Kingdom of Artemisia

Missile Weapons Handbook
4th Edition
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Handbook Edition History

1st Edition – Copyright © 1999
   Titled: Artemisian Archery Handbook
   August 2000: Update of pages 3, 4, 10, & Appendix-A.

2nd Edition – Copyright © 2002
   Titled: Artemisian Archery Handbook

3rd Edition – Copyright © 2004
   Titled: Kingdom of Artemisia – Target Archery, Thrown and Missile Weapons Handbook

4th Edition – Copyright © 2009
   Titled: Kingdom of Artemisia – Missile Weapons Handbook
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Royal Signatures

This Handbook Section represents the official reference for Missile Weapons for the Kingdom of Artemisia, SCA, Inc.

Approved this 7th day of May, A.S. XLVI, being 2011 Gregorian.
During the Reign of TRM Morgan, Rex Gryphus and Esabell, Regina

Morgan d'Annuche
Rex Gryphus

Esabell Grant
Regina Artemisia

Yuri the Yakslapper
Earl Marshal

Bjorn Hrafnsson
Archer General

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This handbook, titled:

Kingdom of Artemisia – Missile Weapons Handbook

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and does not delineate SCA Policy

Edited by
Master Bjorn Hrafnsson – Kingdom of Artemisia Archer General
Introduction


This handbook also contains the latest Society Level guidelines for multiple disciplines of the Missile Weapons Program, covered by the Society Level Handbook. The Society level guidelines for any part are in italics, followed by the Kingdom level guidelines for the same area.

This section lays down the basic rules and guidelines for conducting the sport of Missile Weapons as used in the SCA – Kingdom of Artemisia in a safe and enjoyable manner. All Warranted Missile Weapons Marshals are strongly requested to have the latest copy of this handbook with all of its published sections available at all times during an official practice or event.

As Kingdom Archer General for the Kingdom of Artemisia, I am the central point for the Missile Weapons program in the Kingdom of Artemisia but by no means am I the expert. For that I have very able Deputies which can be found on the Kingdom Website and will be listed in Appendix A of this manual.

Finally, I want to thank my predecessors who have held the office of Archer General and the various Deputy positions over the past years for all of their words, work and time that have gone into this text and all of the various sections that will make up the Kingdom of Artemisia Missile Weapons Handbook of which this is a small part. This work could not have been completed without their assistance.

In Service to TRMs Artemisia, and Their Populace,

Lord Arthen ap Rhun
Archer General
Conventions

In the 1st through 3rd Edition of this Handbook, the subject matter was for the most part Target Archery. Other Missile Weapon disciplines were mentioned briefly in rare instances. In this, the 4th Edition of Artemisia – Missile Weapons Handbook multiple disciplines of the Missile Weapons Program will be covered. This necessitates the need to generalize the opening section of this manual to cover all aspects of the Missile Weapons Program.

**Missile Weapon Disciplines** – Throughout the general portion of this manual, the term Missile Weapon Disciplines will be used. Some of these require authorizations while others do not. Please note where this is indicated in the list below. The term Missile Weapons Discipline refers to the following:

- Target Archery
- Combat Archery (Heavy Combat Authorization required)
- Thrown Weapons - Target
- Thrown Weapons – Combat (Heavy Combat Authorization required)
- Siege Weapons – Target
- Siege Weapons – Combat (Heavy Combat Authorization required)
- Youth Archery (Youth Authorization required)

**Warranted Marshal** – All instances of the term Warranted Marshal are too be read and referenced as they pertain to the Missile Weapons Discipline that a prospective or current Marshal is studying. An example would be one gentle who is studying this manual to become a Warranted Target Archery Marshal would use that title in place of each Warranted Marshal reference. On the other hand, all references to Warranted Marshal would infer Warranted Missile Weapons Marshal to a gentle who was studying that specific discipline. This process would be repeated in the same manner for each discipline.
SCA and Missile Weapons

Within the Society for Creative Anachronism (SCA), we look to activities that existed “in period” (pre-1600). Missile Weapons fits well in the Society for Missile Weapons have been in existence for thousands of years, even older than the other martial arts of the SCA. Missile Weapons target developing those skills used by those living during our period of interest for survival, warfare and every day use for hundreds of years. Equipment used today is similar to equipment that was used then, and in some cases exactly the same.

Persons new to the discipline should have a Warranted Marshal or someone with Missile Weapons knowledge demonstrate to them the basics and etiquette of their chosen discipline. Despite the antiquated look of medieval Missile Weapons equipment it is quite functional and can be quite harmful. Our weapons have sharp points, blades and mass that can very easily injure an individual if the proper care is not taken. Enjoy Missile Weapons, but always remember the power and potential danger in the equipment.
Artemisian Missile Weapons Marshallate

The position of Archer General came about to collect and collate all information regarding Target and Combat Archery. It has since expanded to include all disciplines of the Missile Weapons Program. These include but are not limited to the following:

- Target Archery
- Combat Archery (Heavy Combat Authorization required)
- Thrown Weapons - Target
- Thrown Weapons – Combat (Heavy Combat Authorization required)
- Siege Weapons – Target
- Siege Weapons – Combat (Heavy Combat Authorization required)
- Youth Archery (Youth Authorization required)

Within this structure, there are several deputy positions that assist in this task. In addition to permanent officers, several other positions are specific to events where these activities will take place and assist in maintaining safe, fun events in Artemisia.

When applicable, all issues dealing with Missile Weapons and Missile Weapons-related activities discussed in the “Artemisian Marshallate Standards Handbook” and not discussed here will govern Missile Weapons within the Kingdom of Artemisia.

Chain of Command

**Society Archer General**: Oversees Missile Weapons and related activities for the Known World.

**Earl Marshal of Artemisia**: In charge of all martial art activities in Artemisia including Heavy Weapons, Rapiers, Fighting, Missile Weapons, Missile Weapons and Siege Weapons.

**Archer General of Artemisia**: Oversees all Missile Weapons and related activities within the Kingdom of Artemisia which includes Missile Weapons.

**Kingdom Deputies**: Oversees a specific segment of the Missile Weapons program in the Kingdom of Artemisia, and can deal with problems that might involve the Archer General.

**Missile Weapons Captains**: In charge of a specific Barony, Shire, Canton, or other identifiable landed group within the Kingdom of Artemisia. The Missile Weapons Captains report to the Archer General, their Knight Marshal and Seneschal of their group. This position is required to hold a Warranted Marshals Card for each portion of the Missile Weapons program that he or she will be operating for in the landed group which they hold this position in.
The Archer General of Artemisia

The Archer General has several specific duties in this position. The Archer General is the senior representative of all Missile Weapons and related activities within the Kingdom of Artemisia and is responsible for the administration and marshaling of those activities within the Kingdom. The appeal of decisions made by the Archer General may be taken to the Crown, the Earl Marshal, or the Society Archer General.

The Archer General is identified by the following badge: “sable, on a pile or, arrows saltire sable”.

The duties and requirements of this position are:

- Reports directly to the Kingdom Earl Marshal.
- Speaks with the authority of the Earl Marshal in all matters pertaining to Missile Weapons within the Kingdom.
- Oversees relevant issues involving breach of the SCA’s standards of behavior.
- Warranted Missile Weapons Marshal of the SCA and appointed by the Crown.
- Reports quarterly to the Earl Marshal, Crown, Kingdom Seneschal and, when instructed, to the Society Missile Weapons Marshal.
- Must be a member of the Society for Creative Anachronism, Inc.
- Keeps a current roster of all warranted Missile Weapons Marshals within the Kingdom.
- Distributes and updates all related handbooks.
- Has subordinate officers, such as Kingdom Deputies and Missile Weapon Captains.
- Has a warrant of two years, after which the Archer General can renew the warrant or step down after finding a suitable replacement accepted by the Crown, and Kingdom Earl Marshal.
- Bestows warrants to Missile Weapons Marshals and related activity marshals.
Deputies to the Archer General

Kingdom Deputies are chosen by the Crown, Earl Marshal, and Archer General. These officers will preside over their areas of interest and report directly to the Archer General. There are several Deputy position’s in the Kingdom of Artemisia at this time and others may be created at some future date.

**Kingdom Deputy – Target Archery:** Oversees all aspects of Target Archery as it pertains to the Kingdom of Artemisia, and can deal with problems that might involve the Archer General.

**Kingdom Deputy – Thrown Weapons:** Oversees all aspects of Thrown Weapons as it pertains to the Kingdom of Artemisia, and can deal with problems that might involve the Archer General.

**Kingdom Deputy – Siege Weapons:** Oversees all aspects of Siege Weapons as it pertains to the Kingdom of Artemisia, and can deal with problems that might involve the Archer General.

**Kingdom Deputy – Combat Archery:** Oversees all aspects of Combat Archery as it pertains to the Kingdom of Artemisia, and can deal with problems that might involve the Archer General.

**Kingdom Deputy – Youth Archery:** Oversees all aspects of Youth Archery as it pertains to the Kingdom of Artemisia, and can deal with problems that might involve the Archer General.

Their duties and requirements are:

- Must be members of the Society for Creative Anachronism, Inc.
- Report quarterly to the Archer General
- Keep in contact with local Missile Weapons Captain’s and the local Knight Marshals as needed and as it pertains with their specialty.
- Hold office for a two year warrant, subject to renewal after two years.
- Assist local officers with setup for specific events within their area of responsibility.
Local Missile Weapon Captains

Local Missile Weapon Captains are designated local leaders of the Missile Weapon Program. They are chosen by their local Seneschal, and Knight Marshal, while confirming this appointment with the Archer General or an appropriate Deputy.

Missile Weapon Captains duties:

Maintain a Warrant for any Missile Weapon activity that is held in their local group.

Report monthly to the Archer General.

Report regularly to the local Knight Marshal, serving as a deputy to the local Knight Marshal.

Must be members of the Society for Creative Anachronism, Inc.

Promote the local missile weapons program with regular practices, local competitions, and assist with Missile Weapon activity at local SCA events.

Ensure that local Warranted Marshals have a current copy of the Kingdom of Artemisia Missile Weapons Handbook.

Hold office as Missile Weapons Captain for a minimum of two years.
Missile Weapons Event Officers

These officers only exist at an SCA-sponsored event where Missile Weapons is to take place. They begin their tasks as soon as the event is listed as an official SCA event and do not complete their tasks until the event is over, and they have written and submitted their reports.

Kingdom Guidelines

**Marshal in Charge (MiC)** - This is the person who works with the Autocrat of an event and whose primary duty is to manage the Missile Weapons activities at the event. A MiC does not have to be a warranted Missile Weapons Marshal.

No Marshal-in-Charge (MiC) will be allowed to enter a Missile Weapons Tournament that they are sponsoring or running. That is for all offices in the Missile Weapons Program. You may not compete in the same event that you are MiC. This means that if you are MiC you are not fighting, shooting, throwing or crewing for that event. This doesn't apply to warm ups, by rounds and so forth.

In regards to any event, you may not participate in any aspect, and then jump out to be MiC, and then jump back in to participate again. If you are MiC of an event, you are MiC the whole time.

**Marshal of the Field (MoF)** - This is an authorized Missile Weapons Marshal in charge of the Missile Weapons range at an event or practice (can also be the MiC). If there are multiple Missile Weapons fields, or multiple days of Missile Weapons, the MiC should have more than one MoF. A MoF must be a warranted Missile Weapons Marshal.

**Marshal of the Line (MoL)** - This marshal is in charge of running specific throws or shoots, declaring if the line is open or closed, and supervising missile weapon retrieval. The MoL can also be the MoF and the MiC and must be a Warranted Missile Weapons Marshal.

> At any event where Missile Weapons exist, unsafe conditions might warrant the immediate closure of the Missile Weapons range. The people empowered to do this are the Archer General, Kingdom Deputies, Marshal in Charge (MiC), Autocrat of the event, and the Seneschal of the local group hosting the event. Line marshals cannot end the day of throwing without warning unless they have consent from one of these people.

At every Missile Weapons activity, the chain of command needs to be clearly identified between all marshals. A definite Marshal in Charge (MiC) should be verbally identified at each Missile Weapons activity. Every marshal should acknowledge who is the senior marshal at the time. Any issues and concerns that are not immediately pressing (i.e. need a "HOLD!"?) should be brought to the marshal for response.

At each Missile Weapons activity, the Marshal in Charge will have a short meeting with all SCA parties participating. The Marshal will outline their expectations for the rounds, a review of the rules to be paid attention to, and identify any unique hazards to be aware of (other participants at the range, gopher holes, adjacent fields, etc.).

At this time, the MiC needs to ensure that all waiver issues are resolved, and any equipment problems will be addressed. The MiC will identify the other Marshals (if any) that are present and give an outline to the schedule for the Missile Weapons activity. The MiC will also have a copy of the Artemisian Missile Weapons Handbook available at this point to allow any participant to review the guidelines.
Warranted Missile Weapons Marshal

Warranted Missile Weapons Marshal's are authorized by the Archer General to setup and run safe Missile Weapons practices and competitions. Warranted Missile Weapons Marshals are considered officials of SCA, Inc. and receive certain legal protection from lawsuits (if any) arising from the Warranted Missile Weapons Marshals actions. Warranted Missile Weapons Marshal's must be a member of the Society for Creative Anarchronism, Inc. There is not a long, drawn-out process for becoming a Warranted Missile Weapons Marshal, but there are several duties for a Warranted Missile Weapons Marshal to oversee.

Kingdom Guidelines

Site Setup - A Warranted Missile Weapons Marshal must know the guidelines for setting up a Missile Weapons range for the specific Missile Weapons discipline the range will be used for. The Warranted Missile Weapons Marshal must pay heed to fields of fire, a definite line, and a safety zone to protect spectators.

Equipment Inspection – Before a participant approaches the line, their weapon should be inspected for defects or problems. Breaks or cracks of any kind in any weapon are a serious situation which can cause bodily harm. Failure to do a complete inspection can result in unsafe conditions.

Line Marshaling – When in charge of a line, Warranted Missile Weapons Marshal’s must watch the participants for stance and placement at the line, keep control of weapons and cessation of shooting or throwing, retrieval, and target maintenance during an event or practice as necessary. Keeping command of the line is paramount. Warranted Missile Weapons Marshal’s must familiarize participants with the commands given and what to do before, during, and after a round.

Instructing New Participants – Since using some Missile Weapons do not require participant authorization, many times spectators will approach the person in charge and ask about participating for the first time. New participants must understand the equipment completely before launching any weapons downrange, be mindful of where they are intending to loose, launch or throw, and understand how to hold the equipment and aim properly.

A Warranted Missile Weapons Marshal needs to act on these four responsibilities every time a Missile Weapons activity occurs in The Kingdom of Artemisia. Failure to do so will result in warnings, probation, and warrant revocation.

If a Warranted Missile Weapons Marshal does not have proof of their status as a warranted Missile Weapons Marshal, (a Warranted Missile Weapons Marshal card or a copy of this Handbook with a listing of Warranted Missile Weapons Marshal’s) they are not allowed to perform duties as a Warranted Missile Weapons Marshal.

Warranted Missile Weapons Marshal’s are not liable for quarterly reports to the Archer General, but should keep the Local Missile Weapons Captain informed of any Missile Weapons activities for that Captain’s monthly report. Within the Kingdom of Artemisia, only Warranted Missile Weapons Marshal’s who are warranted by the Kingdom Marshallate are allowed to independently run a Missile Weapons range. If Missile Weapons Marshals from other Kingdoms are available to assist, they may do so, but the responsibility of the range still falls to the Artemesian Missile Weapons Marshal in charge.
Warrants

Marshall warrants will be good for four years after issuance. At the end of the four years, the marshal need only resubmit the marshal application, checking the "renewal" box. A renewal will not entail a repeat of the Marshall in Training program.
Inappropriate Marshal Recourse

The Archer General will try very hard to see the best in all Warranted Missile Weapons Marshal’s of Artemisia and be a very forgiving gentle. However, actions that are inexcusable will require action by the Archer General. If a Warranted Missile Weapons Marshal is found to be lax in practicing the four duties they have taken responsibility for, a warning will be issued. A second infraction within one year will result in probation of duties for three months requiring another Warranted Missile Weapons Marshal to be present when the marshal on probation is involved with Missile Weapons. This will also include a face-to-face discussion with the Archer General and other appropriate parties. A third infraction will result in revocation of the marshaling warrant and a one-year waiting period before a new application is permitted.

Revocation can only be done by the Archer General. A situation where the marshal responsible for a Missile Weapons line is exercising authority under the influence of alcohol or drugs will result in immediate revocation of a warrant without warning. Failure to send periodic or specific reports is also an infraction by deputies and local officers. Two missing reports will result in a warning, and two reports will be the benchmark for further actions.
Marshal in Training (MiT) Program

To ensure that Warranted Missile Weapons Marshal's understand Missile Weapons within Artemisia, each gentle interested in marshaling must become a Marshal in Training (MiT). MiTs must work with a Warranted Missile Weapons Marshal in helping exercise the four responsibilities of a marshal and must do so at three events or official practices. Getting a Warranted Missile Weapons Marshal to sign off on these will be proof of their completion. Any person can begin participation in the MiT program; a copy of the required form is in this Handbook.

When the form is complete, send it to the Archer General and a response will be sent with a card recognizing the MiT as a Warranted Missile Weapons Marshal. A person is not a Warranted Missile Weapons Marshal and cannot exercise authority as one until they have their card! MiTs may run a Missile Weapons range as long as a Warranted Missile Weapons Marshal is present (i.e. throwing while the MiT watches the line).

Gentles new to Artemisia who have proof of a current Out-of-Kingdom Missile Weapons Marshal Authorization may submit a copy of the Out-of-Kingdom warrant with their marshal application. This will replace the sign-off required by the Artemisian MiT program.
Reports

Two types of reporting are necessary within Artemisian Missile Weapons: Periodic and Specific.

Periodic reports are to be done by Deputies to the Archer General and Missile Weapons Captains every month. Every month, a summary of missile weapons activity for the past 30 days is due to the designated Deputy and Archer General from the Missile Weapons Captains.

These summaries include practices, competitions including original score sheets if applicable, and any other activities such as fletching workshops. On November 1st, the standard monthly report is due, along with a summary of the year for Missile Weapons. This “Doomsday” report can be mostly composed of the excerpts from the monthly reports.

Specific reports, such as reports from events, are to be done by the Marshal in Charge, or the Marshal of the Field of an event. This report is due twenty-one days after the end of the event. Included in this report is a list of competitions, competitors, the original score sheets (keep copies for local records) and the standings at the end of the competition.

Major incidents that happen on the missile weapons field, such as serious injury will also require a report sent to the Archer General. Include the nature of incident, the problems that lead to this occurrence, and a summary of how it might have been prevented. If the occurrence is serious enough to call a Chirurgeon or Seneschal, then it warrants a report.

All reports should be sent to the Archer General with a copy to the Deputy in charge of the disciplines involved. Multiple deputies need not receive copies unless the report encompasses multiple aspects of martial arts.

A general note: Reports that do not require signatures or original paperwork can be sent via e-mail, but reports that contain content that require signatures such as the Doomsday reports, must be mailed hard copy to the Archer General.