



Atlantian Siege MIT Program

Requirements: (Pulled from Society Siege Rules)

1. Knowledge and understanding of all the Armored Combat and Siege rules
2. Be familiar with both safe and unsafe construction methods for all engine types
3. Be able to monitor and engine and crew for safe operation
4. Be familiar with the SCA melee field and problems that may arise when siege is added.
5. Be familiar with all types of legal Siege Munitions.

Guidelines to completion:

1. Rules.
 - a. Read and understand the SCA and Atlantian Armored Combat and Siege Rules
 - b. Take the Field Marshalling class (waived if currently a marshal)
 - c. Take the Siege Marshalling class
2. Construction
 - a. Perform an inspection on, and answer questions about, the three different types of power plants;
 - Counterweight (Trebuchet)
 - Torsion (Ballista or Onager)
 - Flex/Bow (Arbalest)
 - b. Construction of a full scale or true scale model will be taken into consideration towards knowledge of constructions methods.
3. Operations
 - a. Perform 2 mock authorizations with different engines/crews
 - b. Service as a MIT at 2 days of siege activity, including engine and munition inspections (minimum of one engine at each end of the field to count)
4. Melee
 - a. Have been a fighter or marshal for a minimum of one year with frequent activity on the melee field in that time.
 - b. Have been part of a siege crew for a minimum of one year with frequent activity on the melee field in that time.
5. Munitions
 - a. Be able to identify each of the three types of siege munitions
 - b. Be able to describe how each type of munitions should be constructed
 - c. Be able to identify munitions that should pass and fail inspection