



ADRIAN EMPIRE

CONTINUING CROWN WRIT #2

MISSILE WEAPONS GUIDELINES

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PREFACE

This manual details all aspects of missile competition and combat that may take place within the Empire of Adria. Archery was authorized in Adria in 1999, when this manual was first published. Since that time, it has undergone clarification and expansion, the most extensive in 2002. In February, 2003, missile weapons were added to the manual, requiring an extensive rewrite and reorganization to include all aspects of missile weapon combat. There were no changes to existing rules, only clarifications. All additions pertain to missile weapons.

I. TARGET ARCHERY

A. Method of Competition

Any structured tournament style is acceptable so long as it is conducted in a safe manner and results in a definite winner. Creativity is encouraged. Safety is the primary concern in tournament. Several suggested activities for tournament purposes are described in Appendix B.

B. Lists

There are two levels of competition in archery tournament. The Bowman's list is for those who are just beginning. The Huntsman's list is for those who are more advanced. Refer to the Bylaws of the Adrian Empire to review the requirements for advancement to the Huntsman's list. There is no minimum number of archers required to receive a participation point for an archery tournament; however, there is a minimum of four (4) archers required per list for the winner of the list to receive a tournament win point. Requirements for advancement in rank as an archer are detailed in the Adrian Bylaws.

C. Scoring

Scoring is based on the structure of the competition. The Range Master will arbitrate any disputes.

D. Range Safety

This section describes range safety when using standard target arrows. Range safety is much more relaxed when archers are using combat arrows.

1. Range Master -

A Range Master must be present at all times when archery is taking place. The Range Master will be responsible for range safety. This includes setting the limits of the range and equipment checks. The Range Masters may participate in the archery tournament. See Appendix A: Ministers.

2. Archer Qualification -

Archers must be qualified by the Range Master or Minister of Archery. Archers will be tested on archery safety, range safety, and equipment maintenance.

3. Signaling Readiness -

No archer may fire their bow until the Range Master has checked for safety and given the okay to fire. When the archers on the shooting line are ready to begin their round they will signify their readiness by having one hand raised. This will insure that everyone is ready. Verbal acknowledgement of readiness is not acceptable.

4. **Hold -**
When the word "HOLD" is called, all archers on the shooting line will immediately lower their bows, un-nock their arrow and step back five (S) yards from the shooting line.
5. **Bows Past the Shooting Line -**
No bows will go past the shooting line at any time. When retrieving arrows, the bows must be left behind the shooting line. No one will occupy the space between the shooting line and the spectator line during arrow retrieval. When the archer returns from retrieving their arrows, they will not pick up their bow, instead they will step behind the spectator line and wait for the Range Master to give the okay to retrieve their bows.
6. **Side Clearance -**
Side clearance must be at least five (S) yards. Back clearance must be at least thirty-five (3S) yards in depth unless there is a suitable backstop, i.e. a hill or barrier.
7. **Spectator Line -**
There will be a spectator line five (S) yards behind the shooting line. Spectators must stay behind this line at all times. Spectators are not allowed in the side areas at any time.
8. **Unsafe Shooting -**
Shooting arrows in an unsafe manner is grounds for removal from the archery lists for up to twelve (12) months.

Unsafe manner includes, but is not limited to:
 - a. Shooting a target arrow at someone
 - b. Aiming a bow with a target arrow at someone
 - c. Shooting a target arrow into the air to see "how high" the arrow will go

II. TARGET ARCHERY EQUIPMENT

A. Bows

Limited to recurve, straight, semi-recurve, and longbows only. Bows should be made of materials available in the time-period of the archer. Fiberglass bows should be avoided if possible. There are no draw weight limits in target archery other than those imposed by the archery range hosting the tournament.

B. Other Equipment

Gloves, arm guards, finger gloves, finger tabs, arrow rests, nock locators, bow rests. These items are suggested, but not required. It is highly recommended that arrows be carried in a quiver.

C. Equipment Variations

No compound bows, mechanical sights, spectacle sights, counter weights, stabilizers, levels, or string trigger releases may be used unless the item is documented as being used by someone in the period of Adria.

D. Arrows

Arrows used in tournament competition must conform to the following specifications

1. Standard target arrow shafts must be made of wood. No fiberglass or aluminum shafts.
2. Solid plastic fletching should be avoided in favor of actual feather or segmented synthetic fletching. Fletching of a natural color is encouraged.
3. Arrows must have target tips. No hunting tips are allowed.

Combat arrows may be used if called for by the tournament format. Construction details are provided in the Adrian Missile Construction Manual. Arrows should be carried in quiver.

E. Target Backstop

The backstop should be one of the following (for standard target archery using real arrows)

1. Three (3) bales of straw/hay stacked vertically to form a wall and held together with dowels or better to prevent the wall from falling over
2. An eight-to-twelve inch (8-12") thick closed-cell foam block
3. A standing thirty-six inch (36") or greater round woven grass mat
4. A cardboard box tightly filled with cardboard at least ten inches (10") thick

Free standing targets, such as 3-D animal figures, still require one of the above backstops, an earthen bank, or at least 40 yards of empty space behind the target.

F. Equipment Ownership

Each person should supply their own equipment. Each person is responsible for the condition and maintenance of their equipment.

III. MISSILE COMBAT

A. Purpose

The purpose of missile combat in the Adrian Empire is to, as close as reasonably possible, replicate missile combat in the Middle Ages and Renaissance by means of combining archery, thrown weapons and siege weapons with foot combat. This is primarily for use in war scenarios but is not limited to such.

B. Who may Participate

Any member of the Adrian Empire may choose to become a combat archer or siege weapon crewman. It is required that any person desiring to be a missile weapons combatant be qualified in the weapons type they will be participating in (e.g. a combat archer participation in a Renaissance battle must be qualified in Renaissance combat).

C. Requirements for Participation

Combatants wishing to participate in combat archery or use siege weapons must be qualified with that weapon prior to being allowed on the field. Any authorized marshal may qualify a combat archer or siege weapon crewman. See the

Adrian Combat Manual for age requirements.

D. The Sword Oath

Those who will be engaging in missile combat must take the sword oath even if they are not intending to enter combat with other weapons. Refer to the Adrian Combat Manual for more information about the Sword Oath.

E. General Rules for Combat Archery

1. Rules specific to combatants relating to combat archery are provided in the Adrian Combat Manual (e.g. how to kill an archer, what effect an arrow has, etc.).
2. Archers may not shoot anyone closer than pole weapons range (7 feet) for any reason.
3. If an archer drops their bow and picks up a close-combat weapon, they are no longer considered an archer.
4. Archers may not use their arrows as single-handed weapons.
5. Archers must be mindful of the ultimate destination of their arrows.
6. Be careful of where your arrow will end up if you miss your target.

IV. MISSILE COMBAT EQUIPMENT

A. Armor

Combat archers and siege weapon crewmen must be armored appropriate to the type of combat they will be participating in. Archers/crewmen may re-arm themselves with close-combat weapons once they are out of ammunition or otherwise desire to join the battle as a combatant (within the restrictions of the scenario). Armor standards are found in Section III of the Adrian Combat Manual.

B. Weapons

All missile weapons to be used in the Empire of Adria must conform to the set of criteria given here. All authorized marshals are qualified to perform equipment inspections on any and all missile combat equipment.

1. Bows

- a. Bow types allowed for combat archery include straight, recurve and composite. No compound or crossbows are allowed.
- b. Bows may not have a draw weight of greater than 35 pounds at 28 inches draw length.
- c. Bows may be made of any material typically used for commercial bows including aluminum, fiberglass, wood and resin.
- d. Bowstrings must be made of materials that resist fraying that are common for commercial bow strings.

2. Arrows

- a. Combat arrows are fiberglass shafts with a thick protective tip. They are the only type of arrow approved for use in combat archery.
- b. The arrows must be made in accordance with the Adrian Missile Construction Manual or use pre-manufactured CUBB style Baldar Blunts (aka the Fathead) attached to the fiberglass shaft in steel combat.
- c. Between scenarios, the arrow should be inspected for cracking and breaking of the shaft and looseness and separation of the arrowhead. Combat archers are expected to inspect their own equipment between each battle for any potential hazards.

3. Siege Weapons

For the sake of simplicity of simulation, Adria has divided siege weapons into two classes, small and large. Small siege weapons have a greater effect than arrows, but a lesser effect than large siege weapons. The effects may vary based on the scenario in which they are used. Siege weapons shall be constructed as described in this manual.

- a. Small siege weapons are defined as missile weapons that are intended to be fired from a static location and fire/throw a missile simulating a 50 to 100 pound projectile. These include, but are not limited to, mangonels, ballistas and onagers.
- b. Large siege weapons are defined as missile weapons that throw a "rock" simulating a 250 pound sandstone ball.

- c. The effects of siege weapons upon combatants are provided in the Adrian Combat Manual. All Siege Weapons
 - i. All siege weapons and ammunition must be inspected by a marshal prior to its use on the field.
 - ii. Crew members are expected to inspect their equipment between battles for any potential safety problems.
 - iii. Siege weapons may not be moved while they are armed/cocked. They must either be fired or disarmed prior to being moved.
 - iv. Siege weapons may not have a range greater than 80 yards.
 - v. If a siege weapon strikes another siege weapon, the weapon that was struck is considered destroyed. If a siege weapon strikes itself by lobbing a rock straight into the air, it is considered destroyed. The capture or destruction of a siege weapon in any other way is at the discretion of the scenario designer.
 - vi. Crewmembers are treated as archers for the purposes of being killed by a combatant.
 - vii. Crewmembers may take up arms against attackers only if the siege weapon is not presently armed/cocked.
 - d. Small Siege Weapons
 - i. Must be manned by at least two (2) crewmen.
 - ii. Cannot be fired at targets closer than 10 yards.
 - iii. Cannot fire if anyone is within 5 feet of the front or rear of the weapon
 - e. Large Siege Weapons
 - i. Must be manned by at least three (3) crewmen.
 - ii. Cannot be fired at targets closer than 20 yards.
 - iii. Cannot fire if anyone is within 10 feet of the front or rear of the weapon.
4. Siege Weapon Ammunition
 - a. This includes rocks, ballista bolts and shot.
 - b. All ammunition must be constructed as described in the Adrian Missile Construction Manual
 - c. All ammunition must be inspected by a marshal prior to their first use on the field.
 - d. Crewmen are expected to inspect their ammunition after each use to ensure that no safety hazard has developed.

V. QUALIFICATION

Combat Archery and Siege Weapons are considered Additional Weapons Qualifications with regards to the qualification process. The Adrian Marshals Manual describes the qualification process for these. All authorized marshals are allowed to conduct qualifications for those who wish to participate in combat archery or crew siege weapons.

APPENDIX A: MINISTRY OFFICES

The Ministry of Archery is responsible for helping insure the safety of those who participate in the tournament and missile combat within the Adrian Empire. This includes siege weapons. Local areas must have a Minister of Archery if archery or missile combat is being conducted in that area. Any area may have multiple Range Masters.

1. Minister of Archery (Imperial)

The Imperial Minister of Archery shall

- a. Oversee and manage the Imperial Ministry of Archery
 - i. Serve as team leader to the members of the Office (ministers and deputies, both Imperial and Chapter levels)
 - ii. Supervise Imperial Deputies in their duties
 - iii. Revise and amend the Adrian Missile Weapon manuals when necessary
 - iv. Cause to be published any new policies or procedures for the Office
 - v. Coordinate the training of ministers and deputies (to include the scheduling and facilitating of training opportunities)
- b. At Imperial Events
 - i. Organize tournament archery, combat archery, and siege weapons use
 - ii. Act as (or assign) the Range Master in running archery
- c. Serve as the primary arbiter in matters of conflict over matters of archery or missile weaponry of the Adrian Empire.
- d. On a monthly basis
 - i. Report to the Imperial Crown regarding the Office
- e. Develop formats and scenarios
 - i. Tournament formats for Imperial events
 - ii. As suggestions for use in Chapter
 - iii. Assist the Minister of Joust and War with war scenarios involving missile weapons

Recommended qualifications

- i. Huntsman level archer having served as a local Minister of Archery.

2. Imperial Minister of Archery (Deputy)

The Deputy Imperial Minister of Archery shall:

- a. Act in the name of the Imperial Minister of Archery in their assigned areas:
 - i. Have the same authority as does the Imperial Minister of Archery when the Imperial Minister of Archery is not present.
 - ii. Be expected to consult the Imperial Minister of Archery when making decisions in the name of the Imperial Minister of Archery.
- b. Assist in the management of the Imperial Ministry of Archery:
 - i. Serve as assistant team leader to the Chapter ministers
 - ii. Supervise Chapter ministers in their duties
 - iii. Oversee the training of ministers and deputies
- c. On a monthly basis:
 - i. Report to the Imperial Minister regarding the Office

Recommended qualifications:

- ii. Same requirements as a local Minister of Archery

3. Minister of Archery (Chapter)

Ministers of Archery shall:

- a. Advise the Chapter Crown (or other members of the Empire), as requested, concerning:
 - i. Policies and procedures for the Office (as directed by the Imperial Minister of Archery)
- b. At every sanctioned event:
 - i. Supervise the organization and the scoring of the Lists.
 - ii. Train and supervise the Range Masters and archers of the rules of archery within Adria.
 - iii. Keep the scoring of competitions and submit scores to the Minister of Rolls/Event Autocrat
 - iv. Report any serious accidents or injuries to the Imperial Minister of Archery.
- c. On a monthly basis:
 - i. Report to the Imperial Deputy Minister
- d. On a yearly basis:
 - i. Provide all materials to the incoming minister of archery
 - ii. Ensure that the incoming minister of archery is trained in the policies, and procedures for the Office

Recommended qualifications:

- i. Have served or is currently serving as a Range Master

4. Range Master

- a. A Range Master shall at every event:
 - i. Be responsible for range safety
 - ii. Set the limits of the range
 - iii. Conduct equipment checks
 - iv. Conduct archery tournaments
 - v. Clean up after the shoot
 - vi. Report any serious accidents or injuries to the local Minister of Archery

Recommended qualifications:

- i. Demonstrated knowledge of archery terminology and practice
- ii. Ability to recognize unsafe or unapproved equipment and practices
- iii. Know the current Adrian Missile Weapon Manuals
- iv. Have achieved Bowman level (if no Bowman level archer is available, the local Crown may appoint someone who satisfies the above requirements)

APPENDIX B: SAMPLE TOURNAMENT FOR MATS

This appendix gives examples of various types of tournaments. Any tournament type that results in a single winner is acceptable for a Crown event.

1. Tiered Elimination

Each tier is shot with three rounds of six (6) arrows starting at a range of 25 yards. Archers are paired off with an opponent by the Range Master. Each archer shoots their six (6) arrows within a ninety (90) second time frame. Arrows not shot are forfeit in that round. When both archers have shot, and the Range Master gives the okay, the archers will retrieve their arrows and total their point for that round. The archers will compare the best of their three (3) rounds and archer with the highest score will move onto the next level. The winning archer will report to the Range Master. For subsequent rounds, the archers will move back 10 yards (as the field allows) and shoot against their new opponent until a single archer is declared the winner. Tied rounds are decided by the total points or by a tie-breaking round of six (6) arrows. The rings on the target are scored by assigning one (1) point to the outer ring and counting in to the bulls-eye. An arrow that breaks the line dividing the rings on the target will receive the higher score.

2. Shooting Difficulty

Standard tournament scenario, but for extra points, the shot is made while kneeling or prone. A string is strung ten (10) feet in front of the archery line at twelve (12) inches in height. The archer must shoot his arrow under this wire and into the target.

3. Optional Targets

Three-dimensional (3D) targets (including animal targets) are available at most archery outlets. If it can be done safely, a moving target (i.e. using combat arrows). A target may be placed on a rope hanging from a tree and swung back and forth.

4. Combat Archery

Any of the above using combat arrows.

5. Regional Limitations

In areas where target archery cannot be done safely or legally, combat archery should be substituted.

APPENDIX C: EQUIPMENT CARE AND SAFETY

This appendix gives general guidelines for the care and maintenance of bows and arrows.

1. Dry-Firing a Bow

NEVER dry fire a bow. Pulling a bow and releasing it without an arrow notched in place will cause excessive fatigue in the bow. This will likely cause the bow to break. The stronger the bow the more likely the chance it will break.

2. Inspecting Arrows

Inspect arrows frequently for wear. Worn fletching will cause an arrow to not fly straight. Combat arrows that are cracking and breaking will have a distinct white line running down the shaft signifying a crack. Cracks can also be discovered by listening for a crackling sound while twisting the shaft near the ear. Combat arrowheads also need to be checked for wear. A good combat arrow compresses on impact and returns to its original shape, a broken arrowhead will stay compressed. Manipulation of the arrowhead will also give clues to the condition of the arrow as the arrowhead should have obvious signs of deterioration when manipulated.

3. Stringing a Bow

Never string a bow by pushing an end into the dirt. Use a bow stringer or bend the bow across the thigh. The Range Master can demonstrate this technique. Using a bow stringer is the best method for stringing and unstringing a bow.

4. Finger Tabs

Use a finger tab or shooting glove. While not required, it will prevent blisters and soreness that develops rapidly when releasing a taut bow string.

5. Loose Clothing, Long Hair

Loose clothing and long hair should be secured out of the way when shooting. Entanglements can be painful and distracting.

6. Arm Guards

Arm guards are suggested, especially for beginners. Bowstring slaps on the arm get red and painful fast.

GLOSSARY

- Arm Guard** - The stiff leather (or other rigid material) that is placed over the inside of the forearm of the arm holding the bow to protect bare arms from being scraped by the bow string when releasing.
- Broadhead tips** - see **Hunting tips**
- Bull's eye** - The center of the archery target, usually counting for the most points.
- Compound bow** - A modern bow that derives power from a pulley system. This system allows the archer to hold the bow at its draw length with up to half of the poundage that will be applied to the arrow when released. These are most easily identified as having wheels at both ends of the bow. Compound bows are not allowed in Adrian archery.
- Counterweight** - A weight that attaches to the front of the bow that balances the weight of the bow when drawn to give a more motionless release. Counterweights are not allowed in Adrian archery.
- Draw length** - The distance measured from the handle of the bow to the point where the arrow is nocked when drawn (measured in inches).
- Draw weight** - The force (measured in pounds) required to pull the bow string to its draw length. Bows usually have this information printed on the bow near the handle (e.g. 3S# @ 28" would indicate 3S pounds at 28 inches draw length).
- Finger gloves** - A partial glove that only covers just the three string fingers with leather to protect them from being scraped by the bowstring.
- Finger tabs** - A piece of leather that covers the three string fingers, protecting them from being abraded by the bowstring.
- Fletching** - The "feathers" attached to the end of the arrow opposite the tip that stabilize the arrow in flight.
- Hunting tips** - Tips that have 2 to 4 blades intended to do additional damage to the prey. Hunting tips are never used for Adrian target archery.
- Level** - A device that attaches to the bow that assists the archer in determining whether the bow is being held level or perpendicular to the ground. Levels are not allowed in Adrian archery.
- Marshal** - a person authorized to perform inspection of equipment, qualify combatants, and perform other combat related safety duties.
- Mechanical sight** - any sight system that attaches to the bow and employs pins or optics protruding from the bow. These pins can be adjusted to different heights to allow accurate targeting at various distances. Mechanical sights are not allowed in Adrian archery.
- Nock** - The notch in the end of the arrow that attaches to the bowstring. It may be a separate piece glued to the end of the arrow or cut into the wooden shaft.
- Nocking point** - see Nock locator
- Nock locator** - A small metal ring that is attached to the bow string to indicate where the nock should be attached.
- Pile** - The metal tip of the arrow
- Quiver** - A case that holds arrows, usually with the fletching exposed, that can hang from the belt or be strapped to the back.

Range Master - The local minister of Archery responsible for safety and running the tournaments.

Spectacle sight - A sight that attaches to the bow that works like a small rifle scope. Spectacle sights are not allowed in Adrian archery.

Stabilizer - A rod that protrudes from the front of the bow that helps prevent the bow from shaking when the arrow is released. Stabilizers are not allowed in Adrian archery.

String trigger release - Mechanical device that attaches to the string in place of fingers that releases the string at the touch of a button or lever. String trigger releases are not allowed in Adrian archery.