


POLICIES OF THE EARL MARSHAL OF ÆTHELMEARC POLICIES FOR SIEGE COMBAT

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- I. **THESE POLICIES ARE IN ADDITION TO SOCIETY LAW AND POLICY. IN THE CASE OF ANY DISCREPANCY, SOCIETY POLICY TAKES PRECEDENCE.**
- II. **REQUIREMENTS FOR SIEGE OFFICERS**
 - A. All warranted siege weapons marshals are expected to exhibit a minimum level of activity.
 - B. Marshals that report little or no activity for a prolonged period of time will not have their warrants renewed.
 - C. The individual requirements for each office are outlined below.
 1. Siege Weapons Marshal
 - a. Must successfully complete the warranting procedure.
 - b. Must have been added to the official roster by the Brigadier.
 2. Local Company Captain of Siege Weapons (Shire, Canton, or Barony)
 - a. Must be a warranted siege weapons marshal.
 - b. As the position is a local office, the approval of the local seneschal is required.
 - c. It is strongly recommended that the siege weapons operators of the group approve of the appointment.
 2. Regional Engineer of Siege Weapons
 - a. Must be a warranted Siege Weapons Marshal.
 - b. Appointed by the Brigadier.
 3. Brigadier of Siege Weapons
 - a. Appointed by the Kingdom Earl Marshal.
- III. **WARRANTING PROCEDURE FOR SIEGE MARSHALS**
 - A. Regional Siege Commanders will administer the warranting procedure to candidates for the siege marshallate.
 - B. Candidates for the siege marshallate will be required to successfully demonstrate their knowledge of the Æthelmearc Rules of Siege to the warranting marshal including the following:
 1. Responsibilities of the siege marshallate.
 2. Equipment standards.
 - C. The warranting marshal will assess the candidate for their knowledge of range safety standards and for their ability to monitor siege equipment for safe operation.
 - D. The warranting marshal will assess the practical SCA combat experience of the candidate in order to provide for the adequate training of siege weapons operators by the candidate.
 - E. The warranting marshal may administer the warranting procedure as an oral, written, or practical examination. (Practical is preferred when possible)
 - F. Upon successful completion of the warranting procedure by a candidate, the warranting marshal will submit the following information to the Brigadier and the Regional Siege Commander:
 1. The candidate's SCAdian and mundane names in full.
 2. The candidate's contact information including street address, phone number, and if available, e-mail address and fax number.
 3. The candidate's local group.
 4. The date and site of the warranting procedure.
 5. The name of the warranting marshal.
 6. Any further recommendations regarding the candidate.
 - G. The Brigadier will determine the inclusion of the candidate on the official roster of the siege marshallate based on the recommendations of the warranting marshal.
- IV. **RESPONSIBILITIES OF THE SIEGE WEAPONS MARSHALLATE**

- A. No siege weapon activity shall take place at an event without a warranted siege marshal present, hereafter referred to as the marshal-in-charge.
- B. In the event of any disagreement, the marshal-in-charge shall resolve the dispute. The Marshal-in-Charge's word is final while at that event.
 - 1. Disputes may be brought to the next higher level of command for review after the event.
- C. The marshal's commands are to be followed explicitly by all the siege weapon operators while on the siege field.
 - 1. Failure to follow direction will result in the siege weapon being removed:
 - a. First offense – warning and removed from that battle
 - b. Second offense – Removed from field for the day
 - c. Further offenses – Disallowed at events & suspension of authorizations/ warrants pending review by the Regional Marshals and Brigadier.
- D. The marshal-in-charge may request the assistance of other marshals in observing siege activities and inspecting equipment, but the responsibility for safety remains with the marshal-in-charge.
- E. The marshal-in-charge or the assisting marshals shall inspect all siege equipment and ammunition for damage and/or improper materials.
 - 1. Equipment that does not adhere to the standards set forth in Section 'E' shall not be used in Æthelmearc Siege Combat.
 - 2. Equipment deemed dangerous by the marshal shall not be used.
- F. All marshals are responsible for the enforcement of the rules and safety standards for Æthelmearc Kingdom Siege Weapons.
- G. The individual responsibilities of each office are outlined below.
 - 1. Brigadier of Siege Weapons
 - a. As defined by Kingdom Law.
 - 2. Regional Engineer of Siege Weapons to oversee siege in their region by:
 - a. Receiving and monitoring the reports of captains and marshals residing within the region.
 - b. Training the marshals within the region and administering the warranting procedure.
 - c. Organizing an annual regional siege weapons war practice and overseeing the muster of siege weapons engineers in time of war.
 - d. Reporting the status of the region's marshallate to the siege weapons Engineer-General twice annually, as defined below.
 - e. Keeping the files of the office in good order.
 - 3. Company Captain of Siege Weapons: to foster the growth of siege in the local group by:
 - a. The formation of a company of siege engineers.
 - b. Promoting siege activities at local events.
 - c. Arranging a practice site for the group's siege weapons and administering regular practice.
 - d. Representing the interests of the group's siege engineers at local meetings.
 - e. Reporting the status of siege in the group to the Regional siege Commander twice annually, as defined below.
 - f. Siege Weapons Marshal: to foster the growth of siege throughout the kingdom by:
 - g. Assisting Company Captains with their duties.
 - h. Providing for the organization and running of siege activities as needed.
 - i. Reporting their activities to their Regional siege Commander twice annually, as defined below.
 - j. Keeping the Company Captains advised of their activities.
- H. Schedule of Reporting Deadlines
 - 1. All siege marshals shall report to their Regional Engineers.
 - a. The report shall contain SCAdian and mundane names, address, phone number, local group, office held and a brief letter detailing recent or upcoming activities. Proof of membership must also be included. (Valid card number and current expiration date may suffice).

2. Regional Engineers shall report to the Brigadier.
 - a. The report shall contain a detailed listing of the marshals and captains that filed reports, and also a list of those that did not.
 - b. Updates to the roster of marshals should also be included. (I.e.; new addresses, proofs of membership, etc...)
 - c. The report must contain a detailed letter of siege status in the area.
 - d. Any problem areas should also be defined.
 - e. All marshals who fail to report will be brought to the attention of the Brigadier.
 - f. Those that fail to report at the end of a period shall be considered inactive, and removed from the roster.
- I. Failure to fulfill the requirements and responsibilities listed above may result in removal from the roster of warranted marshals.
 1. Those removed from the roster shall be allowed thirty days to apply for re-warranting.
 - a. The reason(s) for removal must be corrected before applying.
 - b. After thirty days, applicants for re-warranting will be required to undergo the warranting procedure.

V. MARSHALLING AND AUTHORIZATION

- A. To facilitate this process – any event that hosts siege activities will send a report to the Brigadier (Æthelmearc Kingdom Siege Marshal) within two weeks of the end of the event. Event reports will include the following information:
 1. Siege Marshal in charge (& contact info)
 2. Numbers and types of siege engines
 3. Siege Engineers that participated
 4. Authorization’s attempted and completed
 5. Problems and difficulties encountered
- B. Engineer Authorization
- C. Authorizations will be considered to be provisional until an observation is done of the siege engine crew in at least one battle. If the engineer / crew performs safely then the authorization will be considered complete.

VI. SCA SIEGE ENGINES AND STRUCTURES

- A. Battering rams may only be used against structures and not against people. It is recommended that battering rams be made of a cluster of “pool noodles” or other lightweight, compressible material.
- B. Siege Ammunition
 1. ALL munitions identification labels will be clearly printed in English and in an easily readable font or type.

VII. ENGINE AND STRUCTURE INSPECTION

- A. Ammunition Inspections
 1. Siege ammunition must be inspected before being to be used in an event.
 2. Inspection should include at a minimum:
 - a. Weight
 - b. Structural integrity
 - c. Stability
 - d. Condition.
 3. Inspection of weight will ideally be made with an accurate scale, but accurate comparison weights may be used at the discretion of the marshal-in-charge.