



# Crown and Empire Infantry Manual and Accreditation Requirements

These rules are in addition to those stated in the Crown and Empire Rules and Guidelines.

This manual includes minimum safety requirements for the safe manoeuvres of troops and handling of weapons on the ground. It does not include detailed drill movements for specific unit types or periods. Officers instructing their troops in their specific drill must ensure that their drill does not contravene any of these general rules.

If an officer believes that their drill cannot comply with these rules, they must discuss this with the Crown and Empire Safety Officer in order to reach a satisfactory compromise.

## General rules

Units must train together regularly. The officer or the person responsible for training must keep records of all training given. These records must include all members participating in (including members of other units), and the nature of the training. Individuals training with a number of groups are strongly encouraged to keep a record of all training received. Crown and Empire accreditation does not replace the need for these records.

Infantry units must use the drill appropriate to the type of arm, period and nationality they represent except where adherence to this drill would become a safety hazard (e.g. loading of ball).

During displays, foot troops (including non combatants providing support) must operate in groups or units on the ground, under the control of a responsible officer or NCO. They must follow the directions of their officer at all times unless they consider that compliance with an order would put themselves, other members or members of the public into danger.

If a member believes that any order would put people or horses into danger, they should comply as far as safety permits and no further. They should discuss the matter with their officer after the display. No discussions should be entered into during the display.

Members should not leave their unit or group on the battlefield without the knowledge or permission of the unit officer.

Unit officers must remember that participants are all volunteers, if permission to leave the battlefield is requested; the officer must grant this permission as soon as it is safe to do so.

Infantry must never go forward of the wheel hubs of any artillery piece in their vicinity while the piece is in action.

### **Muskets / Carbines - Loading and Firing (excluding blank firers)**

Always treat muskets as though they are loaded.

Muskets must never be pointed directly at people or animals. Always point above or to the side.

Soldiers must be aware of safe firing distances.

Always be aware of the direction of the muzzle of the musket, especially when loading.

Ensure the surround of the pan is clean before priming

Be careful not to over prime and close pan as soon as priming is complete.

Use two fingers only to hold the cartridge when loading the muzzle and tilt the barrel away from the face.

Crown and Empire encourages the safe use of ramrods.

Crown and Empire discourages “tap” loading. Repeatedly banging the butt of your gun on the ground will eventually damage your weapon.

The empty cartridge should be used as wadding, unless you are unable to ram your musket. If not ramming, the cartridge must be discarded (This does not apply to “blank Firing” guns).

Cartridges should be made of lightweight paper that will burn quickly when used as wadding. No glue or plastic tape should be used in their making.

When ramming, hold the ramrod with two fingers. Never place your hand over the end of the ramrod.

Never put a hand or other part of your body over the end of the muzzle or directly over the pan.

Only Black powder may be used for muzzle loading muskets (UN 0027, UN 0028). If using “blank firing” muskets, only the approved cartridges for that weapon may be used.

Care must be taken if the unit is required to move with loaded weapons.

In the event of a misfire, a message (naming the person concerned) should be sent up the line to the officer.

Firers must be aware of the potential danger to their neighbour from side flash and care must be taken to avoid side flash when the firearm is discharged. If flashguards are fitted, these must be regularly checked for signs of wear and tear.

Crown and Empire discourages “touch firing”. This should only be carried out if a gun cannot be fired by normal means and it is unfeasible to leave it loaded. Touch firing should only be carried out by an experienced firer and in a safe area.

When presenting the weapon to fire, always feel for the ramrod in its channel under the barrel. If it isn't there DO NOT FIRE.

If firing in more than one rank, the appropriate drill positions for the period must be used to avoid injury to front soldiers from those behind them. In most circumstances, this means that the muzzle should be in front of the hands and the lock should be behind the ear, of the man in front. If the drill for your period differs from this basic principle, please consult the Crown and Empire safety officer.

When firing volleys in a body of troops it is possible to think your gun has discharged when it has not. Cartridges should be large enough to give a slight kick in the shoulder, and soldiers should look along the barrel to watch for a flash and smoke.

Infantry must never take part in hand to hand combat with a loaded gun.

If it becomes necessary to portray a casualty on the field with a loaded gun, remove all priming while on the ground and if possible remove the ignition source (match or percussion cap) it is accepted that removal might be more difficult.

At the end of each display, guns should be checked to ensure they are clear before leaving the field.

Specific safety rules for different types of muskets are covered in these sections: Matchlock, Flintlock, Percussion Cap, and Blank Firers.

### **Matchlock**

Match and powder must always be kept in separate hands, usually match in the left leaving the right hand free for dealing with cartridges although this may be reversed

for left handed musketeers. (Left handed musketeers should be placed appropriately within the unit where this reversal will cause least inconvenience to others).

Bottles (if using bandolier) must be securely closed when not in use. Cartridge bags must be made of leather, and of a design good enough to keep any sparks out.

Match must never be mounted in the serpent when moving around the field.

Match must always be of sufficient length to keep hold of one end without pulling the burning end out of the serpent when firing.

The set of the match in the serpent should be checked by bringing the right hand up under the serpent and gently pushing it forward. Do not hold the serpent by the screw.

### Matchlock misfires

The most common reason for a misfire from a matchlock is slow burning powder (usually due to damp conditions) or problems with the match either going out or missing the pan. Members using matchlocks should be able to identify the most likely reason for their misfire.

Misfires must be treated with extreme caution.

In the event of a misfire, the gun must be held in the firing position for at least 10 seconds before making any movement.

If it has not fired in 10 seconds, the match must be dismounted and the muzzle raised in the air. Send a message down the rank to the officer seeking permission to retire to the back of the unit. Once permission is granted, retire and deal with the misfire.

Ensure the pan is clear of priming, clean pan, prick to clear touch hole and repeat firing process, carefully checking that the match will reach the pan. Repeat as necessary. If gun does not fire after 3 or 4 attempts, ensure pan is clean of priming, if possible flush water down the barrel and return to the ranks. This gun will now be out of action until the charge can be wormed out.

Infantry must stay aware of any movement of the unit while dealing with a misfired gun, and move with the unit, while remaining at the rear. Do not get separated from the unit.

When returning to your place after dealing with a firing problem, be aware of the state of the rest of the unit (i.e. loaded / loading / unloading) and recover to the same state as soon as it is safe to do so.

## **Flintlock**

Cartridge bags or boxes must be made of leather and of a design good enough to keep any sparks out.

Ensure the hammer is at half cock at all times while loading.

Guns must only be brought to full cock when taking up the firing position.

### Flintlock misfires

If there was no flash in the pan, remain in the firing position for a further 5 seconds before taking any action. Bring the weapon down to the load position. Bring the gun back to half cock, close the pan and wipe the frizzen and flint clean. Re-prime if necessary and wait for the next order to fire.

If it fails to fire again with no flash, repeat the instructions above. If after a few attempts, the gun still fails to fire, shake out all priming powder and knap or replace the flint.

If the pan flashed but the gun failed to fire, allow 10 seconds in the firing position before taking any action. In addition to the actions above, prick the touchhole to ensure it is clear.

If the gun fails to fire after a number of attempts, it is deemed a failure and no further attempts should be made until it can be given proper attention. At this stage, remove all priming and ensure the pan is completely clear of powder. Remove flint. If possible flush water down the barrel as an extra precaution.

## **Percussion Cap**

Cartridge bags or boxes must be made of leather and of a design good enough to keep any sparks out.

Never load the gun with a live percussion cap in place. Lower the hammer directly on to the nipple, or use a dead percussion cap when loading.

Once the percussion cap has been fitted to the nipple, the hammer must be eased down over it to avoid loss. Do not let the hammer fall or snap onto the percussion cap.

Guns must only be brought to full cock when taking up the firing position.

### Percussion Cap Misfires

If the gun fails to fire, put another percussion cap on to the nipple and wait for the next order to fire (or if firing at will, the next opportunity). If it fails to fire a second time, raise the muzzle up in the air and report the matter to your NCO. When given permission, retire to the rear of the body of troop to rectify the problem.

Clear all priming from the pan and using a nipple prick or other suitable tool clear any blockage into the barrel. If necessary, remove the nipple to ensure that all blockages are completely cleaned away. Return to the unit

If the gun fails to fire after a number of attempts, it is deemed a failure and no further attempts should be made until it can be given proper attention. At this stage, remove all priming and ensure the pan is completely clear of powder. Remove percussion cap or ensure that the cap used is “dead”. If possible, flush water down the barrel as an extra precaution.

### **“Blank Firer” Guns**

These guns are fairly new to re-enactment, and as such there may be risks that have not yet become apparent. While we believe that they do not require a license at this time, the onus is on the owner to ensure that he/she can legally keep and use these weapons. Any potential risks that are not covered by the rules by these safety documents should be brought to the attention of the Crown and Empire safety officer.

These guns look very similar to their licensed firing counterparts. Users must remember this and in most respects should treat them in the same way as licensed weapons. In particular, these guns must never be pointed at people or animals and never be left unattended. Always remember that other people may not realise they are blank firers.

If showing these weapons to members of the public and letting them handle them, the reason that this is possible must be explained. Do not make other members seem rude or unhelpful because they cannot do the same with their licensed weapons.

Members should follow the drill of their unit as closely as possible during battle re-enactments.

These guns do emit a flash, and the same levels of care must be taken. Members using these weapons must read and understand the safety precautions of fully firing versions of their guns above.

Where required, Crown and Empire will only supply Black powder (UN0027 and UN0028). Ammunition for blank firers will not be supplied and members use them at their own expense.

## **Pike**

Pikes must be handled with care at all times. Pikemen must be aware of their surroundings and avoid hitting people, trees, power lines, buildings or any other obstructions.

Pikes must be used in accordance with the drill of the period and nationality being presented.

When horses are in the vicinity pikes must be held at an angle to reach above the horses heads.

Pikemen are advised to wear gloves when handling pikes.

## **Pole arms**

Pole arms are generally carried as a badge of office; hand to hand combat against other weapons should be avoided.

In the event of hand to hand combat pole arms must be directed towards the ground while “fencing”.

When horses are in the vicinity pole arms must be held at an angle to reach above the horses heads.

## **Swords**

Swords may be worn where they constitute part of the normal attire of the role being represented.

Swords may be drawn by any member for presentation and salute purposes. Members drawing swords in other circumstance must be accredited to do so.

Only those accredited 3 or above may use the sword in free form “fencing”.

Sword on sword encounters should remain brief unless part of a rehearsed scenario (duel).

The use of swords by cavalry is a separate issue, and different rules apply. These rules are set down in the Cavalry manual.

## **Bayonets**

Extreme care must be used when using bayonets.

Bayonets must not be fixed when travelling over rough or slippery ground, or during hand to hand engagements with any other participants.

### **Accreditation Requirements – Basic Infantry**

**In order to be accredited, the member must demonstrate the following:**

Membership of Crown and Empire.

Uniform and kit must be up to the standard for the unit and the society.

Have knowledge and understanding the safety procedures for the camp site, battlefield and interaction with the public.

Basic knowledge of the drill of their chosen unit / role.

That they have licences as required for their chosen role.

Knowledge of how the weapon works including the mechanics of the lock assembly, as appropriate for the gun being used.

Knowledge and practical demonstration of priming and the correct amounts to be used.

Knowledge and practical demonstration of loading and firing the weapon safely.

Knowledge and understanding of misfire drill.

Knowledge of safe removal of an unfired round from the barrel (worming).

Knowledge and understanding of required maintenance to the gun. Including stripping down, cleaning and re-assembly.

Knowledge of cartridge making.

### **Additional Accreditation Requirements – Swords (on foot)**

Knowledge and practical demonstration of the principles of sword fighting (balance, line, eye contact and distance).

Knowledge and understanding of the swords and fighting styles of their period / role.

Knowledge and practical demonstration of basic five attacks and parrys (minimum).

### **Additional Accreditation Requirements – Pikes and pole arms.**

Knowledge and practical demonstration of the handling of pikes and pole arms at port, shoulder, trail etc.

Knowledge and understanding of the use of pikes and pole arms from 1680.

### **Additional Accreditation Requirements – Pyrotechnics**

Certificate of attendance / pass of NARes approved pyrotechnic course.

Knowledge and understanding of weapons used through the period 1680-1860 and appropriate pyros to reproduce realistic results of those weapons.