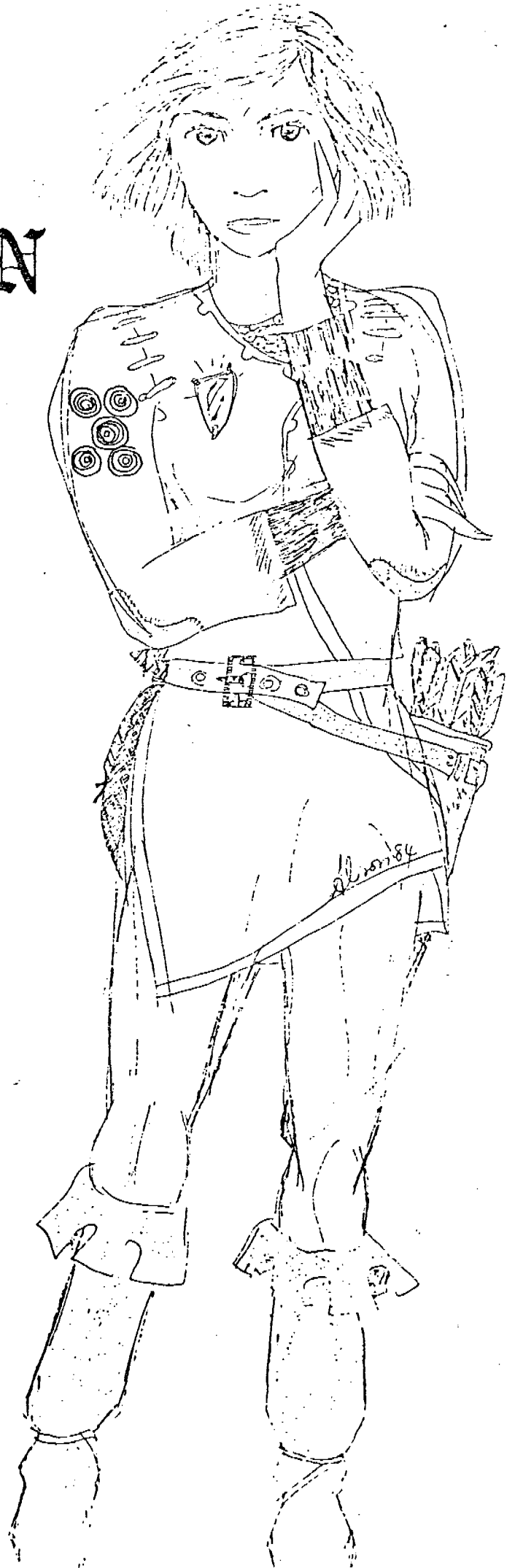


HARANGJAN

VOICE

NO 4



EDITORIAL POLICY

"THE VARANGIAN VOICE" is a whenever I get my act together, extremely unoffical newsletter of the New Varangian Guard.

Whenever possible, sources have been listed, and all care taken to ensure credit is given where it belongs.

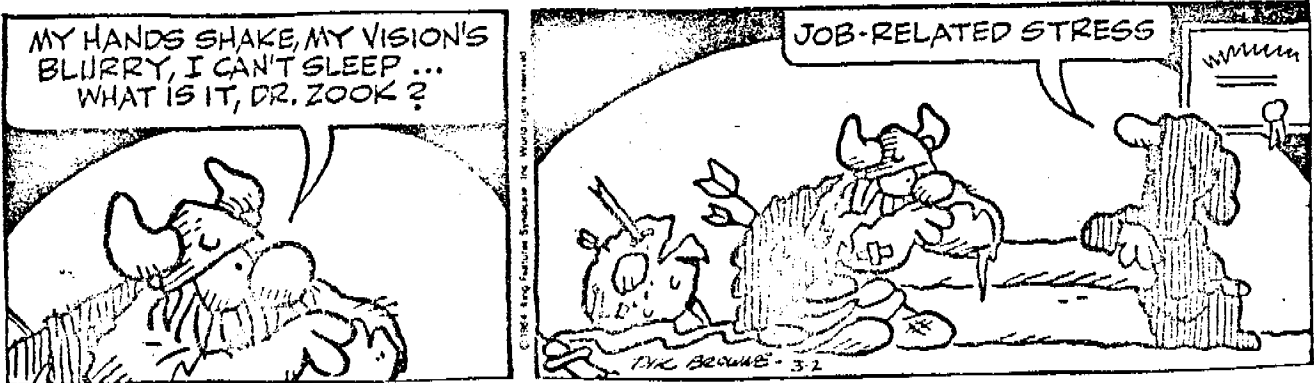
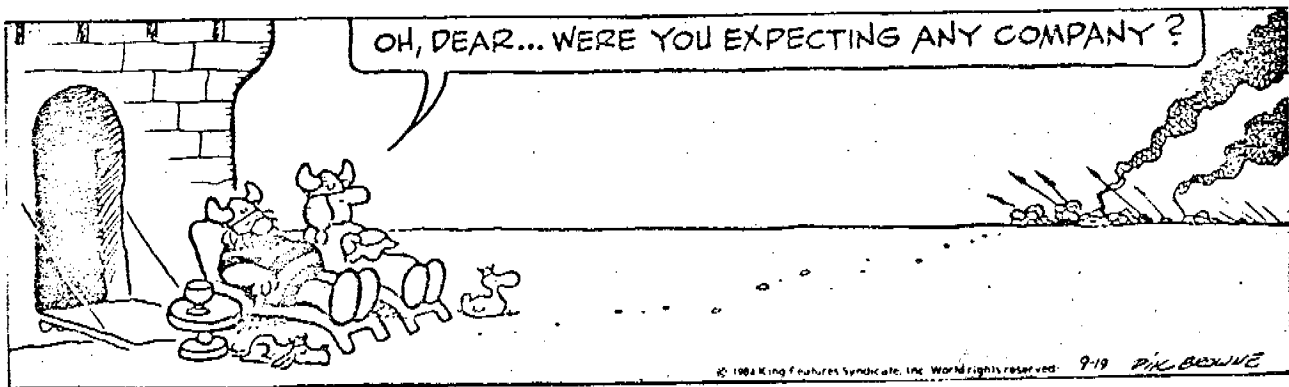
Should at some time a readers knickers get in a knot because a date may be wrong, a name misspelt, or some other error made...be assured, no harm was intended....

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Articles are submitted by anyone interested enough to do so, if you do not like what's in it.....put in something better. Mailing address: P.O. Box 31, MALDON, 3463.

Thanks to Alison for Artwork, Tamsin for typing.



Since the last issue of the Voice lots and lots of things have happened. Gundaroo, what a debarcle! We left Melbourne in the hire cars and our usual 8 hour feat of low flying to arrive at 3am to find some people still up and drinking in the last stages of be-sotted grossness. We shall draw a veil over their activites.

Saturday went down in its usual manner with single combats and dancing. The banquet was very good with lots of singing and eating, drinking and carousing. Sunday was disasterous with the Hackers, Canberra Medi, and ourselves going down before a superior tactic by 1066 who now hold the trophy. This, by the way, was the last Gundaroo as the tea rooms have changed hands and the new people are not interested in holding the event.

Our other major event was, of course, the conference. 18 months hard slog, a few frayed tempers and one slightly crazy co-ordinator. So we built toilets, kitchens, showers, a fort, all for four days hectic activity and now they sit there all forlorn and empty.

I would like to personally thank all those persons who came along and helped out in the months leading up to the conference and all those who slaved like Trojans during the event. But I would like to thank Kathy for her selfless work in the kitchen, and at the fort gate, also Heather for her work in the kitchen and Dining marque, and Michael who did an awful lot of running around picking up goods and taking them back; and all the others for their devotion to the cause.



A Glossary of Byzantine Terms.

Public officers

Parakoimomenos- Seneschal (Lit. He who sleeps near the Emperor.)
Preapositus- Sacri Cubiculi- Lord Chancellor
Protovestarius- Master of the Wardrobe.
Magister Officiorum- Master of the Officers.
Queastor Sacri Palatii- Chairman of the Cabinet.
Prefect- Provincial Governor.
Eparch- Prefect of a Capital City.
Nomophylax- Guardian of the Laws.
Sacellarius- Treasurer.
Logothete- Accountant.
Chartularius- Actuary.
Magister- High Court Official.
Dux- Commander of an Army (with logistical responsibilities.)
Magister Militum- Commander of an Army
Strategos- General (Field commander)
Domesticus- Commander of a border Division
Drungarius- Commander of a Regiment
Quaestor- Controller of Merchants.
Anargyros- Healer.
Apographeus- Surveyor.

Sacrum Consistorium- Cabinet of Ministers.

Labarum- Battle Standard.
Nomisma- Basic denomination of coin.
Vexillum- Regimental Standard.
Policandeli- Chandeliers.
Quadriga- Four horse Chariot.
Caula- Throne or Chair of Office.
Nika!- Victory!

Source- Everyday Life in Byzantium, by Tamara Talbot-Rice



Glossary of Byzantine Names.

Male

Female

Alexius
Anastasius
Andronicus
Anthemius
Apocaucus
Arcadius
Areobindus

Bacchus
Basil
Belisarius

Constantine
Cosmas

Damian

Eusebius

Heraclius
Honorius

Isaac
Isidore

Justin
Justinian
John

Kekaumenos

Leo
Leontius

Manuel
Marcian
Maurice
Michael

Narses
Nicephorus

Pachomius
Palladius
Panterius
Philaretus
Photius
Procopius
Philippicus

Romanus

Steribius
Stauracius

Theodore
Theodosius
Theophilus
Tiberius

Valens
Valentinian

Zeno

Anna
Anne
Anastasia
Alexia
Arcadia

Cosma

Eudocia

Flacilla

Helena
Honorina

Irene

Justinia

Marcia
Maria
Martino

Pulcheria

Romana

Theodore
Theophano
Tiberia

Zoe

(It is likely that for any male name ending in "-ius" there is a female form ending in "-ia".)

Source- Everyday Life in Byzantium, by Tamara Palbot- Rice.

The mediæval society

- WHERE: CASTLE MOUNTAIN CAMPSITE SEE MAP BELOW
Webbs Creek Road.
WISEMANS FERRY. 045-664366
- WHY: To celebrate King Aefir's feast
- WHEN: Members from 4p.m. Friday 24th May, 1985 to 5 p.m. Sunday
Guests from Saturday morning 25th May to 5.p.m. Sunday.
(if guests wish to come earlier, no problems)
- SLEEPING ARRANGEMENTS: 8 to a hut. Thin mattress provided, bring any other sleeping gear required.
- HOW: Pick up organized at 5 p.m. Friday Parramatta station 24th May. (Tell Anne if this is required)
Second pick up 10.30 a.m. Saturday morning Parramatta station. (Tell Anne if this is required.)
- EATING: Own arrangements for all meals except Saturday banquet. Bring own food and drink, no shops on camp site. Full kitchen facilities provided with stove, fridge, etc. Bring goblet, knife, and bowl for banquet. Banquet meal is provided, but NO drinks provided at all.
- TOILET FACILITIES: Full toilet and shower facilities provided.
- COST: Members; \$15.00
Guests: \$20.00
- CONTACT: Anne Davey. 045-791009
- DRESS: Must wear Dark ages - Middle Ages costume all week-end. No modern dress will be tolerated.
- GAMES & ACTIVITIES: Cirles, Maypole dancing, folk dancing, piggy back races, horse shoe throwing, blindmans bluff, archery contest (prize), tug o war, spear throwing contest (prize) mass football, canoeing, bardic competition (prize) shin hacking (prize) wrestling (prize) music, and many more.



PROGRAMME

- Friday evening. 1066 get together
- Saturday morning. Preparation
- 12.00 - 2.30. Games & activities
- 3.00 Combats.
Battle of Castle Mountain
- 6.00 Banquet
- Sunday. Own thing.
- 5.p.m. Leave

Whilst all care is taken 1066 and the staff and proprietor of Castle Mountain disclaim any liability of injury or damage real or personal of any nature whatsoever. All activities are at the individuals personal risk.



Women's costume

The basic forms of women's garments were much the same after the Conquest, but one new item, the *surcote*, was added to their wardrobe and the cut and decoration of the other garments underwent several significant changes between 1066 and the end of the twelfth century. Like men's clothes, women's costumes were to show a growth in sophistication during this period.

The undertunic was still never shown in illustrations, but there is no reason to believe that it was any more than a simple linen chemise, and, since it was variably covered, it is unlikely that any form of decoration was applied to its fabric.

The most important garment for women was once again the gown. At the time of the Conquest it is doubtful whether there was any substantial difference between Norman and Saxon gowns, but by the beginning of the thirteenth century it had become a more complex and sophisticated garment altogether. The bodice was slit down the inner side from arm to hip and fitted with ribbons which could be adjusted to stretch the material tight across the upper part of the body. The flared skirt was long and fell around the wearer's



Above: A more sophisticated style of dress emerged in the twelfth century. The sleeve became an exaggerated feature, which progressed from a flared cuff to a trailing streamer—the *tippet*—and became, finally, a pleated trumpet-shaped style. The bodice became tighter as the skirt became fuller and more flared. The structure of the garment also changed; the simple layer effect of two tunics worn over each other becomes, by the end of the period, a complicated seamed gown with a finely pleated skirt.

Left: In earlier medieval times women's costumes were similar to men's, with tunics covered by cloaks predominating. Cloaks could be very richly decorated like the one shown.

THE ARMOURER

by Jim Webster

Recently at the North's premier wargaming event, to wit the Kendal Wargaming Weekend (I'm nothing but a peasant I fell into discussion with Frank Craddock, who is one of this country's few remaining professional armourers. (How about that - go to a southern convention and buy a wargames army, go to a northern convention and equip the real thing!) As might be expected he had a vast interest in the ancient/dark age/medieval period, and his craft has changed very little since then. After much discussion and allowing for improved techniques, etc., we drew up a table of how long various items of equipment took to make. This I hope will be of use to campaign fampres trying to get their costs right.

Item	Time	Comments
Making a pattern welded sword blade	270 hours	Note this is a jaff's weapon;
Hilting same	20 hours	a seasoned warrior might hope
Scabbard for same	20 hours	to be given one for special service.
Ordinary sword	2 hours	Blacksmith's work. Hammered from
Norman horseman's sword	5 hours	two iron bars for strength. Hilt it yourself.
Finishing the above	10 hours	All done to a standard pattern, so even
A pair of fighting knives	10 hours	though better quality than ordinary swords
Scramaseax	40 hours	they could almost be mass produced.
Pattern-welded short sword	120 hours	Hilt, scabbard, etc.
Handaxe with pattern-welded head	15 hours	Many of the better ones were laminated
Bearded axe	1 hour	like Japanese sword blades; this is the
Berdische	2 hours	time for one such.
Short bipennis	2 hours	A knight's weapon
Heavy knight's spangenhelm	60 hours	From smith, shaft it yourself
Light spangenhelm	40 hours	From smith, shaft it yourself
Metal pot helmet	2 hours	From smith, shaft it yourself
Quality knight's shield	40 hours	With leather, not metal, base
Rabble's shield	--	Put in your own lining. Usually made by
Gauntlets	60 hours	smiths
Mail "vest"	180 hours	Wood backing, hardened leather front,
Full Byrnie, Norman knight's style	240 hours	metal rim.
Scale "vest"	60 hours	Make your own from planks, use once and
Lamellar "byrnie"	260 hours	throw away.
Plated leather jack, riveted	30 hours	Leather with mail backs
Spear head with socket	2 hours	Hip length sleeveless haubergeon
		With large links, smaller links take longer
		Very restrictive to fight in
		Sleeved and full length. Hard work, because
		of constant measuring so the lace-holes go in
		the right place.
		Cheap, common or garden Dark Age type

A few points which should be added. The hours mentioned are basically those spent by the armourer or smith; they do not include the presence of his son or apprentice on the bellows, or his wife making meals etc. Secondly, the hours consist of only part of the cost; the price of the metal is another factor of varying importance. Remember that it will in effect be a fixed cost, so while a metal pot helmet, a spear head, or a scramaseax will all have roughly the same amount of metal, in the final price the metal cost will be a smaller proportion of the scramaseax than the others. Another factor is that every peasant or other low class infantryman will be perfectly capable of producing his own axeshafts and shields. Indeed, most would have a small store of seasoned timber suitable for patchwork handles, scythe handles etc. (Remember scythe handles used to be straight. The old "Long Tom" had a handle up to 7 feet long; the modern curve handled scythe is known, round here at least, as a "Yankee ley".)

These times could be decreased quite easily by either having an armourer for the skilled jobs and a handful of lads to do the semi-skilled little tasks, such as filing off or cutting bars to length, or even by going over to a full factory system as was done under the Roman Empire, or in the mediaeval period.

FOR BLOOD WANTED for long standing series of wargames meetings on the first Friday of every month at the Jubilee Tavern 117, George A. Rd., York Road, London SE1. Always an Ancient campaign of some sort in progress. Phone Russell King on 01-491 1113.

Author: D. Any pre 1972 issues of "Swordsmen" especially 1970, photocopies accepted. Also, any Late Roman or Carthaginian (or other preferably painted) piece on receipt of other. S. J. Kerry, 73 St John's Road, Petts Wood, Orpington, Kent

Dark Skies

Mayday Festival.

OYEZ! OYEZ!

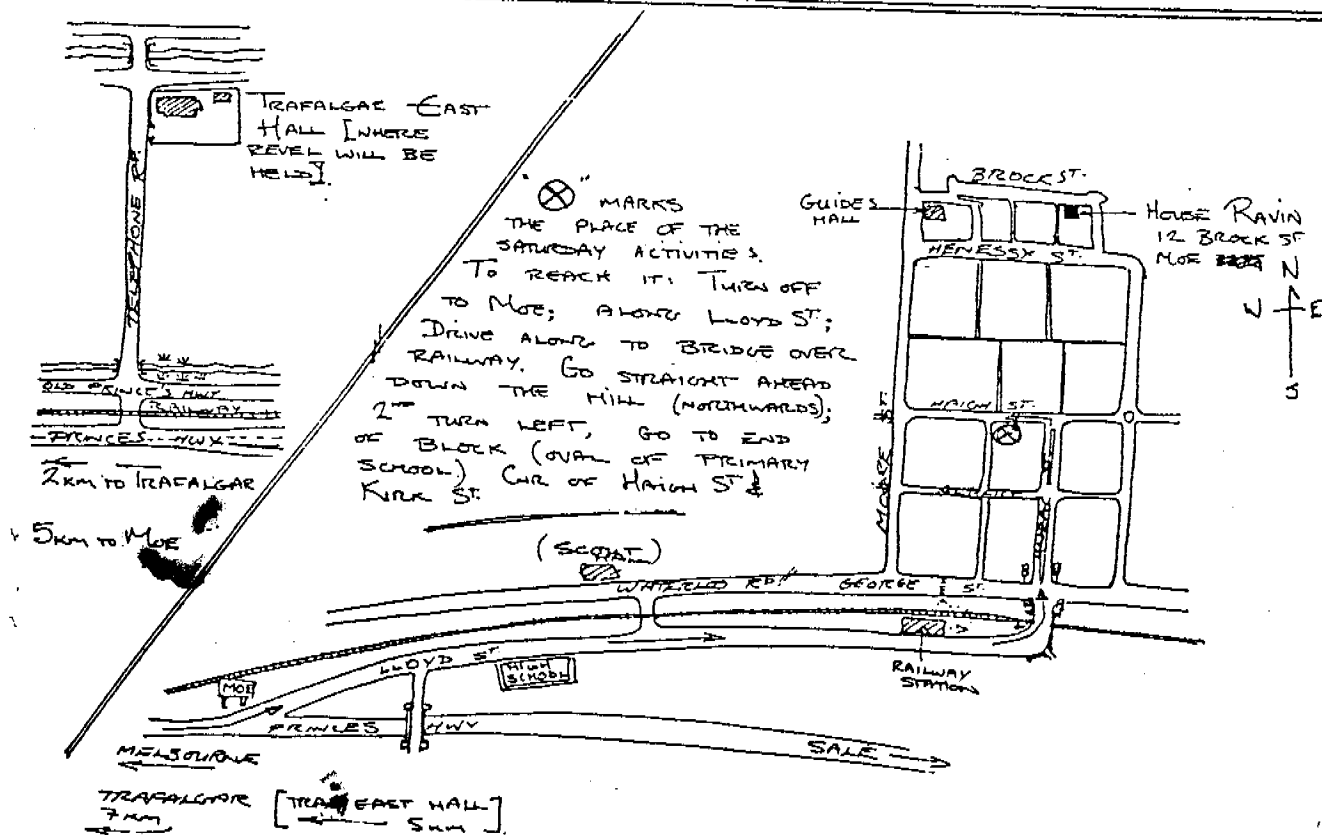
My lords and my ladies; we, the gentlefolk of the incipient Shire of Dark Skies, proudly announce to ye that we will be holding a festival and feast to celebrate the occasion of Mayday in this the nineteenth year of the Society for Creative Anachronisms (Inc).

On Saturday 4th May we invite fighters to give demonstration combats, to engage in jovial challenges, and to instruct the many (and willing) novices of our land in the Lore of Arms (SCA style!).

During the eve a SUBTLETY FEAST of three removes shall be held. Feast autocrats: Bryn of the quavers, and Taliesin of Carmarthen.

On the sunny Sunday we will have a games day of varying Medieval entertainments and a pot luck picnic. The festival will then end in the early afternoon.

The charge for the feast is 5 gold sovereigns - students & unemployed - and 10 gold sovereigns - artisans and working folk. Please contact autocrats by 29th April if you will be attending and deliver your gold by May 1st.



Autocrats: Eila of Lyng
 20 The Boulevard
 Morwell 3824

Taliesin of Carmarthen
 12 Brock St.
 Moe 3825

Bryn of the quavers
 3/553 Rathdowne St.
 Carlton

(bookings for the feast or requests for billets - which are available but limited:- 051 277505).



So rseadd

braunt angen

midwinter

1985

P. O. Box 445,

GLENFERRIE

VICT. 3122.