Siege Marshalling
in the
Kingdom of Atlantia

Objective
This document is meant to provide the basis for the Siege Marshal in Training class, and topics which should be discussed.

Pre-requisites
Either the Armored Field Marshalling class, or being a current Armored Marshal
Having experience at crewing a siege engine in combat

Inspections
It is highly advised that you approach the act of inspection with a supercritical slant. The crew or engine has been presented to you specifically for that purpose. Marshals need to have memorized requirements and standards for armor and engines, and have those rules conveniently available for reference with the individual. It is strongly recommended that a marshal approach inspections from a Boolean (True/False, Pass/Fail) point of view, though marshals are welcome and encouraged to offer tips for quick acceptable retrofit or repair. If anything on an engine is noticed that may be a problem in the future, but does not cause the engine to currently fail, it should be pointed out the builder and crew of the engine so that they may keep an eye on it throughout the day, and it should be included in the marshal's report so that others are sure to take a look at it in the future.

Crew Inspection
Siege Marshals should know the current armor requirements and how to inspect a crew member's armor. The armor required is Atlantian minimum armor with the exception of the hands, where a half gauntlet on each hand is all that is required.

Engine Inspection
Inspecting an engine is more then checking to see that it meets all the rules.

The first inspection of an engine prior to firing the marshal should also be paying close attention to how the engine is constructed. Will it survive the energy that is added to it during firing? Are any of the components free of cracks that will cause it to break when fired?

While inspecting the initial firings; does the crew appear to know the engine? Work as a team? Endanger anyone of them or others around the engine?

Post firing inspection; did any cracks appear? Did any pre-existing minor cracks grow? Are all components still securely attached?

Ammunition Inspection
Siege marshals should know the current construction requirements for the three types of ammo. Use the scale to weigh then mark each piece of ammo. Test the compression of any foam from several directions. Be sure that the heads of the javelins are properly constructed and firmly attached.

Planning Scenarios
A scenario with siege takes planning to make it safe and enjoyable for both the siege crews and common fighters. Remember if the common fighter isn't having fun then siege will not be invited to play on the field in the future, likewise if the siege crews are not having fun they will not bring their engines out in the future. If a scenario is planned that does not put siege in a good light, be sure press for changes to make it better for all (Remember the Town Battle at Pennsic '06? The siege crews didn't enjoy shooting fish in a barrel at point blank range, and the fighters didn't enjoy being the fish. It was a loose, loose situation.)

Staffing Scenarios
Special consideration should be given to the number of marshals and siege marshals that are needed to staff a scenario. Current requirements are one siege marshal at each end of the field, even if there are only engines at one end of the field. As well as one siege marshal for every four engines in close proximity to the marshal.

Confidence in Action
The need for current, complete, and confident knowledge of the rules and conventions cannot be overstated. Individuals skilled at undermining control and influence in these situations will look first to take advantage of a marshal's confidence. A prepared marshal can confront these individuals with poise and grace. Your knowledge of the rules, conventions of combat, and the Earl Marshal's policies, is the most powerful tool you have as a marshal.

Control
Field control is essential in order to reach the goals marshals have set for safety on the field. It is especially imperative that with siege the marshals retain control of the field around an engine, as well as being sure the shots are landing safely within the field. Due to the ranges siege engines shoot and the fact that their targets are not always in direct sight of the engines, it is highly recommended that siege marshals use radios to coordinate with one another to alleviate any problems.

Reporting
As siege in Atlantia is still very small, please write up a report every time you support an event as a siege marshal. The MIC-Siege should write a complete report to include which engines fielded, if any failed, problems, authorizations, etc. Any supporting siege marshal should write up their impressions of the activities, both what worked and what did not, possibly to include suggestions on how to fix those that didn't work.

Marshal's Kit
Marshal's kits are great and you are encouraged to put one together and take it with you to any event where siege might happen. Your kit should include:

- A copy of the SCA and Kingdom Siege rules and conventions
- Tabard (black with two gold crossed swords, an engine may be added above the swords)
- Staff
- Eye Protection *Impact rated* (the standard shop goggles are good for dust not impact)
- Scale to weigh ammunition, preferably digital

Optional equipment that is highly recommended:

- Hand held radio (Family Radio System)
- Hard Hat of some type (remember you will be standing next to another engine's target!)

Sponsoring MITs
Role of the Sponsor – Provide high level training in how to be a marshal. Provide guidance and helpful advise. Answer any questions (or forward up the chain if you do not know the answer).

Role of the Event MIC overseeing MIT – Train the MIT. Provide someone to oversee and provide the MIT with input and guidance. Remember MITs cannot sign off on paperwork and can not perform an inspection or authorization by themselves.

Authorizations
An authorization for a new siege crew member should test their knowledge of the rules, focusing more on using any engine and being safe around any type, then on the rules for building them as that is covered by the engine inspection. If it is the person's first authorization then it should also cover rules of the field (like legal target areas, armor requirements, how to die defensively).

Item that should be covered:
Safe areas around each type; trebuchet, onager, ballista/arbalest
Dangerous areas around each type
How an engine should be killed by a fighter, by another engine

Running the active test:
The person being authorized should act solely as the crew captain, giving orders only and *not* have the trigger control. The rest of the crew should be the regular crew of the engine, and should act like trained apes, that is only do what is ordered when ordered to do it. The first shot all should act their parts, and give the person authorizing reasonable leeway. For the second and third shots individual crew members should do precisely as ordered and not more. For each shot one should be pre-selected to "mess-up" in various minor ways (connecting the trigger incorrectly, being in the wrong location, having someone walk through the danger zone of a trebuchet/onager, etc). As the engine is being powered up for the fourth shot (long before it is at full power) a fighter (or someone with a shield and sword) should approach and kill the captain, followed by killing the engine. The authorization is not over until the captain orders the engine safe and removed from the field.

Rules Review

Construction

- maximum range of between 40 and 80 yards
- minimum direct fire range of 10 yards
- no crew near the path of moving parts
- mechanical trigger on all engines
- mechanical cocking devise like a winch or windlass
- special material requirements
    - Turnbuckles and eyebolts – rated for 150% of expected load
    - Steel cable – may NOT be used as a bowstring
    - Throwing arms – linear rope secured by glue and wrapped with a 2" binding every 6"
- Class A engines
    - Must deliver a Large Rock a minimum of 40 yards
    - Have a footprint of 18 sq ft
    - A minimum crew of 3
    - May fire; 1 Large rock, or upto 5 small siege munition, or 2 to 20 Combat Archery arrows
- Class B engines
    - Must deliver a small siege munition a minimum of 40 yards
    - Have a footprint of 12 sq ft
    - A minimum crew of 2
    - May fire; 1 small siege munition, or 2 to 4 Combat Archery arrows
- Siege Structures
    - Support 300 lbs for every 4 sq ft of platform area
    - Have 36" tall rails able to support 100 lbs per foot if the platform is more then 3 foot off the ground
    - Be structurally stable
        - The width and depth are at least 80% of the platform height
        - If platform is over 9' from the ground, the platform may be no larger they 75% of the base dimensions (Ex. 10 high, must have a base of at least 8x8, and a platform no larger then 6x6)
        - The platform my not extend past the base footprint
- Battering rams should be durable enough to survive combat and repeated impacts, while light enough to be safely carried or dropped
- Engines and Structures should not have any bolts projecting more then ½" out (triggers, release hooks, other firing mechanism components are exempt)

Ammunition

- Large rocks
    - May not weigh more then 1 pound
    - May only be constructed as a fabric sphere filled with light foam
    - Be a minimum of 6 ½ inch in diameter
    - Must covered by at least 50% yellow
    - Intended to simulate 250 lb sandstone rock
    - Intended as anti armored structure (castle, town wall)

- Small rocks
    - May not weigh more then 1 pound
    - Should be constructed of 4 tennis balls taped or tied together, then covered by duck tape
    - Must covered by at least 50% yellow
    - Intended to simulate 10 lb sandstone rocks
    - Intended as anti light structure (house, hut) or anti personnel
- Javelin
    - May not weigh more then 1 pound
    - Must be at least 48" long
    - Must be completely covered in yellow
    - Tip must have 3" of foam and 1" progressive give
        - See: http://www.thesiegeshop.com/Pool_Noodle_Assm.html
    - Must be made of siloflex, or yellow gas pipe
- Specialty Ammo
    - Used only in specific scenarios
    - Have limited effect beyond standard damage

Inspection

- Engines and structures must be inspected at each event prior to use
- Engine inspections should be:
    - Preliminary Inspection to check structural integrity
    - Operational demonstration firing 4 shots between 40 and 80 yards at a firing angle of between 40 to 45 degrees
    - If different combinations of munitions are to be fired, ie 1 large rock, or 3 small rocks. Each combination should be fired to be sure it does not exceed 80 yards
    - Static Inspection of the stability of the engine, framework, and mechanism shall be made after the firing
- Structure inspections should be:
    - Structural integrity and stability
    - Condition of safety devices (railings and walls), and hardware
    - Including a maximum load of armored combatants
    - Demonstration of mobility if designed to be mobile

Ammunition Damage

- All siege munitions kills combatants when it hits any legal target area, to include hitting their shield or weapon
- Siege munitions are considered spent once they hit the ground, a building, or a target. Hitting a tree is not considered spent.
- Recommended Damage for Structures from Siege Munitions;
    - Breaching Walls or other fortified structures – 5 hits from a large munition
    - Castle Gates – 3 hits from a large munition or battering ram
    - Temporary or unfortified structures – 1 large or 3 small munitions
    - If a tower or structure is destroyed all occupants or crew in contact with it should be considered killed.