

II. MARSHALLATE DUTIES

I. Authorization for Combat-Related Activities

5. Authorization Criteria for Missile Weapons Combat

Authorization for the Missile Weapons Combat category of Armored Combat requires only a duly warranted Heavy Weapons Marshal and an armored opponent. The following guidelines shall be used to conduct the authorization.

- a. The standard sequence of authorization for combat archers will be to first obtain an Initial Authorization for Armored Combatants before authorizing in Missile Weapons Combat. The requirement to complete the Initial Authorization for Armored Combat can be waived by agreement of the authorizing marshal and witnessing chivalry; however, the candidate must show that they can conduct themselves safely on the battlefield, and demonstrate familiarity with the Rules of the Lists, Conventions of Armored Combat, and Melee/War Conventions for Armored Combat.
- b. Prior to authorization, the candidate will complete a "**Waiver of Liability for SCA Combat Related Activities**" if the candidate has not already filed one before. If one has already been filed, when the candidate got their authorization for the first time in a different weapons form for example, then no new waiver is necessary.
- c. The candidate must present themselves on the field in armor for inspection. The armor and weapons of the candidate must be inspected on the body and pass the armor and weapon requirements defined in **Section IV Missile Weapons Combat**. This inspection should be complete and exacting and any deficiencies must be permanently corrected before the authorization may proceed.
- d. The marshal conducting the authorization should ask the candidate questions regarding the rules of Missile Weapon combat and Armored combat. These questions will allow the marshal to verify:
 1. That they are familiar with the Rules of the Lists, the SCA Missile Combat Rules, and all the rules and conventions of combat pertaining to missile combat in their Kingdom.
 2. That they are safe to themselves and their opponents.
 3. That they attempt to keep their missile weapon out of harm's way during combat.
 4. That they can recognize and accept a killing blow by all weapon forms they may encounter.
 5. That they remain aware of and adhere to established no-fire zones and other areas that may be unsafe for missile fire. This should include an awareness of where spectators and marshals or other non-combatants are on the field.
 6. They can use their equipment properly and safely.
 - (i) This would include controlling the arc and area of their fire to assure that the missiles stay within the defined combat area.
 - (ii) This also means that all missiles must fly point first when applicable.

7. The candidate must demonstrate the proper methods of killing armored combatants and other combat archers and missile weapon combatants. The candidate must demonstrate knowledge of distance recognition for releasing missile weapons.

IV. MISSILE WEAPON COMBAT

A. Overview

The following rules for missile weapon use during armored combat melees and/or wars are a compendium of the rules under which missile weapon combat is performed in the Society for Creative Anachronism (SCA), Inc. in general and the Kingdom of Artemisia in particular. The rules in this section apply to all missile weapons and their use during armored combat at events that are run by SCA groups in the Kingdom of Artemisia.

B. General Conventions of Missile Weapon Combat

1. Combatants shall behave in an honorable and chivalrous manner.
2. Combatants shall maintain control over their temper at all times. Engaging in any SCA combat activity with the deliberate intent to inflict injury on an opponent is forbidden.
3. Any action which takes deliberate advantage of an opponent's chivalry or concern for safety is prohibited.
4. All missile weapon combatants shall be authorized under the armored combat guidelines as described in **Section II, I.5 Authorization Criteria for Missile Weapons Combat**.

C. Melee and War Conventions for Missile Weapon Combat

1. All Missile Combatants in Artemisia are considered "full contact."
2. All missile combatants shall meet the minimum armor standards for armored combat as outlined in **Section III, E. Armor Standards for Armored Combat**. The only exception to this rule shall be those archers equipped with

the "Archer's Gauntlet". Archers shall wear an "Archer's Gauntlet", or similar approved hand protection, on one or both hands. If an archers gauntlet is worn on only one hand, then the other hand shall meet the minimum standards for hand protection for armored combatants.

- a. An "Archer's Gauntlet" shall be a minimum of an ice hockey glove with the fingers cut off; maintaining protection for the back of the hand and the wrist. A leather glove inside the hockey glove which covers the fingers is strongly recommended, and will eliminate the need for finger tabs, etc.
 - b. Other gauntlets may be used, and effective designs are encouraged, so long as they provide equivalent or greater protection. A leather glove with a rigid demi-gauntlet may be judged an equivalent.
3. Projectiles shall not be discharged against a helpless opponent.
 4. Missile combatants shall not shoot/throw their weapons at the backs of opposing fighters. Archers may not perform a "kill from behind".
 5. There is no minimum distance for missile combatants to discharge their weapons; however, the missile must completely clear the weapon or leave the hand before striking any person.
 6. Any missile that hits head first, non-glancing, on a legal target area (i.e., head, torso, arm, leg above the knee) that is seen, felt, or heard by the fighter hit by it shall be considered sufficient. As with any weapon, it is on the fighters honor to accept these shots.
 7. Missile combatants shall not call the results of their shots. Just like any other fighter, the determination of whether and where a missile hit shall be left up to the fighter being struck by the weapon.
 - a. Missile combatants may clarify a shot. If the opposing fighter asks where and if a missile hit him, the missile combatant is encouraged to answer.
 - b. Waving at a fighter after striking him with a missile weapon, if he appears to be looking for what hit him is allowed.
 - c. Missile combatants are encouraged to indicate a glancing strike to the struck fighter if a missile does not hit squarely or which has not hit head first.
 8. Missiles striking the ground, a shield, a weapon, a tree or some other object before striking the fighter, shall be considered not good.
 9. Missile combatants may be killed as any other armored combatant on the field. A cry of "Yield!" shall be accepted. Once killed, full contact missile combatants are treated as any other dead combatant; being removed from combat as soon as practical.

10. Upon hearing the call of "Hold" all fighting in the area of the "hold" shall immediately stop. In the case of an archer, the archer must remove their bolt or arrow from their crossbow/bow. The crossbow may remain cocked and the archer may hold the missile in their hands. When the marshals say make ready, the archer may put the bolt/arrow back on their crossbow or bowstring, if they had one there, before the hold was called.
11. A full contact missile combatant may become a regular armored combatant provided they are authorized as such and do the following.
 - a. Discard their bow, crossbow, etc. in a safe manner, removing it from the area of combat, and replace it with an approved weapon and/or shield.
 - b. Either changes the "Archer's Gauntlet" for a combat legal gauntlet, or places the hand in an approved basket hilt. Approved in this instance means that it was inspected and approved by a warranted marshal while the combatant was wearing the "Archer's Gauntlet" inside the basket hilt.

D. Combat Archery Weapons Standards

1. The use of hand bows and crossbows that have a period appearance is strongly encouraged. Rifle stocks, plastic frames with cutouts, or modern trigger systems are not acceptable. The following bows and crossbows are allowed in Artemisia:
 - a. "Light" bows having a maximum draw weight of 30 pounds at 28 inches of draw, measured from the center of the riser. Bows of this type are straight or recurved, and can be made of wood, fiberglass, composite, or laminate construction method. Compound bows, non-period sights, and steel strings are not allowed.
 - b. "Heavy" bows having a maximum draw weight of 50 pounds at 28 inches of draw, measured from the center of the riser. Bows of this type are straight or recurved, and can be made of wood, fiberglass, composite, or laminate construction method. Compound bows, non-period sights, and steel strings are not allowed. Heavy bows are required to have 6 inches of red tape marking the upper limb, near the tip, if there are **any** shafted arrows on the field.
 - c. Crossbows having a maximum energy rating of 1000 inch-pounds (ips), which is determined multiplying the draw weight at the lock point by the distance between the lock point and the position of the string at rest. No compound crossbows, non-period sights, steel strings, or strings made of elastic material such as bungee cord or surgical tubing. Fiberglass fence posts may not be used in the construction of prods. The use of crossbows

that have a period appearance is strongly encouraged. Modern rifle stocks, air rifle stocks, pistol grips, etc., are not acceptable. All prods must be covered with rawhide or chap-weight (4oz) leather or an equivalent material, or have the bow limbs tethered with rawhide or paracord or similar material, so that in case of breakage the limbs of the prod are tethered to the body of the bow.

d. No other hand-held mechanical missile-launching device is permitted.

2. Approved Arrows and Bolts, by Weapon Type:

- a. Light bows may use fiberglass shafted arrows or Siloflex arrows, in a configuration as described in the following section. No other arrow type shall be used with light bows.
- b. Heavy bows may use only Siloflex arrows, in a configuration as described in the following section. No other arrow type shall be used with heavy bows.
- c. Crossbows may use Siloflex bolts or Fellwalker bolts, in a configuration as described in the following section. No other bolt type shall be used with crossbows.

3. Approved Arrow and Bolt Configurations:

- a. Fiberglass shafted arrows, allowed for use on light handbows only, shall be constructed in accordance with the **SCA Missile Combat Rules**, shall use UHMW or heavy-modified UHMW blunts, and must be equipped with Asgard or Siloflex APDs as described in the **SCA Missile Combat Rules**. No other blunt or APD is permitted for fiberglass shafted arrows.
- b. Siloflex arrows and bolts shall be constructed in accordance with the **SCA Missile Combat Rules**, shall use a shaft constructed of 100 PSI Siloflex tube or its equivalent with a minimum of 1-inch inner diameter, and shall use tennis ball or rubber stopper/foam blunts. No other blunt is permitted for Siloflex arrows. The back end of the tube must be covered to prevent drit from accumulating in the tube (tape is sufficient). One inch of padding is required in front of the rubber stopper on rubber stopper/foam blunts. If the scenario permits it, siloflex arrows may be gleaned (i.e., picked up, self-inspected, and re-used during the scenario).
- c. Fellwalker bolts shall be constructed in accordance with the **SCA Missile Combat Rules**. No modification of the Fellwalker design is permitted.

E. Other Missile Weapons

1. General:
 - a. A missile shall not contain any material, such as beans, sand, etc., which could enter the eyes if the missile breaks or the head comes loose
 - b. No metal can be used in the materials of a missile weapon.
 - c. No weapons with PVC materials shall be allowed, with the exception of the PVC caps allowed on frameas. This does not apply to tape, like duct tape.
 - d. The striking surface must have progressive give.
 - e. All missile weapons shall be clearly marked with the name of the user and their Kingdom in a script and language understood by the marshals. Initials are not sufficient.
 - f. The maximum weight of hand-thrown missiles is 2 pounds.
 - g. Full hand protection is required on the throwing hand for hand-thrown missiles. Archers gauntlets are not sufficient.
 - h. If the scenario permits it, thrown weapons may be gleaned (i.e., picked up, self-inspected, and re-used during the scenario).
2. Hand-thrown missile weapons shall be limited to throwing maces and frameas ("thrust and throw" javelins).
3. Throwing maces shall be constructed of a 12-inch section of minimum 160 PSI Siloflex or its equivalent with minimum 1-inch inner diameter, 5 tennis balls, strapping tape, and cord.
 - a. A tennis ball shall be attached to each end of the tube, and fastened in place with cord and strapping tape.
 - b. The head of the throwing mace shall be constructed of three tennis balls securely taped together with strapping tape, and then securely fastened to one end of the tube and ball assembly created in step (a).
 - c. Both ends of the mace shall be covered in duct tape or cloth tape.
 - d. The markings on the tube must remain visible for the purpose of inspection.

4. Frameas ("thrust and throw" javelins):
 - a. Shafts shall be constructed of two layers of 160 PSI Siloflex or its equivalent.
 - b. The outer layer shall be 1-inch inner diameter Siloflex and the inner layer shall be 0.75-inch inner diameter Siloflex.
 - c. There is no taping required along the length of the shaft.
 - d. The material markings on the shaft shall be left uncovered.
 - e. A 1-inch Schedule 40 PVC pipe cap should cover the both ends of the shafts and be fastened securely in place by tape and /or glue. Please note that marshals may ask to remove the cap from the butt end to inspect the javelin and assure proper 2-layer construction.
 - f. Thrusting tips shall be used on one end only. Each tip shall have a minimum diameter of 2 inch and exhibit progressive give, without contacting the rigid tip underneath.
 - g. The length of the shaft shall be 5 feet. The thrusting tip shall not be included in this length.
 - h. Additional foam is allowed in the tube to adjust the balance point.

F. Siloflex Equivalents

1. Siloflex or Siloflex equivalents must be manufactured to ASTM D2239 or ASTM D2737 standards.
2. Be sized as 1" ID if D2239, or 1-1/4" OD if D2737.
3. For a full listing of approved Siloflex equivalents, refer to the **SCA Missile Combat Rules**.