

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.

There have been some changes to the Society rules for ballista bolts. Be certain to review them and make any necessary changes to your ammunition. 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.

The Middle Kingdom Artillery Corps is looking for more siege engineers. You can authorize at any event with siege combat. Some of the events that are expected to have siege combat this year are Mugmort Melees, Northern Oaken War Maneuvers, Baronial Border War, Baron Wars, Siege of Talonval, and A Simple Day in the Country.

In service,

Diccon