



# MANUAL OF SIEGE

PRESENTED FOR NB4: NOVEMBER 2006 IMPERIAL ESTATES MEETING

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# TABLE OF CONTENTS

<b>Preface</b> .....	<b>3</b>
<b>I. Overall Field Rules</b> .....	<b>3</b>
A. Realistic Combat.....	3
B. Deployment Zones .....	3
C. Max. Number of Machines .....	3
D. Crews .....	3
E. Before Combat Inspection .....	3
F. Optional Rules .....	3
<b>II. War Machines</b> .....	<b>4</b>
A. Construction of Machines .....	4
B. Limitations of Machines .....	4
C. Type of machines .....	4
D. Ammunition .....	5
E. Crew Rules.....	6
<b>III. Screens</b> .....	<b>6</b>
A. Types.....	6
B. Construction.....	6
C. General Rules.....	6
<b>IV. Structures</b> .....	<b>7</b>
A. Fixed, Temporary or outlines.....	7
B. Placement.....	7
C. Construction.....	7
D. Uneven Ground.....	7
E. Walls .....	7
<b>V. Naval</b> .....	<b>7</b>
A. Construction.....	7
B. Crew .....	7
C. General Rules.....	7
D. Grappling & Boarding .....	8
E. Swimming.....	8
<b>Appendix: Acceptable Construction Materials</b> .....	<b>8</b>

## PREFACE

As armies grew in size, the need to house one's men and assault enemies' houses grew. The effect was Siege Warfare. Towers, Forts and Castles were constructed to house one's armies and large cumbersome machines that were awkward on field battles but delivered awesome damage to fixed locations were built to assault enemies locations. Siege Warfare is the crux of all combat of the medieval period. This manual will attempt to encompass as many devices into the rule structure of the Adrian Empire as allowed for safety.

These rules shall make it possible to use siege equipment. Including but not limited to Magolets, Onogers, Trebuchets, Belly Bows, Ballistas, Scorpions, Cannons, Passies, Manlets, Boats, Siege Towers, Towers and Castles.

## I. OVERALL FIELD RULES

Siege Warfare is a totally different kind of combat than regular troop movements in an open field. To address these effects the following general rules apply to all forms of siege warfare,

### A. REALISTIC COMBAT

The purpose of the Adrian Empire is to teach. Therefore all siege weapons and their counterparts must conform to historical accuracy. The purpose is to recreate what was. All machines constructed under this manual shall be subject to this requirement or removed from the field.

### B. DEPLOYMENT ZONES

Each army shall be assigned a deployment zone in which it may set up if forces. No army may set up any equipment outside their zone. Deployment zones shall be defined by the marshals and shall be in accordance to army size.

### C. MAX. NUMBER OF MACHINES

To keep a realistic effect an army may have 1 war machine for every 10 non-crew combatants in field battles.

### D. CREWS

Crew members must be armored appropriate for the type of combat they are engaging in.

### E. BEFORE COMBAT INSPECTION

All Siege Weapons and Ammunition is subject to inspection prior to its use and the crew must re-inspect equipment between rounds for safety issues

### F. OPTIONAL RULES

Marshals may impose special rules as they deem warranted for the fun and realistic effect of all.

## II. WAR MACHINES

### A. CONSTRUCTION OF MACHINES

- All machines must have a base stable enough to prevent tipping over when firing.
- Compressed Gasses and ignited propellants are not allowed.
- All strings and cables must be made from non metallic materials
- Non Man powered Machines must have a mechanical release mechanism that can be operated from over 3 feet from any exposed moving parts (i.e. throwing arms).
- Any piece that comes under stress (bending, flexing or weight bearing) must be reinforced to prevent breakage. This can be accomplished with leather or rope banding or reinforcement of materials.
- All machines must be bare wood or painted.
- All modern materials must be hidden

### B. LIMITATIONS OF MACHINES

#### 1. General Limitations

- The Maximum weapon range for any weapon is 80 Yards
- Machines may not be moved while armed or loaded.
- Crew members are treated as archers during combat
- Crew members may not abandon armed/loaded machine for any purpose including defense
- War Machines can not fire if anyone is within 7 feet of weapon
- Combatants can disable machines by touching an undefended machine with weapon and saying destroyed.

#### 2. Direct Fire Weapons Limitations

- A direct fire weapon is any that fires its ammunition in a straight line towards its opponent (i.e. belly bow, ballista, cannon, low arc trebuchets)
- Direct fire machines (Baristas and Cannons) must call out opponent and fire blank round for anyone within 20 feet

#### 3. Indirect Fire Weapons

- An Indirect fire weapon is any that weapon that lobs its ammunition towards the target.
- Indirect fire machines cannot target an opponent within 20 feet.

### C. TYPE OF MACHINES

#### 1. Spring, torsion and twin torsion machines

- May fire regular and small siege ammo
- Must have a minimum of 2 crew
- All blows delivered from machine considered unobstructed until missile comes to a complete stop.
- May not be blocked by shields
- All screens and walls stop missile movement
- All blows destroy other siege machines and small screens
- 3 strikes disable large screens

#### 2. Counterweight machines

- May fire regular, small siege missiles and large siege missiles
- Must have a minimum of 3 crew
- All blows delivered from machine considered unobstructed until missile comes to a complete stop.
- May not be blocked by shields or screens (such blows kill anyone behind screen)
- May only be blocked by walls
- All blows destroy other siege machines, screens and boats.

3. Explosion-powered artillery
  - May fire regular, small and large siege missiles
  - Must have a minimum of 3 crew
  - All blows delivered from machine considered unobstructed until missile comes to a complete stop.
  - May not be blocked by shields or screens (such blows kill anyone behind screen)
  - May only be blocked by walls
  - All blows destroy other siege machines, screens and boats.

## D. AMMUNITION

1. Types
  - a. Regular missiles
    - Arrows - see Missile Weapon Manual
    - Javelins - See Missile Weapon Manual
  - b. Small Siege Missiles
    - Rocks
    - Grape Shot
    - Ballista Bolts
    - Other ammo 75 lbs and lighter
  - c. Large Siege Missiles
    - Boulders
    - Cannon Balls
    - Animals
    - People
    - Other ammo 75 lbs and heavier
2. Construction
  - a. Arrows - see Missile Weapon Manual
  - b. Javelins - See Missile Weapon Manual
  - c. Other Small Siege Missiles (Rocks, Grape Shot, etc)
    - Maximum weight of 2 pounds
    - Bolts are made the same way as Javelins.
    - Fletching must be added of soft material without sharp edges (plastic may be used if edges are covered with Duct Tape)
    - Bolts must be painted entirely red
    - Bolts must be between 24 and 48 inches long.
    - Tubes may be reinforced with medium density foam or pool noodle
    - Tubes may have a less than 2" knot insert not made from hardwood or metal
  - d. Large Siege Missiles
    - Maximum weight of 2 pounds
    - Must be smaller than 10 inches in diameter
    - Must be made of non metallic material (rubber balls, tennis balls, etc.)
    - Must provide realistic effect
  - e. Ballista Bolts:
    - Maximum weight of 2 pounds
    - Must be larger than 10 inches in diameter
    - Must be made of non metallic material (rubber balls, cloth dolls, etc.)
    - Must provide realistic effect

## E. CREW RULES

- Crew must remain within 6 feet of machine.
- Any Crew that leaves machine for any reason is no longer crew.
- Any combatant that lays down personal arms may become crew.
- Crew may abandon machine, pick up personal arms and become a combatant.

# III. SCREENS

## A. TYPES

The types of screens to be used in combat involving siege weapons must be stated before battle and cannot change.

1. Small Screen
  - Simulates man sized defenses designed to protect against regular missiles
  - No minimum crew
  - May be moved
  - Maximum height 8' (6 foot face)
  - Maximum width 4'
  - Max depth 6'
2. Large Screens
  - Simulates larger than man sized defenses designed that protect against small siege missiles
  - Minimum height 6'
  - Minimum width 3'
  - Minimum depth 3'
  - May only move if has wheels and minimum 3 crew

## B. CONSTRUCTION

1. Materials
  - Small Screens must be same as Shield
  - Large Screens may be made same as shield or other materials marshal deems safe.
  - Non period materials must be disguised
2. Exposed edges must be bound in Leather or shield equivalent
3. Viewing holes and weapon ports are allowed, however arms are not allowed through these openings.
4. No angles less than 60 degrees from Ground
5. Must be painted

## C. GENERAL RULES

- No shield bashing
- If the machine is destroyed, the crew is also killed.
- If the machine is destroyed, it must be taken off the field or lay on face
- If the machine is disabled, it may not move for remainder of battle.

## IV. STRUCTURES

### A. FIXED, TEMPORARY OR OUTLINES

- Fixed structures are existing buildings that are permanently on the site
- A Temporary structure is one that is assembled for the day.
- An Outline structure is one that does not really exist but the outline is drawn on the floor.

### B. PLACEMENT

Owned Structures are to be placed only in the deployment zone

### C. CONSTRUCTION

- All structures will be examined for safety and approved by marshal.
- Structures should be able to stand without support
- Structures should be sturdy enough to withstand combat and accidental blows.

### D. UNEVEN GROUND

Any combatant on uneven ground (higher than a knee high step difference) may be called dead as in death from behind.

### E. WALLS

Unless marshal sets up specific scenario, walls are considered sturdy enough to withstand all damage from entire battle.

## V. NAVAL

### A. CONSTRUCTION

1. Movable representations
  - frames and masts made of 3/4" steel (or equivalent)
  - Skirts made of heavy canvas (or equivalent)
  - no ropes or rigging allowed for safety
2. Fixed representation & Outlines
  - 1/2" plywood floor
  - outlines drawn on ground.
  - pallets covered with 1/2"
3. Real Boats – Not allowed

### B. CREW

- Minimum crew to move ship is 1 person for each 5' length of ship
- Crewmen row (carry) by lifting frame in one hand.
- Crew may move ship when all minimum crew have lifted frame to waist height.

### C. GENERAL RULES

- Fixed representations & outlines may not move and are always considered on ground for other rules.
- No bashing with moving ships. Any contact is considered a ram and stops forward movement of ships
- No gripping, grabbing or intentionally damaging enemy ships
- If crew brought below minimum numbers frame must be placed on ground
- Any legged combatants may stand and move while ship is moving, but must go back to their knees when the ship stops.

#### D. GRAPPLING & BOARDING

- If two ships come to rest (not moving and on ground next to each other) they are considered grappled.
- Ships may only be boarded (and exited) while frames are on ground

#### E. SWIMMING

1. How to find yourself swimming
  - If Ship is destroyed all crew and passengers are swimming
  - If a combatant exits a ship into the water
  - If a combatant exits the land into the water
  - If a combatant attempts an unsuccessful boarding of another ship.
2. How to swim
  - Steel Combatants – can not. They sink.
  - Combatant must move on their knees and cannot engage in combat.
  - Swimmers may be called out same as death from behind.
3. How to get out of the water
  - Swim to land (if any)
  - Swimmers may reenter stopped ships on the ground.

## APPENDIX: ACCEPTABLE CONSTRUCTION MATERIALS

Rubber Balls

Low Density Foam Covered with Duct Tape

Foam Core covered with Terri Cloth and Duct Tape

Tennis Balls

Handballs

Mantlets

Passives

Ballistas

Man Powered Trebuchets

Large Cannons

Boats

Towers

Castles