Kingdom of Artemisia
Missile Weapons Handbook
7th Edition
FEB 2014
Section IV
Combat Archery

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Royal Signatures

This Handbook Section represents the official reference for Combat Archery for the Kingdom of Artemisia, SCA, Inc.

Approved this 1st day of March, A.S. XLVIII, being 2014 Gregorian.

Rex Gryphus
Rex Gryphus
Regina Artemisia
Regina Artemisia
Earl Marshal
Earl Marshal
Archer General
Archer General

Deputy for Combat Archery

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This handbook, titled:

Kingdom of Artemisia – Missile Weapons Handbook

Section IV – Combat Archery

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Edited by
Viscount Sir Robert de Spencer – Kingdom Deputy – Combat Archery

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Introduction

Welcome to the Kingdom of Artemisia Missile Weapons Handbook - Section IV – Combat Archery. In this section, the Combat Archery specific standards, rules and regulations will be presented. This handbook lays down the basic rules and guidelines for conducting the sport of Combat Archery as used in the SCA-Kingdom of Artemisia, in a safe and enjoyable manner. Combat Archers are strongly requested to have the latest copy of this handbook available at all times, during an official practice or event.

This handbook is obviously not written in stone, and therefore it is a living document. Always under scrutiny, and always open for suggestion, refinement and change for the better. The Archer General for the Kingdom of Artemisia, is the central point of organization for the sport of Combat Archery as practice in the Kingdom. No one is all-knowing, Information and materials change so this publication is still a work in progress. Any problems or suggestions should be presented to the Archery General who will try to answer any question to the best of his or her ability. If any member of the populace reading this notices typos, or misstated guidelines or other mistakes, please bring them to the attention of the Archery General or the Deputy for Combat Archery.

It is the hope of the Archer Generals Office that through the study and practice of the Combat Archery discipline that you will find many hours of enjoyment and enhance the dream just that much more for yourself and others.

I- MARSHALLATE DUTIES

Authorization for Combat-Related Activities

• 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.

• 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.
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.

- 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.

- 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:
  - 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.
  - That they are safe to themselves and their opponents.
  - That they understand the importance of keeping their missile weapon out of harms way during combat.
  - That they can recognize and accept a killing blow by all weapon forms they may encounter.
  - 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.
  - They can use their equipment properly and safely. This would include controlling the arc and area of their fire to assure that the missiles stay within the defined combat area.

II- COMBAT ARCHERY INSPECTIONS

Shall be carried out at the time of the fighter inspections prior to taking the field and may be done by any warranted marshal who has a knowledge of the standards set forth in this handbook. Each combatant will have armor and helmet on and all equipment that will be on the field that day in hand so the marshal can check for safety and compliance of all equipment.
Marshaling Equipment – Each marshall should have a measuring device to measure the width and length of arrows and bolts along with a device to measure the draw weight of bows.

III- MISSILE WEAPON COMBAT

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.

General Conventions of Missile Weapon Combat
- Combatants shall behave in an honorable and chivalrous manner.
- 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.
- Any action which takes deliberate advantage of an opponent’s chivalry or concern for safety is prohibited.
- All missile weapon combatants shall be authorized under the armored combat guidelines as described in Section II, 1.5 Authorization Criteria for Missile Weapons Combat.

Melee and War Conventions for Missile Weapon Combat
- All Missile Combatants in Artemisia are considered "full contact."
- 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.
- 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.
- 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.
- Projectiles shall not be discharged against a helpless opponent.
- Missile combatants shall not discharge their weapons at the backs of opposing fighters.
- Archers may not perform a "kill from behind".
- 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.
- 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.

-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.

-Missile weapon fighters need to keep in mind that in the press of melee it is easy to misunderstand a hit from a missile as something else

-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.

-Waving at a fighter after striking him with a missile weapon, if he appears to be looking for what hit him is allowed.

-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.

-Missiles striking the ground, a shield, a weapon, a tree or some other object before striking the fighter, shall be considered not good.

-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.

-Upon hearing the call of "Hold" all fighting in the area of the "hold" shall immediately stop. The case of an archer, the archer must remove their bolt or arrow from their crossbow/bow. Crossbows may remain cocked and the archer may hold the missile in their hands. When the marshals say to 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.

-A full contact missile combatant may become a regular armored combatant provided they are authorized as such and do the following.

- 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.

- 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.

IV. COMBAT ARCHERY WEAPONS STANDARDS

-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:

- "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.
"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. (Ammunition restrictions apply. See approved arrow and bolt configuration)

-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.

-Crossbows having a maximum energy rating of 1000 inch-pounds 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.

-Approved Arrows and Bolts, by Weapon Type:

-Light bows may use fiberglass shafted arrows or Silo-flex arrows, in a configuration as described in the following section. No other arrow type shall be used with light bows.

-Heavy bows may use only Silo-flex arrows, in a configuration as described in the following section. No other arrow type shall be used with heavy bows.

-Crossbows may use Silo-flex bolts or Fellwalker bolts, in configurations as described in the following section. No other bolt type shall be used with crossbows.

-Approved Arrow and Bolt Construction:

-Fiberglass shafted arrows, allowed for use on light hand bows 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 Silo-flex APDs as described in the SCA Missile Combat Rules.

-The solid black Blader Blunts may be used, if the shaft has a line drawn around the shaft just back of the blunt. This is to serve as a gage to see if the shaft is being driven into the rubber. With a minimum of two 1/2 inch stripes of strapping tape cross over the tip with a band securing the ends around the shaft just back of the line drawn on the shaft.

-Silo-flex arrows and bolts shall be constructed in accordance with the SCA Missile Combat Rules, shall use a shaft constructed of 100 PSI Silo-flex tube or its equivalent with a minimum of 1-inch inner diameter, and shall use tennis ball or rubber stopper, crutch or walker rubber tips with 1/4 inch of dense foam. The back end of the tube must be covered to prevent dirt from accumulating in the tube (tape is sufficient). If the scenario permits it, silo-flex arrows may be gleaned (i.e., picked up, self-inspected, and re-used during the scenario).
-Fellwalker bolts shall be constructed in accordance with the SCA Missile Combat Rules. Any modification of the Fellwalker design must be approved by the Knight Marshall or deputy for missile combat or their approved representative. The approval note must be presented at each armor inspection.

-Approved Silo-flex construction of bolts from crutch tips or walker tips shall be as follows. Bolts shall be made using 1 1/8 inch inside diameter tips and have at least a 1/4 in thick dense foam pad covering the end that protrudes 1/4 inch beyond the solid rubber. Strapping tape is then crossed over the end to round the foam over the edge of the rubber and secure the head to the Silo-flex shaft in addition a band of tape just back of the head will be used to secure the taped head.

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

V- OTHER WEAPONS

All thrown weapons must meet the same point and anti-bounce-back device requirements as arrows and bolts. Throwing axes must have the same anti-penetration built into their handles as all other weapons.

When in doubt ask the Marshallate.

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Here is the tentative schedule for the day, subject to Their Majesties' preferences:
9:00 AM Site opens, list table opens
10:00 AM Morning court begins
1:00 PM Fighting begins (or half an hour after the close of court)
Bard of Artemisia competition during fighting ...
4:00 PM Peer Circles (or after the conclusion of the Champions' Tournaments)
5:30 PM Coronation Ceremony and closing court
11:00 PM Site closes
9:00 AM Site opens, list table opens
10:00 AM Morning court begins
1:00 PM Fighting begins (or half an hour after the close of court)
Bard of Artemisia competition during fighting ...
See More

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