

NAAMA Missile Combat Rules

PROPOSED CHANGES to 8th October 2007 version

Last Updated: 13th April 2010

Overview of important changes:

- Clarification of what is required for Heavy Missile Combat in terms of helmets, visors and general head and neck protection, including the use of impact-resistant safety glasses.
- Slight change to the way combat arrows are measured – now 29 inches overall. The length hasn't changed, but the specification has been simplified for clarity. The shaft diameter has also been increased slightly, now allowing between 8mm - 9mm in diameter. This covers what people are using already and again does not materially change the status quo.
- Clarification around what can and cannot be used as an archery blunt.
- The section on javelins has been completely revised and re-written and should be considered provisional upon substantial field testing and agreement from the community. The minimum range for javelins is now 5m as for all other missile weapons (was zero).
- The maximum weight of projectiles has been reduced to 250 grams (was 500 grams).

Detailed Changes

Missile Combat Classes | Exceptions

Added:

Other exceptions may be made at the discretion of the marshals alone.

All deviations from the standard rules must be clearly explained to all participants prior to any combat taking place.

Combat Authorisations | Weapons

Changed:

All combatants who wish to use a Missile weapon in combat must have both their launcher and munitions inspected prior to combat.

For archery this means having bows cited to meet any draw weight restriction (*see Heavy Missile Combat*), and having arrows checked to ensure they meet combat arrow standards. Arrows must be checked before each use.

Changed:

It is the responsibility of combatants using missiles to ensure their missiles are safe and in good condition. Arrows, bolts and other missiles should be inspected for damage regularly during combat (*see Weapons Use*).

Combat Authorisations | Marshals

Changed:

Any marshal on the field where missile combat is taking place is required to wear appropriate safety equipment to protect themselves from stray missiles.

Armour Standards | Light Missile Combat

Changed:

Each combatant must have the ability to protect their head, face and neck during volley fire. This can be achieved either by covering the head with a shield or hand, or in some cases by tilting the head forward.

Heavy Missile Combat | Critical Area Protection Requirements

Changed:

A combination of helmet and padding which has no openings greater than 5mm in width and provides adequate protection to prevent injury from a direct minimum-range missile hit to the head or neck.

To test this, a 6mm diameter rod should not be able to touch the head from any angle higher than 30 degrees below horizontal, as per the diagram below.

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Other materials may be permitted provided they are generally accepted to be safe – this will be at the discretion of the marshals. Examples might include polycarbonate or other modern impact resistant material. Any material should be securely attached in such a way as to

prevent deformation or detachment during impact. This is especially important when mesh is fitting inside eye-openings in helmets.

Mesh visors may be temporarily fitted to helmets provided the mesh is secure and cannot be dislodged during combat. Sharp exposed edges of visors must be rounded or covered so as to prevent injury to other combatants.

Impact resistant safety glasses may be worn in some instances at the discretion of the marshals. These are not a replacement for archery mesh and should only be used with full-face helms where there is already good protection. These should be well fitted and not able to be dislodged by impact or normal battlefield use. Please be aware that combat arrows can impact with significant force and only strong safety glasses will withstand a direct hit.

Weapon Standards | Crossbows

Changed:

A crossbow used in heavy missile combat must not exceed 600 inch pounds (6.8 Newton meters).

This is calculated by measuring the distance from the resting point of the string at its centre to the nock point on the nut (the power stroke), then measuring the draw weight of the string when fully drawn to the nock point using a spring scale or some other appropriate measuring device. These two numbers are then multiplied together. For example:

draw length (inches) x draw weight (lbs) < 600 inch pounds

draw length (meters) x draw weight (kg) < 6.8 Newton meters

Weapon Standards | Arrows

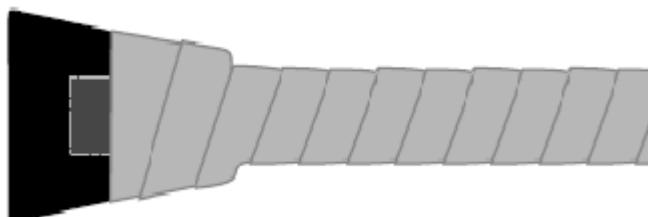
Changed:

Shafts must have a diameter of between 8mm - 9mm or 5/16 inch – 11/32 inch.

Shafts must be no longer than 29 inches (737mm) – overall length.

Arrows must be tipped with an approved combat archery blunt. 'Riverhaven' blunts, as used by the SCA, are highly recommended. 'Redhead' or similar blunts as used in the UK are also allowed. There are acceptable alternatives available but please check with an archery marshal before using them. All plastic knobs, most rubber chair-leg knobs and any blunt that does not completely cover the base of the shaft with at least 8mm of rubber are strictly prohibited.

Blunts must be taped onto the shaft so that they will not come off on impact or if the arrow is broken. Tape should not cover the end of the blunt – this is to allow inspection for 'punch-through', as shown in the diagram below:



The shaft of the arrow must be spirally or longitudinally wrapped with fibreglass filament tape, totally covering the surface from the front of the fletching to the tip of the shaft. The taping must be in good condition without any sign of the fibres lifting from the shaft.

Target or hunting tips should NEVER be used for combat archery. Points of any sort must be removed and the shaft cut-off flat before fitting the blunt.

Arrows must have full-height feather flu-flu fletching. Normal target feathers (speed flights) are not permitted. The recommended fletching is either with three or four full-height, 5 inch (120mm), straight fletched feathers, or two 8 inch (200mm) spirally fletched feathers.

Arrows and bolts may not be used as hand-held thrusting weapons.

Archers are responsible for ensuring the safety of their arrows or bolts during use. Arrows and bolts should be inspected for damage prior to each use.

Weapon Standards | Javelins (now 'Other hand launched missiles, including Javelins')

Substantially Changed:

A javelin is any hand-launched missile, usually a shaft with an impact point on one or both ends. Feathers or some other air-friction device may be employed to assist with flight characteristics.

It is recommended that javelins be approximately 1.4m to 1.6m in length and 14mm to 16mm in diameter.

Javelins must be hand-launched and must not employ spear-throwers or other mechanical advantage.

Any impact point must be covered by a suitable blunt, that is at least 30mm in diameter, can survive repeated use, has been tested to be safe and has been checked by a marshal prior to battle. Javelins should be as light as possible without compromising strength or safety. Heavier javelins should employ a larger and softer blunt to absorb the extra force upon impact.

This class of missile weapon is by its nature broad, so discretion should be used when constructing any javelin to ensure safety is paramount. Remember – the heavier it is, the harder it will hit.

Weapon Standards | All Weapons

Changed:

All missile weapons, including those not specifically described above must adhere to the following rules:

- Missiles must not weigh more than 250grams, except siege munitions where they have been demonstrated to be safe.
- Any launcher or missile not specifically described in this document must be approved for use, inspected by a marshal and shown to be safe before use. Approval prior to an event is recommended to ensure a weapon can be used at that event.
- Any missile not classed as a *siege munition* falls under the classification of *hand-launched missile*.

Weapons Use | Siege Engines

Whole section removed – not directly relevant to the safe use of missile weapons.

Weapons Use | Siege Munitions

Whole section removed – not directly relevant to the safe use of missile weapons.

Weapons Use | Missile Reuse

Changed:

All missiles must be inspected prior to use. For arrows and bolts this means inspecting them for damage by flexing them to check for shaft weakness and checking the blunt for detachment or 'punch-through'.

Missiles should also be checked if they have been trodden on or taken some other unusual impact.

Damaged missiles must not be reused until repaired.

Weapons Use | Minimum Range

Changed:

The minimum range for any missile is 5 meters.

Missiles must not land outside the field of battle.