

# Kingdom of Trimaris Combat Archery

January 2008 version

## Introduction:

This is Sir Erika's handbook for Trimarian Combat Archery.

A Combat Archer is a fighter who shoots combat arrows or bolts. The SCA version of a Yeoman is someone who is both a combat archer and a heavy weapons fighter. Combat Archers wear the same armor as heavy weapons fighters except for the gauntlets. In general, we die from any contact with a heavy weapons fighter or from a killing combat arrow shot. Read on to get all the details.

Here are two very important things to remember about being a combat archer, and then I'll get on with the specifics.

First: If you do not want to risk being hit by a heavy weapons fighter, stay away from the heavy weapons fighters. If you are close to them, you risk getting hit **HARD**.

Second: We, combat archers, trust the heavy weapons fighters to make contact with us in a kind manner in order to kill us. We don't need to be hit hard or hit at all to die. We have nothing with which to block a blow. This means that a combat archer must never call a blow 'light' in answer to contact from a heavy weapons fighter. This will get your authorization revoked and Sir Erika mad.

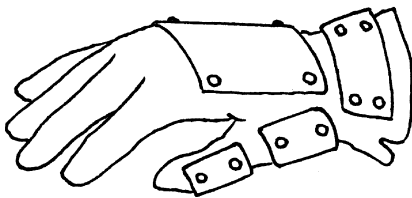
Anything not specifically approved by these rules may be assumed to be disapproved.

## Armor Standards:

Armor for combat archers is the same as the minimum armor requirements for heavy weapons combat, except the gauntlets. See the Trimarian Marshals rulebook for details. The rules say that helms need to be 16-gauge steel or better and that you need neck, elbow, knee, kidney, groin, forearm, wrist and hand protection. For women, breast protection in the form of a gambeson shall be worn as a minimum.

OK girls, don't try to wear a man's groin protection; it'll hurt you. Also, you really need to wear rigid breast protection, not just a padded gambeson. An arrow shot on the breast really hurts. Notice that your kidneys are not at your waistline. They are higher, behind the lowest ribs of your back. Protect that area with armor, not your waistline. Cover all mundanities with period garb.

## Hand Protection/Archer Gauntlets:



Combat archers may use full gauntlets, half gauntlets, or archer's gauntlets on both hands. This is true for crossbow, longbow and recurve shooters. An example of an archer's gauntlet is pictured above. The archer's gauntlet must have rigid plates on the back of the hand, wrist and thumb (but not the thumb tip). You may cut off the fingertips. If your vambraces protect your wrists well enough, then you don't need to put the extra wrist protection on the gloves.

## **Hand Protection/Archer Gauntlets continued:**

Yeoman may wear archer's gauntlets, but only while shooting. When you switch to your heavy weapons, you must switch to hand protection for heavy weapons combat. This means either full gauntlets, or half gauntlets with a cup hilt. A good procedure for yeomen is to use a full gauntlet on the bow hand and a half gauntlet on the string hand with a cup hilted sword in reserve.

## **Weapons:**

All bows must be inspected by the combat archery marshal prior to battle. If you have any questions regarding a bow, ask the combat archery marshallate before use. All combat bows must be traditional recurves or longbows, or medieval style crossbows. Modern crossbows and compound bows are not allowed. All bows must be free of stress cracks, deep gouges, or damage that may affect the stability of the bow while strung.

To measure the poundage of the bow, use a fish scale or a bow scale. Hook the scale to the string of the bow, pull back the necessary distance and read the scale. The necessary distance on a recurve or longbow is 28 inches from the string to the side of the bow facing the enemy. For a crossbow, pull back the distance necessary to cock the string into place.

Combat Archery Authorizations in Trimaris are valid for the equipment used in Trimaris. If you go someplace that uses different rules and different equipment you need to be trained and authorized in those rules and equipment before you fight. If you can convince the archery marshal in charge of the event in another Kingdom that you are knowledgeable and safe, that is Don't ASSUME that they have to accept your Trimaris Authorization.

### **Longbows and Recurve bows:**

Will have a maximum draw weight of 30 pounds at a 28-inch draw. Draw length is measured from the string to the side of the bow facing the enemy. You may not use a 50-pound bow, pulled to a shorter draw length, for use as a 30-pound bow.

### **Crossbows:**

Will have a maximum draw weight of 600 inch-pounds. This is the measurement of the draw length from the relaxed string to the drawn string, multiplied by the poundage of the crossbow. The maximum poundage of a combat crossbow is 75 pounds. This is new for 2008. This brings Trimarian crossbows up to the poundage accepted at Gulf Wars.

The last two examples below are unacceptable for combat in Trimaris.

1. 50 pound crossbow with a 12 inch draw = 600 inch-pounds
2. 60 pound crossbow with a 10 inch draw = 600 inch-pounds
3. 49 pound crossbow with a 12.5 inch draw = 612.5 inch-pounds
4. 80 pound crossbow with a 7 inch draw = 560 inch-pounds

You may only fire from a crossbow ammunition for which your crossbow has been designed. Don't shoot tubular bolts from your crossbow that is designed for bolts made from solid fiberglass shafts. Tubular bolts are legal in Kingdoms other than Trimaris.

### **Arrows and Bolts:**

Longbows and recurve bows will use arrows with a maximum draw length of 28 inches, measured from the inside of the nock to the base of the blunt on the shaft.

### Arrows and Bolts continued:

The arrow can be longer than 28 inches; you just can't draw it more than 28 inches.

You must mark your arrows and bolts with your name and kingdom. Do not use yellow tape exclusively to mark your arrows and bolts. Yellow is being reserved for the identification of siege missiles and we'd like to avoid having your arrow or crossbow bolt mistaken for a large rock.

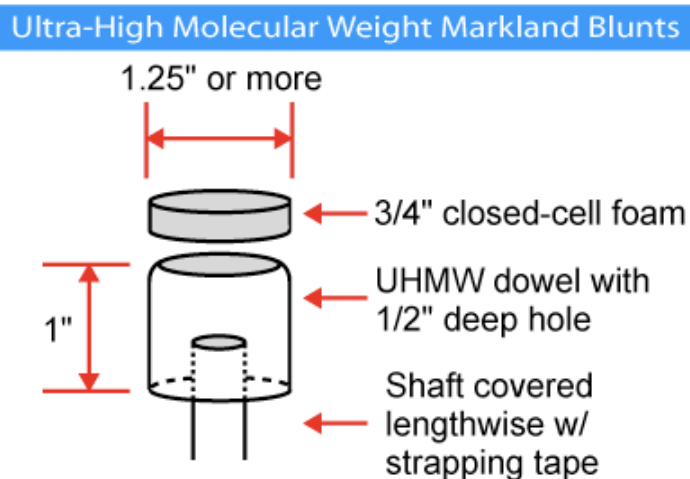
Arrow shafts must be made of SOLID fiberglass. (Note: Wood shafted arrows and bolts are no longer legal.) You must tape arrow and bolt shafts lengthwise with strapping tape. The strapping tape must cover the shaft from the APD or fletches to the base of the blunt.

Arrows made with tubular shafts (golf tube and siloflex tube arrows) as well as Fellwalker bolts are not legal in Trimaris.

Instructions for building combat arrows with pictures are available at [www.northstararchery.com](http://www.northstararchery.com). ☺

### Arrow/Bolt Heads:

May be Classic Baldar Blunts or UHMW heads. Any alternative designs must be approved individually by the combat archery marshallate before use.



### For UHMW style heads:

Cover the entire head with strapping tape and tape the head to the shaft by extending the tape over the head and 2 to 3 inches down the length of the shaft. Cover the strapping tape with duct or electrical tape. Measure the diameter of the UHMW plastic dowel when purchasing. Make sure it is really 1-1/4 inches in diameter. Make sure the edges of the front of the blunt (where the padding sits) are WELL rounded.

3/4 inch of padding (closed cell foam) is required on UHMW heads. You may start with more than 3/4 inch and squish it down to 3/4 inch with the tape. You may also start out with 3/4 inch and tape with without compressing it so you end up with 3/4 inch. Make sure the padding covers all the way to the edge of the blunt. Much of the 1-1/4" UHMW rod available for sale is actually SLIGHTLY larger than that. Side wraps of 1/16-1/8" foam

### **UHMW style heads continued:**

are optional and will help with this problem. OR you can use square cut pieces of foam. See the instructions with pictures at [www.northstararchery.com](http://www.northstararchery.com)

One more hint. Install the UHMW head before the APD. Trust me.

### **Installing the Classic Baldar Blunts on your arrows or bolts:**

First make sure you have the right type of Baldar Blunt to go with your shafts. The Blunts with the large diameter collar and white base are very old and were for wooden shafts, 5/16" to 3/8" diameter. The Blunts with the small diameter collar and black base are for solid fiberglass, 1/4" diameter shafts. Just to keep things interesting, there are a few Blunts that were produced with the wrong color base.

Get a 30-caliber rifle bore brush (available at Wal-Mart in the sporting goods section for less than 2 bucks). Insert the brush all the way into the shaft hole in order to rough up the inside of the blunts. You can do it by hand or you can put the bore brush into a drill. You will do the same thing with the Asgard APDs.

Lightly sand the ends of the solid fiberglass shafts. You will want to sand about an inch down the shaft where the Baldar blunts and APDs will be glued. The sanding will allow for better adhesion.

Use GOOP brand adhesive. (Plumbers GOOP or Marine GOOP work great. They are available at Lowe's or Home Depot for 4 bucks a tube.)

All combat archery arrows and bolts must be taped with strapping tape (aka fibertape). I recommend taping the shaft after gluing the Blunt on and before taping the Blunt on.

Solid fiberglass shafts must be wiped clean with a paper towel and acetone. Use acetone, not fingernail polish remover. Polish remover has conditioning oils.

Place a mark on the shaft 1¼-inch from the end of the arrow. Place a blob of GOOP glue over the shaft hole. Push the Blunt onto the end of the shaft until it bottoms out and covers the 1¼-inch mark. Push it on straight and do NOT let the Blunt twist to the side or you will split the collar. If you split the collar, the Blunt may not be used. Push hard to get any trapped air out of the shaft hole. You will probably have to POUND the shaft into the blunt. Or you can shoot it against a wall (watch for bounce-back!) to get it completely seated. Set the freshly glued blunt and shaft aside for a minute. Watch the mark to make sure it is not sliding back off. If so, push it back on. Some days, because of temperature, humidity or perverse gremlins, I have to do this more than once. Let the glue dry for 7 days before taping. You may want to glue the APDs and blunts on at the same time. While drying, put your arrows/bolts someplace safe where they won't be moved, where the doggy won't chew them and the kitty won't test out the forces of gravity on them. Once dried, inspect it! Grab the blunt and flex the shaft to make sure it is properly seated. If not, yank it off, and glue it again.

After installing your APD, tape the shaft lengthwise with strapping tape.

Now you must tape the Blunt to the shaft. Use 1/2" or wider, high quality, electrical tape because it endures, sticks and stretches well. Please don't use the cheap stuff, as you will be cursing it later. I recommend 3M brand available at Lowe's and Home Depot. Stretch the tape slightly as you wrap it three times around the shaft BELOW the collar of the Baldar Blunt. Then stretch the tape up to the collar of the Blunt and wrap the tape three times around the collar. Now stretch the tape back down to the shaft, and make three more wraps around the shaft below the Blunt. Do not stretch the tape too much or it will slide off the collar of the blunt. Next, place one or more pieces of tape (8 to 10

## **Installing Classic Baldar Blunts continued:**

inches) over the top of the blunt and down the sides of the shaft. One last piece of tape needs to go around the shaft to cover the ends of the tape that went over the head of the blunt. YOU ARE DONE! YIPPIEE!

## **Arrow/Bolt Care**

Just like other weapons, arrows/bolts need occasional repair. Please take good loving care of your arrows. After shooting your arrows or bolts, you **must** inspect them. Even if someone else has inspected them after a battle, you need to re-inspect your own arrows again. Do not shoot them again if you find any kind of damage, or if the Blunt is not seated or taped correctly. Arrows, like other weapons, need attention and up-keep. You will need to fix and re-tape them occasionally.

Inspect them between battles and when you get them home. Don't wait until it is time to take them back out onto the battlefield to inspect them. Don't store your arrows in a shed where the temperature is uncontrolled. Extreme temperatures will make the tape come loose. I find this makes the arrow inspectors grumpy.

## **Arrow/Bolt Tails:**

All combat arrows and bolts must have a Society approved APD attached to the tail end. APD=Anti-Penetration Device. These prevent the tail end of the arrow/bolt from bouncing backward into an eye slot and poking someone's eye out.

In Trimaris we use either the Asgard APD or the Siloflex APD.

To install the Asgard APD, bore brush the shaft hole with a 30-caliber rifle bore brush. Put a blob of glue over the shaft hole. Push the APD onto the shaft until it touches the bottom of the hole and the glue oozes or spurts out of the APD hole. Push Hard! Twist the shaft to distribute the glue evenly. If you APDs are for arrows (not bolts) and have the nocks still attached, be careful not to damage the times of the nocks when you push the APD onto the shaft. Use the edge of a chair. Place the large round hole of the APD on the chair with the times off the edge of the chair. The fiberglass shaft will be vertical while you push the APD onto it using the edge of the chair. After gluing, let it set for 7 days without moving it. Yes, really 7 days! Learn from my experience. I have had APDs ready after 2 days but not always. After seven days test the APD to make sure it is secure. Test it by grasping it and trying to pull it off. If you can pull it off or twist it around the shaft, re-glue it. The Asgard APD fits the ¼ inch diameter shafts very snugly. So snugly, that the shaft will push all the glue down to the bottom of the shaft hole. You must push the shaft in hard enough to get the glue to distribute between the shaft and the APD. If the glue creates a bulge at the bottom of the shaft, you can poke a small hole in the bulge with a thumbtack. This is a lot of fun because the glue will spurt out suddenly and make a mess. So cover up that nice dining room table you're working on. Set the freshly glued APD and shaft aside for a minute, then push it again to make sure it is not being slowly pushed off by an air bubble in the bottom. If it is being pushed off, try the thumbtack pinprick trick previously described. Watch for spurting glue as you push the APD on again. Getting GOOP adhesive out of carpeting is icky.

Instructions with pictures are available at [www.northstararchery.com](http://www.northstararchery.com).

## Conventions of Combat (How to do this combat archery thing...)

1. To kill/wound either a heavy weapons fighter or a combat archer, with an arrow/bolt, the rules are the same. For a kill, the arrow must hit the torso, face or neck area. A hit in the shoulder to forearm area (above the wrist) will constitute the loss of the arm. A hit in the leg from the hip to thigh (above the knee) means the loss of the use of the leg. If it hits you in the leg, you may move about the field on your knees. If you get hit in the hip, you must remain in place on your knees.

2. To determine if an arrow shot is good, look to see where the arrow landed. The shot is good if the arrow bounces back towards the archer or drops straight to the ground. If it continues beyond the fighter it was a glancing shot and does not count.

3. An arrow that hits directly on the side or back of the helm does not count. If the shot was hard and clean, the fighter or archer may call it, but it is his or her option. If your ears are ringing from a shot that was clean and solid, I recommend calling yourself dead before you get hit with the next one.

4. If an arrow hits your bow, the bow is considered destroyed for that battle. The archer can give his arrows to someone else, get another bow, or be a human shield.

5. An archer is killed when contacted by a heavy weapons fighter. The contact can be made by any part of the heavy weapons fighter or weapon on any part of the archer. The heavy weapons fighter must have a weapon in her hand to kill the archer, but she does not have to contact the archer with that weapon. She can kill the archer by using her hand, shield, weapon, little toe, etc to make contact. We, combat archers trust the heavy weapons fighters to make contact with us in a kind manner in order to kill us. We don't need to be hit hard or hit at all to die. We have nothing with which to block a blow. This means that a combat archer must never call a blow 'light' in answer to contact from a heavy weapons fighter. If one archer starts calling shots light, then more and more heavy weapons fighters will start hitting archers harder and harder. We don't want or need that.

Our northerly cousins, the Meridians, supposedly have Full-Contact Combat Archers. The archers there have trained the fighters very well that the archers die from only light contact. They call nothing "Light!"

6. When you die, hold your bow high. Walk from the field if you are in the clear and not in the middle of the fighting. When you hold your bow high, hold it vertically so the ends of your bow won't poke anyone. If you are not clear of fighters, get on the ground, lie on your side in a fetal position. Put your bow on the ground and hold onto it so that when a fighter trips on it, the bow doesn't get flung somewhere.

7. Yeomen are fighters that switch between combat archery and heavy weapons. To switch from an archer to a heavy weapons fighter, you must drop your bow in a safe place. At your feet, is not a safe place. Put it away from the fighting, near the edge of the battlefield. You may keep your quiver with arrows on you. While carrying a bow, yeomen can be killed from any contact with a heavy weapons fighter. When they switch to heavy weapons, they will then die in the same manner as a heavy weapons fighter from weapon and arrow blows. A yeoman's quiver will be considered armor, and not a shield when they switch to heavy weapons. Therefore, if you are hit on the quiver, the blow shall be counted. In other words, if you have dropped your bow and then you are hit on the quiver that is attached at your hip, you lose your leg and you must fight from your knees. Also, the arrows inside the quiver are dead. Use common sense. If you, as a yeoman, are overrun before you have the chance to arm yourself with your heavy weapons, take the light contact from the sword as a kill. Do not say, "light".

## **Conventions of Combat (How to do this combat archery thing...)Cont.**

8. Archers in other kingdoms die in other ways. There is everything from the 10-foot rule to full contact. The 10-foot rule says that a fighter merely has to come within 10 feet; he doesn't have to touch you. Check the rules when you fight in another kingdom.

Note: Gulf Wars is in another kingdom.

9. Learn how to check your arrows for damage. Check your own arrows each time after they are shot. Between the battles of a war, the combat archery marshal must inspect arrows before they can be re-shot. Just to be on the safe side, re-inspect your arrows after the archery marshal.

10. Arrows may not be gleaned from the field to be re-shot during a battle. Arrows may be shot only once during a battle. If your arrow falls off your bow or out of your quiver, do not shoot it. Any arrow that touches the ground may not be shot until it is inspected after the battle.

11. During long battles, you may reload your quiver from a secondary arrow supply. This supply must be in a container, not lying in a pile on the ground, and it must be on the fighting field. You may not leave the field to get arrows. (Sorry, no immortality for archers.) When you refill your quiver, you are still part of the battle and can be killed.

12. If your quiver is shot, all the arrows in it are dead. When wooden arrows are no longer ever used, this rule may go away.

13. The minimum distance to shoot a fighter is 10 feet in Trimaris. If you are too close, back up and shoot. This rule is for the protection of the archers as much as the fighters. Other kingdoms have different minimum distances.

14. Ricochet shots do not count. If an arrow bounces off a fighter, shield, tree, marshal, etc, and hits another fighter, it is not a good shot.

15. Combat archers may carry a shield to protect themselves from arrows. This shield is not protection from heavy weapons fighters. If your shield is contacted by a heavy weapons fighter, you are dead. All shields must have a strap that goes through the hand.

16. A red pheon (red arrowhead) on your helmet is an SCA wide symbol for a combatant who cannot be hit. If you don't want to be hit and are willing to die when a heavy weapons fighter gets near you, you may put a red pheon on your helmet. Remember that this symbol is not a force field that will prevent anyone from hitting you.

## **Important Information (Just a few hints from your Auntie Erika)**

It is sometimes difficult in melees to feel good arrow hits. The marshal sometimes must call the hit. So do not argue with the marshal. Marshals should also accept that in many cases the fighter just might not have felt the arrow.

Should a fighter seek acknowledgment from the archer concerning a hit, let him know by shaking your head yes or no. If he doesn't agree, do not get upset, just fire more accurately and continue with the battle. Do not get into a lengthy discussion during the battle.

If you are a combat archer in the middle of a melee, **you run the risk of being hit hard.** Combat archers who do not want to risk being struck by a heavy weapon need to keep far away from fighters and fall down "dead" on the ground when a heavy weapons fighter

## Important Information (Just a few hints from your Auntie Erika) cont.

gets near. Yelling "I'm dead! I'm dead!" very loudly may help, but don't count on it. Inside our helms we are mostly deaf.

What happens if an archer shoots a fighter/archer in the back? Death. However...Most shots to the armored backs of fighters are simply not felt or not recognized as being an arrow. There is much jostling and bumping in melees, and a wimpy arrow shot to someone's heavy kidney belt just as he is about to end some Duke's life is likely to go unnoticed. I rarely try for shots in the back anymore. I've found that by waiting a few more seconds and moving my position I can get a better shot that will be noticed. Just keep shooting and hopefully you will be able to shoot him in the face next time. Screaming "You're dead! You're dead!" is unchivalrous and ineffective and will incur Sir Erika's wrath. It is also against new SCA combat rules and may result in your removal from the field.

Be aware of spectators and do not shoot them. Be aware of buildings with glass windows in the area and do not shoot them either. If there is a spectator standing behind that Duke you are about to shoot, **don't shoot**. Resist the temptation to get the easy kill on Duke Bigshot if there is an unarmored person standing behind him. It's disappointing, I know. However, spectators being shot will mean the death of combat archery. This would make Sir Erika very sad.

If you are going to another kingdom and trying to understand their rules, here's a hint. They will often use the terminology 'heavy bow'. These are bows that shoot golf tube arrows and are allowed to be more than 30 pounds or 600 inch-pounds. Before going to Gulf Wars (You really ought to go. Combat archery there is great.) in Mississippi, check the current rules. Their rules are sometimes slightly different. For example, shots to the back may not count, and crossbow poundage limits may be different.

## Tactics

In Trimaris we often fight our battles while running. Combat archers can decide to be either a mobile archer or a stationary archer. Both are necessary for enemy annihilation. Mobile archers run with their unit and get involved more in the middle of the melee. Stationary archers remain on the edges of the battlefield and shoot at any targets of opportunity. Decide before the battle which one you will be.

Volley fire into the back ranks of the enemy is highly effective. Nock your first arrow before the 'lay on' is called. Be ready with your bow drawn. If you can see an open target, aim for that. If not, aim high and into the rear ranks of the enemy. As soon as the marshal shouts "Lay on!" shoot.

Learn to nock an arrow while looking at the enemy. Avoid looking down to nock an arrow. Raise your bow while nocking so you can see the enemy and the bowstring at the same time.

To avoid being shot, keep moving. Learn to nock an arrow while moving.

Shoot over the shoulder of a fighter who is your teammate. Use him as a shield while helping him to defeat his opponent. If you are using a crossbow, be careful not to stand too close behind the fighter you are using as a shield. When you shoot your crossbow, the prods may smack your buddy in the back of the head. It won't kill him, but it sure is loud.

For areas that have restricted fronts, and only a few warriors can fight with the enemy at a time (portals, bridges, etc...) use alternating fire with other combat archers. After shooting your arrow, step back from the front to reload. While you are reloading, another archer steps to the front and fires. When she steps back, you can step to the front to shoot.

## **“Whaddya mean my bow pulls more than 30 pounds? It was fine at home!”**

How many times have you heard this as a combat archery marshal?

Here's some things I've learned when measuring the poundage of various longbows and recurves.

1. Most bows are measure in pounds of pull to 28 inches. That 28 inches is measured from the string to the BACK of the bow. The back of the bow is the side that faces the enemy. The belly of the bow is the side that faces you.
2. Heat and humidity will affect bow poundage. The same bow will measure different when cold than when hot, on a muggy day than a dry day, in the morning than in the evening.
3. When pulling the bow scale, you need to be slow, steady and smooth. You can get a different reading if you pull back quickly even if the quick part of the pull is only at the beginning.
4. A longer or shorter string will affect the bow's poundage slightly.
5. Bow poundage can be affected by the length of time the bow has been left strung. Even the fiberglass bows are subject to this.
6. The same scale will read differently for different people. The scientist in me hates the fact that I can hand a bow and reliable measuring device to someone else who will get a slightly different answer. Yikes!
7. Different bow scales will give you different readings. Oh joy. Calibrating a bow scale in the 60-pound range does not mean that it is also calibrated in the 30-pound range. More joy.

I have found that 99% of people have a bow that honestly measured 30# or less back home. Me, being one of them. Imagine my chagrin when my bow was handed back to me by a marshal who told me that my bow was more than 30 pounds. The tone of his voice implied that I was trying to purposefully use an illegal bow.

During the inspection process, I feel it is our duty to help the combat archer fix his equipment. This means you will be instructing many archers and marshals about the 7 things listed above and repeating them many times.

To me, combat archery inspection is a chance to educate and learn from combat archers.

## Combat Archery Quiz and Answers:

### **What is the difference between a combat archer and a yeoman? What must happen to switch from one to the other? Do arrows count the same on both?**

A yeoman is a heavy weapons fighter AND a combat archer. When she switches from combat archer to heavy weapons, she must place her bow in a safe place before getting her heavy weapon. She also changes from dying-by-any-contact with a heavy weapons fighter to dying-by-full-contact. Death and injury from arrows remains the same.

### **When you switch from combat archer to heavy weapons fighter, what do you do with your quiver of arrows? What if your quiver gets hit or shot?**

Your quiver and arrows can stay attached to you, but if your quiver gets hit/shot with a killing or maiming blow, all the arrows are dead. The quiver is considered armor, not a shield. *Has this changed now that we are all carry fiberglass shafted arrows and not wood?*

### **What armor do you need to be a combat archer?**

You need the same armor as a heavy weapons fighter, except for the gauntlets. The gauntlets can be half-gauntlets, archer's gauntlets, or full gauntlets.

### **How close can you be to a fighter and still shoot him? What if you are too close?**

Ten feet is the closest that you can be to a fighter to shoot him. If you are too close, back up and then shoot. If you fire the shot from closer than 10 feet it does not count and the fighter will glare meanly at you.

### **What is the maximum poundage a combat longbow or recurve bow may have?**

#### **How do you measure it?**

30 pounds or less at 28 inches. Use a bow scale or fish scale to measure the poundage while pulling the bow to 28 inches. The 28 inches is measured from the back-side of the bow to the drawn string. The back-side of the bow is the side facing the enemy. The belly side of the bow is the side facing the archer.

### **What is the maximum poundage of a combat crossbow? How is it measured?**

Crossbows must have a maximum draw weight of 75 pounds of pull as well as a total of 600 inch-pounds. Use a bow scale to measure the poundage needed to pull the string into the cocked position. The inch-pounds of a crossbow is the measurement of the draw length from the relaxed string to the drawn/cocked string, multiplied by the poundage of the crossbow.

### **What is the maximum arrow length? What material must be used for the shafts?**

Arrows must be made so that they can only be drawn 28 inches. Arrows must be made of solid pultruded ( not extruded ) fiberglass.

### **What types of heads are allowed on your combat arrows in Trimaris?**

Classic Baldar Blunts and UHMW heads.

### **How do you set a Classic Baldar Blunt on a shaft? How do you build a UHMW head?**

See the manual for the answer. It's too long to repeat here, but you will need to be able to do it for they quiz when authorizing.

### **Do you have to cover solid fiberglass shafts with strapping tape?**

YEP! Not all pultruded fiberglass rod is as good as the stuff sold by NorthStar Archery (shameless plug). Some of it splinters or breaks more easily.

### **What is the minimum diameter of a combat arrowhead?**

The minimum diameter is one and one-quarter inches.

**Do ricochet shots count?** Nope!

## **Combat Archery Quiz and Answers Continued:**

### **If an arrow shot is to be counted as a killing shot, where must it strike?**

The faceplate or torso must be struck. As with a heavy weapon's strike, hits to arms and legs render that arm or leg useless and you have to fight on your knees or shoot with one arm. Yes it is possible to shoot a longbow with one arm. Use your legs. It's also funny to watch.

### **Does an arrow strike on the back of the helm count? On the back of an archer's helm?**

Hits to the top, side or back of the helm do not count. (Same as a spear strike.) Arrows kill fighters the same whether they are heavy weapons fighters or archers. If a shot was hard and clean and your ears are ringing, you might want to call yourself dead anyway before you get another.

### **What happens if an arrow hits you on the arm or leg? Your hand? Your hip?**

You lose the use of that arm or leg. Hey, but don't give up! Be a human shield, pass arrows to those that need them, or at least look threatening to the enemy. If an arrow hits your hand or knee or shin, it may hurt, but you don't have to count the blow as maiming. If an arrow hits your hip, you must go to your knees and stay in one place.

### **How does a combat archer die?**

They die from an arrow to the face or torso. They also die when a heavy weapons fighter contacts ANY part of their body or armor. This contact may come from any part of the heavy weapons fighter's body, weapon or armor. If a combat archer does not wish to come in contact with heavy weapons fighter, he may call himself dead at any time.

### **How do you determine if your shot on an opponent was good?**

When your opponent calls it.

### **How does your opponent determine if your shot was good?**

To determine if an arrow shot is good, look to see where the arrow landed. The shot is good if the arrow lands between the archer and the opponent she just shot. If it continues beyond the opponent, it was a glancing shot and does not count.

### **If you drop an arrow on the ground, are you allowed to pick it up and shoot it?**

Never. Not even if the arrow just fell out of your quiver.

### **When you reload your quiver during a battle, where must your supply source be located and how must the arrows be stored?**

Arrows may be stored in a container on the battlefield for resupplying your quiver. You may not leave the battlefield to reload. The arrows must be in a container, and not in a pile on the ground. You are in danger of being killed from arrows and heavy weapons fighters while reloading.

### **If you don't want to risk being struck by a heavy weapons fighter, what must you do?**

You must stay away from the heavy weapons fighters.

### **When may an archer call a blow from a heavy weapons fighter "Light."?**

**Never. Never.**

We cannot block a blow, therefore we don't need to be hit at all let alone hit hard. The heavy weapons fighters have been trained to kill you by just barely making contact with you. If one archer starts calling shots light, then more and more heavy weapons fighters will start hitting archers harder and harder. We don't want or need that.

## How to Authorize for Combat Archery in Trimaris:

1. Get your armor and weapons together.
2. Print out this manual.
3. Print a copy of the authorization form AND the waiver available at <http://www.trimaris.org/index.php?q=marshal>
4. Take a print out of this manual to your favorite knight or combat archery marshal.
5. Tell them to give you the quiz and then watch you shoot combat archery in a melee.

They will be looking to see if you are safe to yourself and to those around you in the melee.

6. Fill out the authorization form and waiver. Get the signatures of your favorite knight or combat archery marshal.

7. Make copies of your forms! Keep the originals! This is your fighter authorization proof! Send the copies of the forms to:

Deputy Earl Marshal for Authorization Paperwork  
Don Alain  
Allan Rubado  
112 Foxwood Drive  
Brandon, FL 33510  
email: [allan.rubado@att.net](mailto:allan.rubado@att.net)

## Rapier Combat Archery

The Rapier Combat Archery experiment in and out of Trimaris {RCA} will be following the same rules with only a few changes: The armor must conform with Rapier armor, and the GW conventions will require a 15 foot minimum. Baldar blunts will NOT be allowed and the 3/4 inch foam on the UHMW , while acceptable, may be pushed to 1 inch eventually.

Now get your stuff together and go SHOOT!

Love,

Sir Erika  
1/1/08