

Great Populace,

It has been my honor to serve you all as Imperial Minister of Joust and War. I am pleased to present the Scenarios for the Imperial Crown War. Let the Code Chivalry guide your blades and I hope all enjoy this war and these scenarios that I have made for you.

In protection of the Dream,

Sir Salvatore Tecchi

Imperial Minister of Joust & War

CROWN WAR 2009

“BATTLE FOR THE EMPIRE”

STEEL -

CHAMPIONS BATTLE-

CHAMPIONS MEET AT THE MIDDLE OF THE FIELD. THE BATTLE IS SWORD & SHIELD BEST 3 OUT OF 5. - The loser of the champions' battle becomes the prisoner of the winner.

STEEL SCENARIO 2 - “Save the Champion” - The army must save their champion. At the beginning of the scenario the Champion is unarmed and can not move until tagged by someone from his/her army. He then can be armed by his army if they brought a weapon for him.

Goal - champion gets behind his armies line, or champion/ and or army gets killed during rescue.

STEEL SCENARIO 3 - “Last combatant standing” - 15 min resurrection. After time has elapsed last warrior standing army gets victory. Res point to be located behind army's line at the choosing of the General

RENN-

Equipment needed - 30' of rope X2 for bridge. Bridge dimensions 15'w X 30' L.

-10' of rope X1 (Champions Battle)

RENN CHAMPIONS - Gypsy rope match - Single rapier best 3 out 5 (killings blows only)

RENN SCENARIO 1- “Open Field Melee” - Last army alive.

RENN SCENARIO 2 - “Battle on the bridge” - Armies on either side of bridge first army to take bridge wins. Once a combatant steps on the bridge they can only exit through the enemies side if they retreat back and step off bridge they are dead.

SHINAI-

NOTE: COMBAT ARCHERY AND SEIGE WEAPONS ARE ALLOWED ONLY DURING THE SHINAI SCENARIOS.

Equipment needed - 2 banners, 1 representing each faction

SHINAI SCENARIO 1 - "KILL THE GENERAL" - General must be recognized by opposing army.

SHINAI SCENARIO 2 - "CAPTURE THE BANNER" - Banner must be displayed in plain site and immobile. Opponents' banner must be brought to the army's banner. Both banners must be in possession at same time for victory.

SHINAI SCENARIO 3 - "OPEN FIELD MELEE"

TOURNEY SCENARIO'S

SHINAI - SWORD AND BOARD - 3 out of 5 all blows count

SGT RENN - OFF HAND SINGLE WEAPON - 3 out of 5 all blows count

KNIGHTS RENN - "MERELY A FLESH WOUND"

Allowable weapons: Any as allowed in Combat Manual For specified List-----

Allowable blows: All blows Count-----

Equipment needed: (2) bags (small), (8) like sized small stones, (1) Sharpie Marker

Description:

To begin, take 8 like size small stones and using the sharpie write on each stone as follows; 2 stones write LA, 2 stones RA, 2 stone LL, and the final 2 stones RL. These represent left & right arms and legs. Now separate the 8 stones into the two bags so that each bag has a complete set of limbs, now you are ready to start. At the start of the round the Marshal will pick 2 children from the spectators or any non-list spectator if no children available. Have each child represent one of the combatants, then have each child reach into there combatants bag and pull one stone. The stone pulled will dictate that combatants handicap. If the combatant is using a 2 handed weapon and pulls a RA or LA they will then need to have a single handed weapon handy. At that point the round can begin. After a point is awarded the combatants re-enter and new stones are pulled.

NOTE: after each round return stones back to their bags

STEEL - 3 OUT OF 5 ALL BLOWS COUNT