

Siege Marshal

Greetings unto the siege engineers of the Middle Kingdom. With spring comes melee season and siege combat. I hope that your winter maintenance was fruitful and you are ready to defend the Middle Kingdom. To start off the season I encourage you to bring your engines to Spring Training in the Shire of Rivenvale on May 7. Baron Alexander has planned a variety of siege activities.

Some reminders for all fighters of some of the siege combat rules. All siege ammunition is colored yellow. Any hit from a siege missile to a legal target area is a killing blow. Siege missiles kill through shields. Any weapon struck by a siege missile is destroyed. Do not deliberately try to block siege missiles with your weapon because this is not period and you may be sanctioned by the marshals. If a siege missile is deflected by contact with a fighter, the ground, or any other item on the battlefield, it is no longer live. Only the first person struck is dead.

I have heard of numerous individuals planning on building special siege weapons for this Pennsic. I would encourage you to bring these items to my attention at an event before Pennsic so that I may review them. This will give us time to discuss their construction and help prevent any disappointment at Pennsic.

The Middle Kingdom Artillery Corp is looking for more siege engineers! We have more engines than we have crew to fully man them. You can authorize at any event with siege combat. Some of the events that are expected to have siege combat this year are Spring Training, Northern Oaken War Maneuvers, Baronial Border War, Baron Wars, Siege of Talonval, and A Simple Day in the Country.

Rules Changes

The following changes are being made to The Midrealm Armored Combat Fighter and Marshal Handboke v11.0. They take effect immediately. All changes are in "Appendix B: Midrealm Siege Rules".

The following rule is removed. We are reverting to Society standard, which is currently a maximum range of 80 yards.

~~A. Reduced Range for Ballistae~~

~~The maximum allowed range for a ballista when shooting at a 45 degree elevation is 70 yards. During the siege engine inspection before an event, ballistae must be tested for their maximum range to make sure that they cannot fire farther than this.~~

The section "B. Authorizations" is renumbered to "A. Authorizations".

The section "C. Siege Marshallate" is renumbered to "B. Siege Marshallate".

The section "D. Reporting" is renumbered to "C. Reporting".

Diccon