

Siege Warfare FAQ

We have seen many new activities within the SCA go through numerous rules changes. Siege has been no exception to this. Such changes often cause confusion and frustration. This document will attempt to provide fighters with the information they need to know in order to fight more effectively in battles with siege.

WHAT IS THE DIFFERENCE BETWEEN SIEGE AMMUNITION AND COMBAT ARCHERY AMMUNITION?

Large class ammunition shall be a minimum of 6 ½ inches [16.5 cm] in diameter and not exceed 1 pound. And taped with yellow duct tape.

Small class ammunition consists of 4-tennis-ball clusters, and 48-inch ballista javelins, are colored yellow and shall not exceed 1 pound in weight.

Combat Archery ammunition is not yellow, and must go through combat archery inspections.

HOW CAN I BE KILLED?

Blows from large and small class ammunition will be judged fatal or completely disabling upon striking any legal target area. Munitions that strike a fighter after impacting with another object, such as a wall or the ground, will not be counted as good.

Small arms munitions fired from a siege engine will be treated as combat archery projectiles. These consist of single tennis balls or Combat archery arrows/bolts

CAN I BLOCK WITH MY SHIELD OR WEAPON?

Blows from siege-class ammunition (Large and Small Class) are capable of killing through shields, provided that the scenario rules permit this. Hand weapons hit by siege-class munitions will be judged destroyed; anyone intentionally blocking or deflecting siege-class munitions will be considered as having been struck by the munitions.

HOW DO I KILL AN ENGINE?

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 engines and structures may also be destroyed by siege class munitions fired from a siege engine.

HOW DO I KILL THE CREW OF AN ENGINE?

Siege engine crews are all required to be in SCA minimum armor, and should be treated as any other fighter on the field. Fighters must get engagement (eye contact) the same way they would any other fighter. If they have a secondary weapon they may use it (if authorized for heavy weapons combat) if not they may be killed as an unarmed / helpless opponent, if they yield do not strike them. Active fighting should not take place within 5 feet [1.52 m] of an active siege engine, if this situation arises a hold should be called, the engine declared dead and removed from the field if possible. Crews may also be killed by being struck with siege ammunition.

WHY CAN I NOT FIGHT CLOSE TO AN ENGINE?

An engines source of power is stored energy, tension or torsion. The closer a fighter is to that source when it is released the greater the potential for injury.

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This is why Siege Crew are not allowed to fire at opponents who are closer than 10 yards. This is also why engines have a touch kill. The engines are tough enough to handle being over run but it is not considered to be a safe practice and the marshals try to keep that from happening. This is also why there is a bubble of 5 feet around the engine where no fighting is permitted and therefore Siege crew must keep their secondary weapons at that specified range. If fighting enters that 5 foot bubble a hold should be called.

WHY ARE SIEGE CREW AND MARSHALS ALWAYS ASKING ME TO WALK CLEAR OF THE ENGINE?

This has a lot to do with the 5 foot bubble that is maintained around each engine as well as the 10 yard minimum range. If a fighter is walking straight towards one of their sides Siege Engines and they enter the 10 yard minimum limit they are taking away the siege crews ability to fire at any other opponent that may be 30 or 60 yards away. Also with some engines such as a trebuchet there needs to be an even larger bubble maintained. This is due to the swinging arm and sling/string. Everyone needs to stay clear of those areas. When fighters voluntarily keep away from the engines it allows everyone to have a better day.

WHAT ABOUT BATTERING RAMS, COWS, BOILING OIL, ETC?

These fall within the Miscellaneous Siege Items section of the East Kingdom Siege Rules.

These items may be used by any fighter if the battle scenario allows them, if the items have been inspected, and if the fighter is authorized in at least one heavy weapons form.

Fighters need not be authorized in Siege to use Battering rams, Rocks that will be dropped, Boiling Oil, Caltrops, Picket Logs, livestock/other animals, and other items that meet the requirements specified in the East Kingdom Siege Handbook.

WHO CAN MAN A SIEGE ENGINE?

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)

Siege engine crews shall be made up of members who are authorized in siege, and are familiar with the engine that they are operating.

NOT SATISFIED?

Ask your local Siege Marshal, Fighting Marshal or the Kingdom Siege Marshal at marshal@siege.outlands.org.