

Special Siege Items

Castle Rocks

- a. The "Rock" is equivalent to a 50# Stone.
- b. The shape must be irregular and be at least 12 inches x 12 inches x 18 inches.
- c. The construction must be of open or closed cell foam, wrapped entirely in gray tape and may not exceed 32 ounces in weight.
- d. Rocks may be dropped by any fighter in at least SCA minimum armor
- e. The Rock may NOT be thrown. It must be dropped and may not be used unless the wall averages approximately 8 feet in actual height to the exterior ground level.
- f. The Rock is a SINGLE HIT, SINGLE KILL device.
- g. Rocks may not be gleaned, but may be recovered between battles.
- h. Expended Rocks have no further effect and are considered non-interactive debris for the duration of the battle.
- i. There is no limit on stockpiling Rocks.

Battering Ram

- a. The "Ram" is equivalent to a 300 pound log with rope handles for carrying.
- b. 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.
- c. It must be wrapped at both ends with Duct Tape and every 2 feet down its length.
- d. 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.
- e. The Ram must be manned by at least 4 soldiers and no more than 8. These soldiers may not hold weapons.
- f. Should the crew be reduced to less than 4 the Ram may not strike until the necessary substitutions can be made.
- g. The Ram must be backed off 3 feet between strikes.
- h. Four strikes forces the door
- i. Rams are not damaged by any weapons or missiles.
- j. Battering Rams may only be used against designated structures and not against people.

Caltrops

- a. A Caltrop is a Area Denial Weapon made with 1-1/4 inch pipe insulation or other closed cell foam assembled with tape to make a trapezoidal assembly no more than 12 inches tall with no reinforcements.
- b. The profile for a Caltrop must be at least 6 inches tall. Tips must be yellow taped and designed not to penetrate face grills.
- c. Caltrops may be dispersed during set up by a siege engineer or may be dispersed via Class "A" Engine or siege engineer during Battle.

- d. Caltrops inflict a debilitating injury and a fighter stepping on one must "take a Leg" if stepping on one.
- e. A fighter may avoid or remove a Caltrop with an unencumbered hand. Caltrops are NOT thrown weapons.
- f. Caltrops may not be repositioned by the dispersing side.

Villes

- a. Villes represent spear type pickets carried by soldiers that may be assembled as improvised battlements.
- b. Villes are made of 2 to 4 inch diameter pool noodles tipped with yellow tape representing thrusting tips with the body wrapped in tape, preferably brown, for stiffness. They must be at least 5 feet long.
- c. Villes do the same damage as a spear if a fighter runs into them.
- d. They may be assembled with tape to make "jacks" as individual obstacles.
- e. They may be assembled as a picketed fence by joining them together.
- f. Villes obstacles must be placed BEFORE a battle as agreed per scenario. They may not be repositioned by the same side or reused by the opposing side.
- g. Villes may be removed by designated Sappers with one free hand. Sappers may only remove villes and may not fight during the removal.
- h. Removed villes are removed from combat.
- i. Villes may not be used for any other purpose and are not hand held weapons or throwing weapons.

Boiling/Flaming Oil

- a. The oil is represented by a mass of open or closed cell foam in irregular chunks dispersed from a bucket or barrel.
- b. The chunks must be at least 2 inches x 2 inches x 2 inches.
- c. The construction must be of open or closed cell foam and be wrapped entirely in red or orange tape and may not exceed 4 ounces in weight each.
- d. The dispersing container may be of 1 to 35 gallon size, but may not be dropped with the "Oil".
- e. Oil may be dropped by any fighter in SCA minimum Armor, but containers over 5 Gallon size must be manned by 2 individuals.
- f. The Oil is a SINGLE HIT, SINGLE KILL device.
- g. Oil may not be gleaned, but may be recovered during Battles.
- h. Expended Oil has no further effect and is considered non-interactive debris for the duration of the Battle.
- i. Oil blown back on a pourer is fatal.