AVACAL

BOOK OF SIEGE

An addendum to the
Society for Creative Anachronism
Siege Engines Handbook.

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Kingdom of Avacal: Book of Siege

This Book of Siege,

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I General
A) Scope
1. This manual is intended to provide guidance for the support and growth of siege activities in the Kingdom of Avacal.
2. The rules governing the Marshalling and Authorization of Siege Crews, and Siege Engine and Ammunition Construction and Operation, are defined in the Society Siege Engines Handbook and revisions.
3. The usage of Siege Engines in Combat, including Munitions, Blow Acknowledgement, and Destroying Siege Engines is defined in the Kingdom of Avacal Book of Combat.

II Purpose
In medieval times, siege equipment was the artillery of the army. Due to the cost of construction and transport, they were the prize weapons of kings and princes, and were deployed in major wars to overcome heavily fortified positions.

Today, Siege offers a valuable additional dimension to war in the SCA. It provides an outlet for artisans to showcase their design genius and construction skills to build impressive engines. It offers an opportunity for smaller and less mobile individuals to contribute on the warfield, since engines are generally fixed and crewing them requires skill and strict adherence to safety procedures rather than strength and speed. It provides potential for field commanders to develop more interesting and involved scenarios for the battles, and thus enhance the enjoyment of the combatants. And it increases the visual spectacle of our war – we fight for our own honor (and glory) but should recognize that spectators are an important part of our SCA community so making war more exciting to watch can recruit new members into our game and our events and increase the engagement of our current membership.

III Role of the Kingdom Deputy for Siege
A. The first item of the Siege Rules in the Siege Engine Handbook lists key duties and reporting requirements (see Section 0 of this handbook) and recommends that “that each Kingdom Earl Marshal appoint a deputy to fulfill these duties and to oversee the Kingdom Siege Program”. This handbook outlines this role and its responsibilities.
B. Communication, beginning with external sources. Much of the information about siege engine activities, learning from incidents, potential rule changes, and possible upcoming events is communicated within the society siege community over mailing lists and other electronic media. The Deputy for Siege should monitor these forums and distribute key information to interested and potentially affected parties within Avacal.
C. Promotion; the Deputy for Siege should promote siege within Avacal. Although there is a general interest in the topic, very little siege activity has occurred within the
boundaries, or on the borders (e.g. AT War), of the Kingdom of Avacal. Thus, many of
the populace has no firsthand experience of siege in action. The Deputy for Siege should
take advantage of material available on the internet to publicize siege activities from
other locations. Note that all forums and publications must follow the SCA covering
electronic media, rules, and should be coordinated with the Kingdom Web Minister.

D. Training; the Deputy for Siege should oversee the program for training Siege Marshals
and Siege Crews within the Kingdom. A siege program requires a significant pool of well
trained and experienced (where feasible) resources. The Deputy for Siege should take
advantage of wars and other events to schedule training and refresher courses for the
siege participants. For example, siege classes could be scheduled at each war possible;
also, the Quad Site offers a safe range and houses an SCA-legal (Class A) trebuchet which
could be made operational for use in inspection and crew training.

IV Roles of the Engine Builders and Owners

A. Design, construction, and fielding of a siege engine is a lengthy, effort intensive, and
expensive process. Therefore the Avacal siege community must work together to
ensure an efficient and successful product.

B. Prospective builders should notify the Deputy for Siege that they are planning
construction of an engine. The design, materials, and construction can then be reviewed
to ensure that it will be compliant with the rules and incorporate experience from other
siege engine builders.

C. Builders should query the Deputy for Siege if they have questions or issues during the
construction process. He will provide appropriate assistance, or pass the question on to
the siege community or the Society Deputy as required.

D. The owner of an engine should notify the Deputy for Siege (or Siege Marshal in Charge if
known) as soon as possible if they plan to field a siege engine at an event. This is
required to allow scheduling of time, location, and resources for inspecting the engine

E. The engine owner should keep a log of all significant events for the engine (e.g. failures,
major changes) and ammunition, and notes from each event where the engine was
fielded. This will assist in improving the engine inspection process and program success.
V Reporting

A. The Deputy for Siege must report on Siege Activities in Avacal on a quarterly basis following the process and format described in the Kingdom of Avacal Book of Heavy Combat Section X Chain of command and procedures for Reporting. The Kingdom Earl Marshal will then report activities involving Siege to the Society Earl Marshal's Deputy for Siege.

B. Any injury resulting from siege activities and requiring professional medical attention must be reported to the Society Earl Marshal immediately after the event where it occurred.