munitions fired from a siege engine will be treated as combat archery projectiles. Siege munitions are considered spent upon striking a target, the ground, or a battlefield structure. Siege class munitions, which strike a tree, will not be considered spent until striking a target, the ground, or a battlefield structure.

Small siege ammunition will also be capable (in addition to the above) of damaging or destroying light structures such as other siege engines, pavices, siege towers, etc., provided scenario rules permit this.

Large siege ammunition will also be capable (in addition to all of the above) of damaging or destroying any type of structure such as castle walls, towers, redoubts, etc., providing scenario rules permit this.

Siege structures will:

- 1) Be able to support 300 pounds for every 4 square feet of platform area.
- 2) Be equipped with railings or walls at least 36 inches tall and able to support 100 pounds per foot of railing length if the platform is more than 3 feet from the ground.

Be structurally stable (e.g., a wheeled siege tower should have a base big enough and wheels large enough to safely carry crew over the terrain of the field). Battering rams and battering structures are permitted, but should be built strong enough to withstand repeated impacts and light enough to be safe when carried or if dropped.

VI. Recommendations for Damage to Structures from Siege Engines:

- 1) Since some structures are not easily modified during the course of combat, these recommendations should only be applied in situations where they would be practical. It is also recommended that any of the numbers given below be modified based on the number of engines participating in any given scenario.
- 2) Breaching walls, destroying towers, and other permanent structures: It is recommended that this be done by being hit five times by large siege munitions, and that these structures are immune from damage by small siege projectiles.
- 3) Gates: It is recommended that these be destroyed upon three hits from large siege munitions and immune to small siege munitions.
- 4) Temporary siege structures and siege engines should be considered destroyed by one hit from a large siege munitions and by three hits from small siege munitions.
- 5) If a manned tower or siege structure is destroyed, it is recommended that all occupants of the structure be considered killed as well. If a siege engine is destroyed, it is recommended that any crew in physical contact with the engine be considered killed as well.
- 6) Maximum rates of fire: While it would be preferable to not have to impose any arbitrary maximum rate of fire, if there are a large number of siege engines at an event, it may prove to be necessary for reasons of playability. If so, the following is recommended: Type-A engines should be allowed to fire no more than one time per minute, and Type-B engines should be allowed to fire no more than two to three times per minute.

VII. Siege Miscellaneous Items (Siege Rocks, Picket Logs, Battering Rams)

DEVICE: Siege Rocks

- 1) The "Rock" is equivalent to a 50# Stone.
- 2) The shape must be irregular and be at least 12" x 12" x 18". This is to avoid any confusion with Cast Stones from Engines.
- 3) The construction must be of open or closed cell Foam and be wrapped entirely in Gray/Silver Tape and may not exceed 32 ounces in weight.

IMPLEMENTATION:

- 1) Rocks may be dropped by any fighter in SCA minimum Armor.
- 2) The Rock may NOT be thrown. It must be DROPPED and may not be used unless the Wall averages approximately 8' in ACTUAL height to the Exterior Ground Level.
- 3) The Rock is a SINGLE HIT, SINGLE KILL device.
- 4) Rocks may not be Gleaned, but may be recovered between Battles.
- 5) Expended Rocks have no further effect and are considered non-interactive debris for the duration of the Battle.
- 6) There is no limit on stockpiling Rocks.

RESULTS AND LIMITATIONS:

A dropped Rock kills only the First Contact before Ground Impact. No Multiple kills.

- 1) Rocks expend all energy on the first impact. Bouncing or deflected Rocks (Off an object or Soldier, living or dead) are harmless.
- 2) Rocks are not selective and kill Enemy or Friend.
- 3) Rocks making first impact over 6' from the Wall are considered thrown, therefore do not have any effect.
- 4) These Rocks MAY NOT be thrown by Siege Engines of any kind.
- 5) These Rocks may not be used as Battering devices against Siege Structures.

SUMMARY:

The intent of the inclusion of "Rocks" is to both realistically portray a truly classic form of Siege Defense and resolve a totally unrealistic situation in current Fortification Battles. The "queue" that forms at Gates waiting for a slowly evolving turn and the ability to literally form a line against the Wall out of Archer Angle and out of reach with no physical response are qualifiedly answered here. The effort is not to create a "Super Weapon" but, it will end the 20 minute conversation between Eric, Swartz, and Roderic about how bored they are while waiting to assault the Gate. It will stop the dangerous action of "Blind Strikes" by soldiers hiding against the Wall. The "Righteous Anger" to be expected is answered simply by saying "If you are standing under your Enemy's Wall and not looking up, don't expect them to drop you a Pizza." The Physical properties of the Weapon limit it to its intended use and leave only soft impact potentials on the Field. This is both a Field Activity Stimulator and a further option for Realistic Siege.

DEVICE: Picket Log (VALLIS, SUDES, AND PARTS)

- 1) Each Piece represents a 5 foot by 3" to 6" diameter section of Log usually sharpened to a point and either implanted in a fortification or assembled into a barricading device.
- 2) Each piece must be at least 2" diameter by 60" to 72" in length. Assemblies may be Tied (preferred), or Taped together, or passed through a foam fitting(s) but, joining points may not be made of PVC or Metal. This is to avoid the chance of injury in extreme impact.
- 3) The construction must be of open or closed cell Foam and should be wrapped in Brown Tape with the tips covered in Yellow Tape for 4" to 6".
- 4) Pieces may be assembled into Caltrop style Devices, Barricade Fences, or Pickets. They may be free standing structures or attached to Siege Structures including Siege Towers so long as they do not interfere with the safety railings of either.
- 5) Individual pieces are not to be used in any way as Hand Weapons!

IMPLEMENTATION:

- 1) Caltrop style Devices, Barricade Fences, or Pickets must be assembled and set before a Battle commences and may not be reset by the setting Army during the battle unless specifically agreed upon in a Scenario.
- 2) Caltrop style Devices, Barricade Fences, or Pickets may be removed by Shielded combatants with a free Hand not carrying a weapon or may be hooked and dragged by a Polearm to move the barricade but remain an obstacle wherever moved.
- 3) Caltrop style Devices, Barricade Fences, or Pickets may not be overrun either direction, nor retreated over, but, fighting may occur across/over/under them and only block missiles that actually hit them.
- 4) The Log Points are treated as Spear Points/ Thrusting Tips.
- 5) Caltrop style Devices, Barricade Fences, or Pickets are destroyed by a single hit from Siege Munitions and should be removed at the first Hold or safe opportunity.
- 6) Unless the scenario specifically states, these barricades are not to be used in Gates or on Bridges.
- 7) There is no limit on stockpiling but, the total number used in a scenario may be restricted.

RESULTS AND LIMITATIONS:

- 1) Caltrop style Devices, Barricade Fences, or Pickets block movement on contact. Combatants contacted by the tips should acknowledge the contact as they would a Spear thrust but, this is not necessarily a killing blow. Shields Block the tips.
- 2) Caltrop style Devices, Barricade Fences, or Pickets may not be used as aggressive or mobile weapons.
- 3) Caltrop style Devices, Barricade Fences, or Pickets are not selective, and kill Enemy or Friend.
- 4) Caltrop style Devices or Barricade Fences may not be placed within 12 feet or less from a Siege Engine.
- 5) Caltrop style Devices or Barricade Fences may not be placed on a mobile Siege Structure.

SUMMARY:

The intent of the inclusion of Caltrop style Devices, Barricade Fences, and Pickets is to both realistically portray a truly classic form of Siege Defense and expand tactical situations in Battles. The added advantage of being able to realistically mark and defend Engine Safety Zones is a tacit bonus. It will stop the dangerous action of "Blind Rushing" by soldiers to Blind Side Crews, and kill Engines. The Physical properties of the Weapon limit it to its intended use and leave only soft impact potentials on the Field. This is both a Field Activity Stimulator and a further option for Realistic Siege.

Creative application of Vallis/Sudes will enhance both challenge and safety on battlefields. These Giant Caltrops can be used as security perimeters for Castled Troops and Fielded Engines. One of the things these pieces can greatly reduce or avoid is the incidental incursion into Safety Areas around Engines. Picket Posts also can be used to reduce over runs of tactically sealed and standing walls for Hay Bale type Castles. A fertile mind can find many interesting applications.

The Idea here is not to restrict so much, as to define the use of these devices. The limitations are only to avoid misuse of these items that would constitute a safety hazard. We don't see these as an immovable object but, one that will take some effort to overcome. Variants of this concept precede Roman and are still used today to set defenses. We believe this to be a safe and stimulating addition to Siege.

DEVICE: Battering Ram

- 1) The "Ram" is equivalent to a 300 pound log with rope handles for carrying.
- 2) The Ram should be made of 4 to 7, 3+ inch diameter closed cell foam "Pool Noodles" at least 4 but no more than 8 feet in length as the item is individual color is not important.
- 3) It must be warped at both ends with Duct Tape and every 2 feet down its length.
- 4) Rope handles should be placed at appropriate intervals for carrying and use. These handles should be long enough for easy gripping with armored hands but short enough to reduce the risk of entanglement.

IMPLEMENTATION:

- 1) The Ram must be manned by at least 4 soldiers and no more than 8. These soldiers may not carry weapons or Shields but may be accompanied by others to both shield them and fight.
- 2) Should the crew be reduced to less than 4 the Ram may not strike until the necessary substitutions can be made.
- 3) The Ram must be backed off 3 feet between strikes.
- 4) 8 strikes with a 4-foot Ram forces the door. The same with only 4 Strikes for an 8-foot Ram.
- 5) Rams are not damaged by any weapons or missiles.
- 6) Strikes are cumulative and the count continues if the Ram is re-crewed.
- 7) Battering Rams may only be used against approved Siege Structures and may never be used against People for any reason.

East Kingdom Siege Engineer Section

VIII. EK- Siege Engineer Authorization Procedure:

Siege in the East Kingdom has many facets and therefore a diverse mixture of requirements. This document will mainly deal with the Heavy List side of our activity.

- 1) The interested candidate attends and completes an EK-Siege Class that has been presented by a Warranted Siege Marshal and is presented with a “Yellow Card” on filling in the EK-Siege Class Registration Sheet.

NOTE: For those interested in the many aspects of siege other-than combat applications this is all that is needed at this time.

- 2) The candidate must then present himself to an inspection site for siege. The candidate can use their own engine or borrow one that is available but must satisfy the list below as a minimum before they can be authorized as a Siege Engineer for Heavy List.
 - a) The Candidate shall demonstrate knowledge of the rules for melee combat.
 - b) The candidate must show an understanding of the rules for siege.
 - c) The candidate must show that they can safely operate an engine.
 - d) The candidate must be able to inspect their engine for safety
 - e) The candidate must demonstrate how to render their engine safe. **“Make Safe or HOLD”** should be the command here.
 - f) The candidate must be able to explain or demonstrate how engine(s) are “killed” by opponents (this includes Melee, Combat Archery, as well as Siege).
 - g) The candidate must be successful in demonstrating his safe conduct either in a battle or under a battlefield simulation.

When the candidate successfully completes all the above requirements they can have their “Yellow card” signed and dated by the authorizing marshals. (Minimum of Two) **Note: This does not take the place of having an additional weapons form indicated on the back of the Fighters authorization card. This needs to be filled in as well .**

- 3) The candidate and the marshals must then fill out the proper East Kingdom Authorization form (Application for Additional Armored Combat Authorizations) for Heavy list authorization, insuring that the “Non-Contact” box is indicated and Siege is written in as there is no room currently for a “Siege” authorization on the East Kingdom forms and cards, this will suffice. Note: The future may see the addition of siege on new forms and cards.

The EK’s Mols form must be completed legibly and contain all the required information. This form must be sent to the kingdom MOL.

Note: If the candidate is not a “Blue card member” the Application for East Kingdom Armored Combat Authorization Card MUST be filled out BEFORE the candidate takes the field, as the Waiver must be completed.

IX. Siege Engine Operation:

- 1) Anyone operating a siege engine in combat will be armored to the SCA minimum Heavy Weapons Armor requirements. (Archers gauntlets may be used instead of full gauntlets for hand protection)
 - 2) Siege engine crews shall be made up of members who are authorized in siege, and are familiar with the engine that they are operating.
 - 3) Siege engine crews shall inspect their engine for wear, stress, and fatigue before each battle, and if possible, during holds.
 - 4) During holds siege engine crews may not cock, load, move, or in any other way make their engine ready.
 - 5) Siege engine crews shall immediately secure their engine should it become unsafe. They will remove the engine from the field at their earliest opportunity.
 - 6) Siege engine crews are responsible for the safe operation of their engine during combat. They are to make sure that crewmembers are clear of moving parts, and that non-crew personnel are not within 5 feet of the travel path of moving parts, and not directly in front of the engine, before discharging their weapon.
 - 7) Siege engine crews are responsible for the safety and condition of their ammunition, and shall visually inspect each round for damage before it is fired. (Ammunition that has been inspected prior to the battle does not need to be re-inspected before it is fired, but any ammunition that has been retrieved from the field does need to be re-inspected. Engines will not fire ammunition that is not designed for their weapon.
 - 8) It is recommended that siege engine crews give verbal commands for each phase of engine operation.
 - 9) Weapons may not be stored ON an Engine during Battle. This includes Shields. A permanent shield may be placed on an Engine but it IS a target Area and IS destroyed with the Engine, AND does NOT increase the Engines survivability to Siege Missile Strikes.
- (The goal of this Rule is to avoid attracting Hand-to-Hand Combat inside the 5' Safety Zone.)**

Siege Marshals Section

X. Marshals

Marshals trained in siege activities will oversee the inspection of engines and operators, and will be present on any field where siege engines are in use. During combat there will be a minimum of 1 Siege Marshal for each end of the field that has a siege engine. It is recommended that there be 1 Siege Marshal for every 3 engines in use.

Siege Marshals Shall:

- 1) Be members of the Society for Creative Anachronism
- 2) Be authorized in siege combat.
- 3) Have a basic understanding of all major engine types (Ballista / Arbalest, Catapult / Onager, Trebuchet-both counter weight and manpowered)
- 4) Know how to inspect engines and ammunition
- 5) Know the current siege engine regulation

In addition to these requirements, siege marshals that will be on the field shall:

- 1) Have at least 4 events of experience as an engineer.
- 2) Know the basics of marshaling (Refer to Marshals Handbook) and can do so safely. (Being a warranted heavy weapons marshal is recommended but not required.)

East Kingdom Requirements for Siege Officers:

- 1) All warranted siege marshals and engineers are required to maintain membership in the Society for Creative Anachronism, Inc.
 - a) A marshal's warrant is voided by a lapse of membership and will not be renewed until the appropriate proof is provided to the E.K. Siege General.
- 2) All warranted siege weapons marshals are expected to exhibit a minimum level of activity.
 - a) Marshals that report little or no activity for a prolonged period of time will not have their warrants renewed.
- 3) All marshals must be of legal age in their state or province of residence.
- 4) The individual requirements for each office are outlined below.

Siege Weapons Marshal

- 1) Must successfully complete the warranting procedure.
- 2) Must have been added to the official roster by the Siege General.

Local Company Commander of Siege Weapons

- 1) Must be a warranted siege weapons marshal.
- 2) As the position is a local office, the approval of the local ruling body is required.
- 3) It is strongly recommended that the siege weapons operators of the group approve of the appointment.

Principality Command Engineer.

- 1) Appointed by the Principality Earl Marshal.
- 2) As per Siege Weapons Marshal

Baronial/Provincial Command Engineers

- 1) Must be a warranted Siege Weapons Marshal
- 2) Appointed by the governing body of local group.

Inspector General of Siege Engines

- 1) Must be a warranted Siege Weapons Marshal.
- 2) Appointed by the Siege General.

Secretary General of Siege

- 1) Must be a warranted Siege weapons Marshal.
- 2) Appointed by the Siege General

Siege General

- 1) Appointed by the Kingdom Earl Marshal.
 - 2) Must be a warranted Siege Weapons Marshal
- 5) The warranting procedure for Siege Marshals is outlined below.
- a) Regional Siege Command Engineer will administer the warranting procedure to candidates for the siege marshalate.
 - b) Candidates for the siege marshalate will be required to...
 - i) Write a Letter of intent to the Regional Siege Marshal for their area requesting that you be placed on the SMiT (Siege Marshal in Training) Roster. This letter must include the candidates Legal name, SCA Name, Region, Group, Address, Phone Number, Email address, Proof of Age, SCA Membership.
 - ii) Be recommended by a current Siege Marshal
 - iii) Complete a Siege Marshals Class
 - iv) Inspect at least 6 engines of various types. (Not necessarily all at one event.) To successfully demonstrate their knowledge of the Policies of the E.K. Siege General to the warranting marshal including the following:
 - (1) Responsibilities of the siege marshalate.
 - (2) Equipment standards.
 - v) Been authorized in Siege for at least 4 events Prior to entering the SMit Program.
 - c) The warranting marshal will assess the candidate for their knowledge of range safety standards and for their ability to monitor siege equipment for safe operation.
 - d) The warranting marshal will assess the practical SCA combat experience of the candidate in order to provide for the adequate training of siege weapons operators by the candidate.
 - e) The warranting marshal may administer the warranting procedure as an oral, written, or practical examination.
 - f) Upon successful completion of the warranting procedure by a candidate, the warranting marshal will submit the following information to the Siege Inspection General and the Regional Siege Commander:
 - i) The candidate's SCAdian and mundane names in full.
 - ii) The candidate's contact information including street address, phone number, and if available, e-mail address and fax number.
 - iii) The candidate's local group.
 - iv) SCA Membership information
 - v) The date and site of the warranting procedure.
 - vi) The name of the warranting marshal.
 - vii) Any further comments or recommendations regarding the candidate
 - g) The Siege Inspection General will determine the inclusion of the candidate on the official roster of the siege marshalate based on the recommendations of the warranting marshal.

XI. Responsibilities of the Siege Marshalate:

- 1) No siege weapon activity shall take place at an event without a warranted siege marshal present, hereafter referred to as the marshal-in-charge.
 - a) In the event of any disagreement, the siege marshal-in-charge shall resolve the dispute.
 - b) The marshal's commands are to be followed explicitly by all the siege weapon operators while on the siege field.
 - i) Failure to follow direction will result in the siege weapon and crew being removed from the field for the day.
- 2) The siege marshal-in-charge may request the assistance of other marshals in observing siege activities and inspecting equipment, but the responsibility for safety remains with the marshal-in-charge.
- 3) The siege marshal-in-charge or the assisting marshals shall inspect all siege equipment and ammunition for damage and/or improper materials.
 - a) Equipment that does not adhere to the standards set forth in the equipment section of this handbook shall not be used in Eastern Siege Combat.
 - b) Equipment deemed dangerous by the marshal shall not be used.
- 4) All marshals are responsible for the enforcement of the rules and safety standards for East Kingdom Siege Weapons.
- 5) Individual responsibilities of each office.
 - a) E.K. Siege General
 - i) As defined by Kingdom Law.
 - b) E.K. Secretary General of Siege Weapons
 - i) As determined by the Siege General.
 - ii) To act as a distribution point for the Siege General's orders
 - iii) To collect reports from the Regional Command Engineers and get them to the Siege General in a timely manner.
 - c) E.K. Inspector General of Siege Weapons
 - i) As determined by the Siege General.
 - ii) To act as the central authority for the inspection of Siege Engines.
 - iii) To develop and monitor the training of Siege Marshals.
 - d) Principality Command Engineer of Siege weapons
 - i) As defined by Principality Law, and otherwise as a Regional Command Engineers.
 - e) Baronial/Provincial Command Engineer.
 - i) As defined by Local law, and otherwise as Regional Command Engineer.
 - f) Regional Command Engineer: to oversee siege within their region by
 - i) Receiving and monitoring the reports of the Local company commanders of siege weapons and Siege marshals residing within their region.
 - ii) Training the marshals within the region and administering the warranting procedure.
 - iii) Organizing an annual regional siege weapons war practice and overseeing the muster of siege weapons engineers in time of war.
 - iv) Reporting the regions marshalate status to the Secretary Siege General as defined below.
 - v) Keeping the files of the office in good order.
 - g) Company Commander of Siege Weapons: to foster the growth of siege in the local group by:
 - i) The formation of a company of siege engineers.
 - ii) Promoting siege activities at local events.
 - iii) Arranging a practice site for the group's siege weapons and administering regular practice.
 - iv) Representing the interests of the group's siege engineers at local meetings.
 - v) Reporting the group siege status to the Regional Command Engineer as defined below.

- h) Siege Weapons Marshal: to foster the growth of siege throughout the kingdom by
 - i) Assisting Company Commanders of siege weapons with their duties.
 - ii) Providing for the organization and running of siege activities whenever needed.
 - iii) Reporting their activities to their Regional Command Engineer as defined below.
 - iv) Keeping the Company Commander advised of their activities.
- 6) Schedule of Reporting Deadlines
 - a) All siege marshals shall report to their Regional Command Engineers on, or before December 1st, March 1st, June 1st, Sept. 1st, of each year.
 - i) The report shall contain the gentles SCAdian and mundane names, address, E-Mail address, phone number, proof of membership, local group, office held and a brief letter detailing recent or upcoming activities. (Valid membership number and expiration date).
 - b) Regional Command Engineers shall report to the E.K. Siege General through the Secretary General on, or before December 10th, March 10th, June 10th, Sept. 10th, of each year.
 - i) The report shall contain a detailed listing of the marshals and Local Commanders who did and did not file reports.
 - ii) Marshal roster updates should also be included. (i.e.; new addresses, membership, etc...)
 - iii) The report must also contain a detailed letter on the status of siege in the area. Any problem areas should also be defined.
 - c) Inspector General is responsible for the formulation of inspection reports due on the same schedule as the Regional Command Engineers.
 - d) The Secretary General shall compile all reports into a single report and forward this to the Siege General no later than: December 14th, March 14th, June 14th, Sept. 14th.
 - i) The Secretary General shall also compile Bi-annual reports that will account for the status of siege within the East Kingdom and forward this information to the Earl Marshal, Siege General and on request the Crown of the East.
 - e) Failure to fulfill the requirements and responsibilities listed above may result in removal from the roster of warranted marshals.
 - i) Those removed from the roster shall be allowed thirty days to apply for re-warranting.
 - (1) The reason(s) for removal must be corrected before applying.
 - (2) After thirty days, applicants for re-warranting will be required to undergo the warranting procedure.

XII. Engine Inspections:

- 1) Any event allowing siege engines must have an equipment inspection station. This inspection station shall at minimum consist of a field with a firing line and range markers at 40 and 80 yards from the firing position.
- 2) Preliminary inspection of the engine shall be made before any shots are fired. The marshal will check for structural integrity of the components of the engine.
- 3) The operational demonstration phase of the inspection shall, at minimum, consist of four shots from the engine configured for the maximum power it will use on the field at that event. These four shots shall deliver the ammunition between 40 and 80 yards at a firing angle of between 40 to 45 degrees elevation without mechanical failure and consistently deliver the ammunition downrange.
- 4) Static inspection for stability of the engine and mechanical observation of the framework and the mechanism shall be made after the firing.

XIII. Siege Structure Inspections:

Siege structures will be inspected before being allowed to participate in an event. Inspection should include at a minimum structural integrity, stability, condition of hardware, and condition of any safety devices (barriers, walls, etc.). Ideally, a maximum load of armored combatants should be on

board the siege structure during inspection. Inspection will include a demonstration of mobility if the structure is designed to be mobile.

XIV. Destroying Siege Engines and Structures:

As siege engines can pose many risks to attacking fighters it is strongly recommended that great caution be exercised when approaching them. Be sure to stay clear of moving parts and try to approach them from the side. When engaging engines / structures, **DO NOT STRIKE THEM WITH A HAND HELD WEAPON**, while these items should be constructed to withstand such a blow, it is dangerous to do so as an accidental discharge of the weapon may result. Anyone found intentionally striking a siege engine / structure should be removed from the field, and possibly face further action such as a marshal's court.

The proper way to destroy these weapons is to safely approach the engine / structure, lay your weapon on it and declare, "this weapon is destroyed" (the same procedure as a declared kill from behind). This shall be done in a safe and deliberate manner, and not in a rush while engaged with another opponent. Siege engine crews are all required to be in SCA minimum armor, and should be treated as any other fighter on the field. If they have a secondary weapon they may use it (if authorized for heavy weapons combat) if not they may be killed as an un-armed / helpless opponent, if they yield do not strike them. Fighting should never take place over or around an active siege engine, if this situation arises a hold should be called and the engine declared dead. Siege engines and structures may also be destroyed by siege class munitions fired from a siege engine.

NOTE: The 10-foot rule that was previously in effect for killing an engine is NO LONGER in Effect in the East.

Miscellaneous:

New and experimental weapons types and ammunition shall be required to undergo the same approval process as any other battlefield object. Current information on new weapons approval procedures is delineated in the Marshal's Handbook.

Appendix A

Glossary

Arbalest- A tension-powered ballista (giant crossbow)

Ballista: A two-armed torsion or tension-powered arrow or rock throwing, direct-fire siege engine.

Ballista Bolt- A projectile which resembles a spear and is shot from a ballista.

Catapult: A single-armed torsion or tension-powered rock throwing, indirect-fire siege engine.

Closed-cell foam: Stiff, resilient foam similar to sleeping pads.

Direct fire: Delivery of a missile in a straight, flat trajectory directly into the target.

Effect weapons: Mostly novelty missiles with no real damaging ability, such as simulated animal parts.

Eyebolts: Hardware resembling a bolt formed into a circle on the non-threaded end.

Footprint: Ground area covered by an engine as viewed from directly above, measure as length times width for engines with a square base and length times ½ the width for engines with a triangular or diamond shaped footprint.

Indirect fire: Delivery of a missile in a high, arcing trajectory ending at the target.

Light-density foam: Under 1/2 pound per cubic foot.

Mangonel- A man powered Trebuchet.

Mechanical trigger device: A device used to hold the engine in a braced state and to activate (shoot) the weapon.

Medium-density foam: Between 1/2 and 4 pounds per cubic foot.

Onager: See catapult.

Open-cell foam: Light, sponge-like foam, such as upholstery or pillow foam.

Perrier: A manpowered trebuchet.

Siege Bolt- 48 inch long ammunition used to simulate true arbalest and ballista ammo.

Siege engines: Missile-launching devices designed to deliver missiles larger than the already established small arms ammunition.

Siege structures: Devices such as towers or ramps that are used to support personnel but are not fitted with active weaponry.

Specialty ammunition: Special-purpose ammunition, such as simulated flaming missiles.

Trebuchet: A gravity- or man -powered sling-type, rock-throwing, indirect-fire siege engine.

Turnbuckle: Hardware consisting of two eyebolts fitted to a threaded barrel, used for adjusting the length of cables.

Winch: A winding device usually geared and equipped with a ratchet.

Windlass: A winding device, usually consisting of a spool with double crank handles, a set of pulleys, and hooks, but not normally equipped with a ratcheting device.

Appendix B

Ranks and positions within the East Kingdom's Siege Organization

Siege Engineer: An individual who has successfully attended and completed a Siege orientation class in the East Kingdom, that has been taught by a warranted E.K. Siege Marshal and has been added to the siege Roster and received a Siege authorization Card.

Siege Operator: A Siege Engineer who commands a siege Engine.

Siege Marshal: A siege Engineer who has completed the requirements listed above in this document and has been added to the roster of Siege Marshals by the Siege General.

Local Company Commander of Siege Weapons: A position at the local group level that works with his/her local curia to foster the **Safe** growth of siege in the area. “ This may be and is suggested to be a minor curia position”

Principality Command Engineer: As per Regional Command Engineer but as it applies to a Principality.

Regional Command Engineer: A Siege Marshal who has the added responsibility of developing the safe inclusion of siege activities within their Region.

Secretary General of Siege: A Siege Engineer who works for the Siege General as a focal point for collecting reports and distribution point for information.

Inspector General of Siege: A Siege Engineer who works for the Siege General and is charged with organizing, inspecting of siege engines and training of siege Marshals.

Siege General: A Siege Engineer who has been charged with the Safe development of Siege within the East Kingdom by the Earl Marshal, and is accountable to him as well as the Society deputy for siege in all matters that concern siege within the East Kingdom.