

The *Adrian Herald*



Contents

APRIL 2016

From Their Imperial Majesties

Greetings.....	2
Banner War.....	4
War Scenario's	12

Imperial News

Imperial Challenge	15
Being Blue.....	21



Notices

July Estates Meeting.....	3
Banner War NW.....	8
Banner War SW	9
Banner War CA.....	10
Banner war East.....	11

Miscellany

Chancellors Calendar	19
Imperial Contact List.....	20

Events Around Adria

T-Shirt Contest

Location: Imperial Event – All of Adria
Deadline: 12/31/2015

Calling all artisans in this Great Empire of Ours! We wish to create a new design for t-shirts that can be sold to all of our members. Join the cause, and put your creative hats on! Send us your ideas and your designs!

30th Anniversary Event

Location: Unknown
Date: May 2017
Taking bids for a central Location Event Site, within the following region of KS, MO, OK, AR. Bids Should be forwarded by July 1, 2016

National Steel Tournament

Location: Sunset Park Las Vegas, Nevada
Date: October 7, 8, 9, 2016
Attend this weekend Long Imperial Event in a great public setting. NST competitions in all four disciplines.
Imperial Champions of Adria tournaments

Education Spot Light this Month



War Survival Guide	7
Author: Sir Desmond	



Archery in War	16
Author: Katelyn	

Next Imperial Estates Meeting

July Imperial Estates Meeting
July 16, 17 2016
Arlington Virginia

November 2016 IEM

This bid has been won by Terre Neuve so the event will be held in San Diego, CA. More information will be included soon.



Greetings



GREETINGS TO THE EMPIRE ONE AND ALL,

IT'S A EXCITING TIME OF YEAR. WITH WINTERS END, ACTIVITY IS GENERATING AND WE HEAR THE BUZZ.

HERE AT THE RENEWAL TIME THE NUMBERS HAVE COME IN AT ABOUT AVERAGE TO PREVIOUS YEARS, WHICH IS GOOD AS IT GIVES US A GOOD FOUNDATION TO BUILD UPON. MORE THAN HALF OF ALL MEMBERSHIPS RECEIVED WERE DONE SO THROUGH THE PAYPAL SYSTEM. WE HOPE TO SEE THE SYSTEM REFINED IN THE FUTURE.

A TREMENDOUS HUZDAH TO TERRE NEUVE, COMING IN AT 97 MEMBERS! THAT IS TRULY AMAZING.

AUROCHS FYORD TRULY BUSTED THROUGH THE BARRIER WITH 82 MEMBERS.

WE ARE ACTUALLY PROUD OF ALL CHAPTERS, AND THE EFFORT EMPIRE WIDE. WE BELONG TO CHAPTERS, HAVE SAT AS LOCAL CROWNS AND KNOW THE EFFORT AND DEDICATION IT TAKES DURING THIS TIME.

TO ALL MEMBERS WHO HAVE RENEWED, THANK YOU FOR YOUR FURTHER COMMITMENT TO THIS MUTUALLY PURSUED DREAM.

TO ALL THOSE WHO HAVE JOINED US NEW, WELCOME! WE HOPE YOU ENJOY, LEARN AND HAVE FUN.

**L'BET'E AND GABRIELE
EMPEROR AND EMPRESS
OF ADRIA**

July Imperial Estates Meeting

Having received no Bids for the July Imperial Estates meeting, we trudged forth to fulfill this requirement of Law. We hope those who attend have the opportunity to enjoy this historical area with many unique sites to see.

**Crowne Plaza, Old Town Alexandria
901 North Fairfax Street
Alexandria, Virginia. 22314**

The Crowne Plaza Old Town Alexandria is located just two miles from Reagan National Airport and five miles from our Nation's Capital.

AMENITIES

The Crowne Plaza features a full-range of amenities:

Full service health club

On-Site full service restaurant and lounge

Ample parking at \$10.00 per day and \$20.00 overnight

Complimentary shuttle service to and from National Airport and Metro Station

Complimentary Business Center

RESERVATION PROCEDURE:

INDIVIDUAL CALL IN: Each individual guest shall be responsible for calling the hotel reservations department at 877-317-5752. To receive the special contracted rates, the attendees must identify themselves as being part of the Adrian Empire group. All reservations shall be made by **Friday, 6/17/2016**.

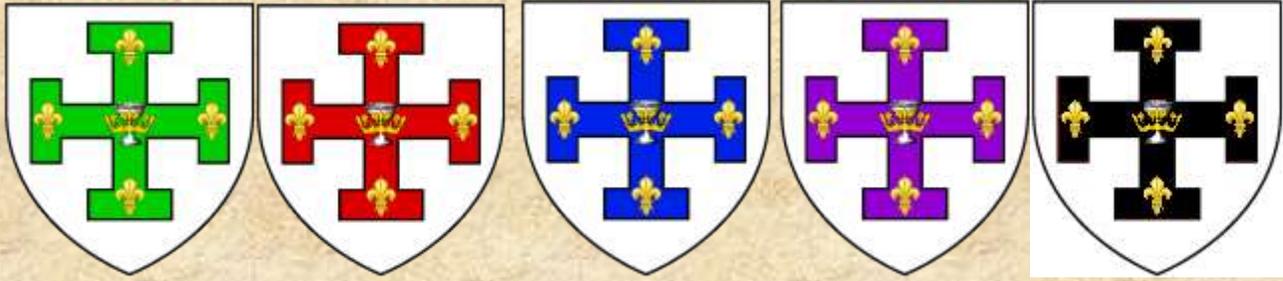
Room Rate : \$85.00, Plus associated taxes and fees.

EARLY DEPARTURE FEE:

In the event that a guest who has reserved a room with your block checks out prior to the guest's reserved checkout date, an early departure fee of \$100.00 shall be charged to that guest's individual account. Guests wishing to avoid this fee must advise the Hotel at or before check-in of any change in the scheduled length of stay. The Hotel will inform members of your group of this fee upon check-in. The Hotel will deduct any such fees that are collected from any amount Company may owe as sleeping room attrition.

INDIVIDUAL CANCELLATION FEE:

In the event that a guest who has reserved a room with your block (individually or through a rooming list or third party such as a housing bureau) cancels their reservation outside of 72 hours prior to schedule arrival there will be no fee assessed. If a guest who has a reservation (individually or through a rooming list or third party such as a housing bureau) cancels inside of 72 hours prior to reserved date there will be a fee of one night's room and tax (at the contracted rate) that will be assessed to the individual's credit card or to the group's master account.



Banner War 2016

WE WANT TO THANK THE AUTOCRATS WHO HELPED PUT THESE WAR SITES AND BIDS TOGETHER. OUR TRAVEL PLANS HAVE CHANGED. THE EAST COAST SITE NEEDED A AUTOCRAT AND IT IS MORE FEASIBLE FOR EMPEROR L'BET'E TO DO SO, HE WILL BE GOING THERE TO INSURE THE EVENT TAKES PLACE. HE SWEARS HE WILL GET TO THE WEST COAST SITE " IF IT KILLS HIM" FOR IMPERIAL WAR. AS SUCH EMPRESS GABRIELE WILL BE TRAVELING TO THE SOUTH WEST SITE.

WE WOULD LIKE TO OFFER GOOD LUCK TO THOSE WHO PARTICIPATE IN THE FIRST SEMIFINALIST ROUND OF THE IMPERIAL CHALLENGE. WE TRULY THANK YOU FOR SUPPORTING THIS TOURNAMENT AND THE CONCEPT OF INTERNATIONAL COMPETITION AND PROMOTION. TO ALL THAT MADE THE EFFORT LOCALLY, HUZAH TO YOU FOR REACHING OUT OF THE COMFORT ZONES AND GOING FOR THE GLORY. ALSO A DEEP BOW TO THE CROWNS AND MINISTERS OF BOTH LARGE AND SMALL CHAPTERS WHO FOUND A WAY TO MAKE THEM HAPPEN.

HAVE FUN, BE SAFE AND LAY ON!!

GABRIELE & L'BET'E

WAR SURVIVAL GUIDE

So you are going to your first Multi-chapter Imperial level War. An exciting time to be sure, but with so much going on, you might not know where to start.

General Camping

1. Make a list, and then review it. Make food and tent arrangements early on. Plan your carpools
2. Pack at least a week in advance. Check off everything on your list.
 - a. Don't forget your Bug spray, Sun Scream Talcum powder, and shower kit (including shower shoes)
 - b. Pack more clothes and garb than you think you are going to need.
3. Once you are set up, take a moment to help your neighbors with anything they need help with/ offer your services to the site autocrat with getting the group items set up.
 - a. Make camp clean up your personal responsibility. Many hands make light work.
4. Pace yourself. If you are going to drink at night, take it easy, remember you have to fight tomorrow
5. Hydrate, Hydrate, Hydrate.
6. Offer to help in the kitchen etc. Kitchen staff often do not get to get out of the kitchen.
7. Don't stay in your encampment. You went to an imperial war, so go out and meet people. On the battlefield, make sure your head is on a swivel, listen to your generals, and remember it's supposed to be fun.

Combat

1. Make Gear Arrangements early on if you are borrowing someone else's gear. Do not be "that guy" that shows up to war unprepared. Usually those with loaner gear have a lot on their plate, you should be helping them, not adding to their burden
2. Don't spend Friday drinking/partying too much and not getting enough sleep. Not everyone can party until the wee hours and fight all day... Know your limits.
3. Eat Breakfast. People underestimate the caloric requirements of those pre-lunch battles. Some people don't eat breakfast normally, but should at wars.
4. Study and Know the war scenarios before the weekend starts. This will save a lot of time and confusion on the battle field
5. Take water
6. Know the rules of engagement before you take the field. Even seasoned Knights can benefit from a quick refresher. (is death from behind allowed/ how do you do death from behind? What are the rules for combat archery, ships, siege weapons etc?)
7. Know your part of the plan and where your General needs you. Listen to your general.
 - a. Stay in formation. Rogue heroes die fast
 - b. Stay with your battle buddy. Experienced battlefield predators often pick off loan fighters first.
 - c. If you are a shield, be a shield. (whacking "shield wall gophers" poking their head up to see over their shield is a favorite pastime of many spearmen) If you are a shield.... you are a shield. your job is to keep your spear alive period, even at the cost of your life. no glory for the shield men.
 - d. Eliminate melee tunnel vision. Be aware of your surroundings, your team, your general's calls, and your battle buddy.
8. Take water often
9. Know your limits. Both physically and mentally. Don't over push yourself. Understand it's a war. You are GOING to have someone not take a shot. Someone's going to shield rush when they aren't supposed to. Someone is going to hit too hard. Be ready for anything and don't overreact when something doesn't go your way. Remember these are you brothers and sisters on the field with you and you are all there to have fun
10. That being said. take your shots. Heed the marshals words

Combat

16. Make Gear Arrangements early on if you are borrowing someone else's gear. Do not be "that guy" that shows up to war unprepared. Usually those with loaner gear have a lot on their plate, you should be helping them, not adding to their burden
17. Don't spend Friday drinking/partying too much and not getting enough sleep. Not everyone can party until the wee hours and fight all day... Know your limits.
18. Eat Breakfast. People underestimate the caloric requirements of those pre-lunch battles. Some people don't eat breakfast normally, but should at wars.
19. Study and Know the war scenarios before the weekend starts. This will save a lot of time and confusion on the battle field
20. Take water
21. Know the rules of engagement before you take the field. Even seasoned Knights can benefit from a quick refresher. (is death from behind allowed/ how do you do death from behind? What are the rules for combat archery, ships, siege weapons etc?)
22. Know your part of the plan and where your General needs you. Listen to your general.
- e. Stay in formation. Rogue heroes die fast
- f. Stay with your battle buddy. Experienced battlefield predators often pick off loan fighters first.
- g. If you are a shield, be a shield. (whacking "shield wall gophers" poking their head up to see over their shield is a favorite pastime of many spearmen) If you are a shield.... you are a shield. your job is to keep your spear alive period, even at the cost of your life. no glory for the shield men.
- h. Eliminate melee tunnel vision. Be aware of your surroundings, your team, your general's calls, and your battle buddy.
23. Take water often
24. Know your limits. Both physically and mentally. Don't over push yourself.
Understand it's a war. You are GOING to have someone not take a shot. Someone's going to shield rush when they aren't supposed to. Someone is going to hit too hard. Be ready for anything and don't overreact when something doesn't go your way. Remember these are you brothers and sisters on the field with you and you are all there to have fun
25. That being said, take your shots. Heed the marshals words
26. DO NOT ARGUE with the Marshals
27. Take more water.
28. Offer to help Marshal/ safety marshal
29. Have fun. No shot is worth hard feelings later. Leave any tempers on the field. Tempers flare sometimes in the heat of battle, but you should be able to laugh with your opponent by the campfire later
30. Clean up your gear, do not leave it lying about. Help others where you can. If there is group gear help police it and put it away

Archery

5. Make time in your weekend to shoot, be aware that there may be a wait
6. Don't wait until the end of the weekend and rush the range with only 15 minutes left. If you are going to shoot, commit to making time for it.
7. Have patience with the range masters as they try to cycle everyone through (they are often left manning the range for many hours ... perhaps bring them drink or treats to show they are not forgotten
8. Know the rules and scenarios before you get to the range.

Arts

8. Review your entry with your arts general (if possible)
9. Complete your document summary sheet before presenting your project.
10. Bring 4 sets of Docs (if possible and you are submitting written docs – give credit where due if you have help on your docs)
11. Make sure all relevant information is in your docs (partner with your Arts General or Arts Minister before the event. There may not be time for oral docs on site. Partner with the arts minister early on if you are presenting oral docs)
12. Make time and offer to judge if qualified (offer to scribe if not)
13. If you are Judging, make sure you read the Docs as thoroughly as you can.

At the end of the day, Have fun. Conduct yourself with honor and chivalry at all times, and take the opportunity to enjoy the company of Brother and Sister Adrians that you may not often get the chance to see and spend time with. Enjoy your time together



Sir Desmond Wallace

Banner War North West



Bull Run Event and Education Center 41515 SE Thomas Rd, Sandy, OR.

Autocrat- Alexander of Manchester (Brian Reed)
 rapierfool@gmail.com
 360-241-1535

Site Fee- \$15 per person
 Children under 12 free
 Site is discreetly wet
 No pets except service animals
 Smoking allowed in designated areas, with a \$1 per left behind butt fee.
 Site opens at 2PM May 27th and closes at 2PM May 30th.

Camping stoves: yes

Bring lots of water as the showers and potable water might not be running yet.

Directions:
 I 84 east or west to exit 16, 238th Dr, Right onto 238th NE, Becomes 242nd Dr NE/Hogan Dr,
 Slight left onto Burnside, becomes US- 26, Left onto SE Ten Eyck Rd, Take the third left to stay on
 Ten Eyck Rd, Left to stay on Ten Eyck, First left onto SE Thomas Rd, 41515 on right



BANNER WAR SOUTH WEST

Feartherly Regional

SW Banner War May 27-30th



Autocrat Terre Neuve please contact Queen Babette at michellebabette@cox.net with questions

Location: Canyon RV - Featherly Park
24001 Santa Ana Canyon Road
Anaheim, California 92802

<http://www.canyonrvpark.com> for directions

Initial arrival time for entry on Friday will be Noon

Set-up will be allowed as soon as the area you select is released and or the sprinklers are done (Normally by 12 noon).

All Chapters are requested to provide support staff for the event for set-up on Friday.

Range Masters; Marshals; Art Judges; water bearers etc. will be needed all weekend. If everyone shares in volunteering it will be easier for everyone.

Volunteers are also needed for take down on Sunday for the combat field and archery range

Final clean-up of the area is the responsibility of each Chapter. The final clean up in the last 12 years has been fantastic - let's do it again. Group Area Y4 is tentatively set for Combat (at the end of the dead end road).

Fees direct to Park:

\$5.00 per car / per day (entrance or camping)

\$1.00 per person / per day (entrance or camping)

Site fee:

\$10.00 per adult

\$ 3.00 per child (6 to 12)

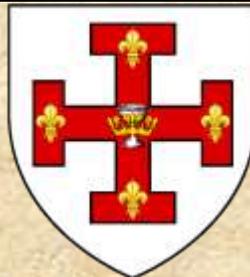
Registration Opens on Friday from 4:00 P.M. to 8:00 P.M. IF YOU ARE ON SITE, please register as soon as possible during this time to allow smoother registration for those arriving later in the day.

Registration reopens on Saturday at 7:00 A.M. at Y4 at combat site.

Please have exact site fees as it will save time and hassle at registration table.

Please insure your combat tests have been posted as this will save time as well.

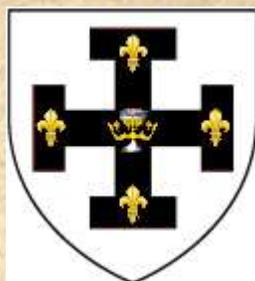
Combat cards will be required at registration if you are not on the lists we print out ahead of time and you are going to be fighting.



BANNER WAR - CANADA



**King's Landing
126 Fish Lake Road, Summerland, BC
Site fee: \$10 / person for the weekend
12 and under FREE**



BANNER WAR EAST

ELCHENBURG CASTLE



ELCHENBURG CASTLE

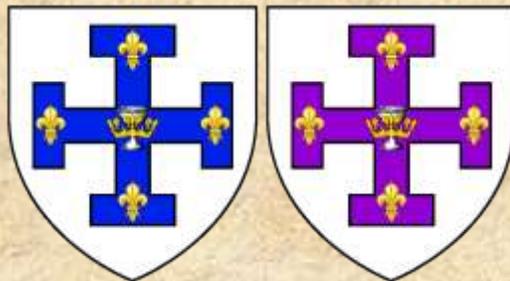
2239 CENTER ROAD, BOONVILLE, NC 27011

GPS COORDINATES: NORTH 36.17063

WEST 80.72893

SITE FEE: \$10 PER PERSON

(UNDER AGE OF 12 ARE FREE)



Banner War 2017

War Scenario's

THE FOLLOWING ARE THE SCENARIOS FOR THE WAR, WE HOPE YOU ENJOY. WE ARE REQUIRING OF ALL AUTOCRATS TO SEE THE "IMPERIAL CHALLENGE TOURNAMENTS" COMPLETE, AND TO THEN CONTINUE WITH THE NORMAL IMPERIAL TOURNAMENTS. WE SHALL LEAVE THE TYPE OF TOURNAMENTS OPEN TO THE SITE MINISTER OF JOUST AND WAR TO DECIDE ON SITE.

WE LOOK FORWARD TO HEARING THE SONGS OF GREAT DEEDS

Rapier

Scenario 1: Ship Battle

Repeated 2 times

Half points awarded to the victor

No Missile Weapons.

One foot out of ship is considered man over board and dead.

A coin is flipped, Heads Attacking Fleet, Tails Defending Fleet. Roles reversed for second part of scenario.

A 15x 30 rectangular Dock is created. Defending ships start here, army upon dock.

Attacking fleet Begins at 100 ft from dock, army begins off ship.

Objective: For defenders to repel all attackers from setting foot on dock. For Attackers, all living members with both feet upon dock.

In the event that there are more combatants than can fit on a boat, the remaining will wait at the designated starting point. When a ship is emptied, a hold will be called, the empty ship will be returned to starting point, and any ship with crew in it will stay in place. When "Lay on is called, the ships may be boarded and shove off begins.

Scenario 2. Champions Battle.

Plank Battle

One Combatant from each army, Single sword, daggers and bucklers allowable, no case (two swords) which exceed dagger size.

Best 3 out of 5 killing blows, wounding allowed but does not carry over.

Plank may be rope outline or wood. No higher than three inches with wood. Both should be between 10 to 12 inches wide and 10 feet long.

Scenario 3.

Control the Dock.

Half Points Awarded to the victor.

No Missile Weapons.

One foot out of ship is considered man over board and dead.

A coin is flipped, Heads Attacking, Tails Defending. Roles reversed for second part of scenario.

A ship is placed at one end of the dock with crew on board. Defenders are placed at opposite end at the edge of the dock.

Objective: Attackers must clear the dock, and have all living members past edge line (dock) of defenders side. Defenders: Prevent Attacking army from gaining complete access to ground.

In the event that there are more combatants than can fit on a ship, the remaining must wait on the far side of the ship in single file until room is created, they may not engage any opponent till both feet are on ship.

In the event that there are more defenders than can fit on the dock, the remaining must wait in single file until room is created, they may not engage any opponent till both feet are on the dock.



Shinai Scenario #1 Take the town,

Timed event

Performed twice

Longest defense time wins scenario.

A coin is flipped, Heads Attacking, Tails Defending.

Roles reversed for second part of scenario.

Death from behind allowed.

Archery allowed by attacking side only in archery box at rez points.

No Gleaming

Javelins allowed by defending side only. No gleaming.

Mobile fortifications allowed

A four sided box is created that will accommodate defending army. Four path ways are designated leading up to the defending square, no wider than 15 ft. (Think north, south, east west) Rez points should be placed 60 ft from edge of defender box and the end of each path.

Attacking army is divided into the four paths as evenly as possible. Once divided the path shall be the assigned path for engagement and resurrection.

Each Path is given a Designation, 1,2,3,4 or A,B,C,D

Upon Lay on Unit #1 moves forward, unit #2 cannot move forward to #1 engages, (actually attempts to strike) unit #3 cannot move forward till #2 engages and the same with unit #4 in regards to #3. There is resurrection but only as a unit, and the rotation begins again, with unit #2 having to wait till unit 1# engages again.

This is continuing resurrection until all defenders have been lost.

Shinai Scenario #2 The Battle Forms.

One point Scenario

All Missile Weapons Allowed

All Siege Weaponry Allowed

Death from Behind Allowed.

Objective: Last Army Standing.

Format: Each army will be divided into 2 equal (to the best of ability) separate forces. Composition of forces to be determined by army general.

Each army unit shall be placed as in the point of a square across diagonally from their allied force. Distance should be at least 100 ft from any other unit.

Shinai Scenario # 3

Open field onslaught.

One point Scenario

All Missile Weapons Allowed

All Siege Weaponry Allowed

Death from Behind Allowed

Objective: Last army Standing

Format; Two armies engage from opposite sides of Field.



Steel Scenario # 1 Champions battle
Call forth the Hero's.

Half points awarded
 Weapons of war allowed.
 Any weapon style.

Objective: 2 out of 3 kills, all blows count

Format: The senior armored combatant and the newest armored combatant from each army shall be called forth.

The senior combatants will engage. Victor receives a half point.

The newest armored combatants will engage. Victor receives a half point.

Steel Scenario #2

Blood bath

One point awarded
 Open field combat
 No missile weapons.

No siege
 Death from behind allowed.

Objective: last army standing, Victor receives the point

Format: Two opposed armies

Steel Scenario #3

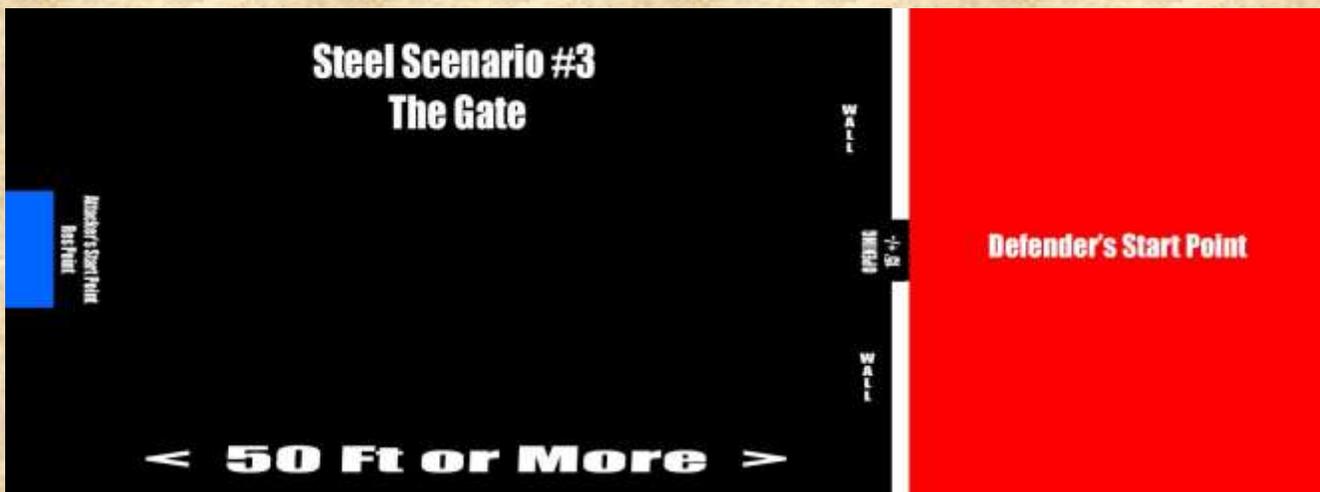
The Gate

Single Point awarded
 No missile weapons
 No siege weapons
 No death from behind
 Timed event

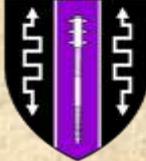
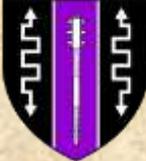
Objective: Longest defense time.

Format: A ground designation no wider then 15 ft to signify a gate opening shall be marked. Think bridge, with walls on each side, manlets or other barrier such as tree maybe used to delineate walls. Defender takes up position on one side and attacker can only attack from opposite side.

Attacker has continuous resurrections. Resurrection point shall be placed a minimum of 50 ft from the defensive line.



Imperial Challenge Standings for March 2017

	<i>Archery</i>	<i>Rapier</i>	<i>Steel</i>
<i>Umbria</i>	 <i>Sir Charles of Limerick</i>	 <i>Sir Puck</i>	 <i>Sir Puck</i>
<i>Gloucester</i>	None	 <i>Sir Alexander</i>	 <i>Sir Alexander</i>
<i>Albion Rayonne</i>	 <i>Sir William Baine</i>		
<i>Aurochs Fjord</i>	 <i>Lucinda no Manchou</i>	 <i>Sir McCookie</i>	 <i>Sgt Gregorio Via Lobo</i>
<i>Constantinople</i>	 <i>Micheal Hansen</i>		
<i>Glynmore</i>	 <i>Sir Keyin Black-sword</i>	 <i>Sir Sivax Wartongue</i>	 <i>Sir Sivax Wartongue</i>
<i>Terre Neuve</i>	 <i>Brennon O'Draig</i>	 <i>Sir Demontion</i>	 <i>Sir Giovanni Benedictus</i>
<i>VarHeim</i>	 <i>Grim</i>	 <i>AnRidire Ruaidhri Silverhand</i>	 <i>AnRidire Ruaidhri Silverhand</i>

Archery in War



Bayeux Tapestry showing King Harold struck by the arrow

THE DISCOVERY OF STONE ARROWHEADS IN AFRICA TEND TO INDICATE THAT THE BOW AND ARROW WERE INVENTED THERE, MAYBE AS EARLY AS 50,000 BC. BETWEEN 25,000 AND 18,000 BC FLINT ARROWHEADS WERE SHAPED AND ATTACHED VIA A SLOT AND TIED WITH SINEW. FEATHERS WERE ATTACHED TO THE ARROW. A WEAPON WAS DEVELOPED NOT ONLY FOR HUNTING BUT FOR WARFARE.

HISTORY SHOWS MANY BATTLES WON WITH THE HELP OF ARCHERS, BUT I WILL STAY WITHIN OUR ADRIAN TIME FRAME.

MANY INFAMOUS BATTLES THAT DOT THE PAGES OF HISTORY WOULD NOT HAVE BEEN WON WERE IF NOT FOR MEDIEVAL ARCHERY. THIS TYPE OF CORPS PLAYED AN INTEGRAL PART WHEN IT CAME TO DEFENSE TACTICS.

WHILE MOVIES TEND TO PORTRAY MEDIEVAL ARCHERY RATHER ACCURATELY, THERE WAS A LOT MORE TO THIS TYPE OF WEAPON THAN A GALLANT HORSEBACK RIDE. THROUGHOUT HISTORY, THOSE THAT HAD TALENT WITH A BOW AND ARROW WERE OFTEN GRANTED NUMEROUS UNIQUE PRIVILEGES WITHIN A COURT. ADDITIONALLY, THIS TYPE OF COMBAT WAS ENCOURAGED AMONGST TOWNSPEOPLE, AND THOSE THAT SLAYED OTHERS IN THE MIDST OF FRIENDLY PRACTICE WERE NOT HELD ACCOUNTABLE FOR THEIR ACTIONS.

DURING THE 14TH CENTURY, THE ENGLISH ARCHER ROSE TO PROMINENCE, AND HE WAS KNOWN AS THE BEST ARCHER IN THE WORLD. ENGLISH ARCHERS OFTEN CONSISTED OF THOSE THAT WERE MOUNTED AND THOSE THAT WERE ON FOOT. THE ONES THAT WERE MOUNTED WERE FEW DUE TO THE SKILL LEVEL NEEDED TO RIDE A CHARGING HORSE AND SHOOT AN ARROW THAT WAS ON FIRE. HOWEVER, THOSE THAT WERE ON FOOT OFTEN NUMBERED INTO THE HUNDREDS, AND THEY WERE A DEADLY FORCE TO BE RECKONED WITH. ONCE THE 15TH CENTURY ROLLED AROUND, ARCHERS BECAME SCARCE, THOUGH THEY WERE STILL AN IMPORTANT PART OF ANY BATTLE.

MEDIEVAL ARCHERY LARGELY DIED OUT DURING THE 15TH CENTURY THANKS TO THE INVENTION OF THE HAND GUN. NO MATTER HOW GREAT AN ARCHER WAS, THEY COULD NOT FIGHT AGAINST GUNS. STILL, SOME COURTS USED THE ARCHER IN ADDITION TO THOSE SOLDIERS WITH HAND GUNS. IN THIS MANNER, THOSE COURTS THAT HAD ALL TYPES OF WEAPONS COVERED OFTEN WON THE MOST BATTLES. CAN YOU IMAGINE WHAT HISTORY MIGHT HAVE BEEN LIKE IF BOWS AND ARROWS WERE NOT THOUGHT OF?

MOST MEDIEVAL BATTLES WERE BLOODY ENOUGH, BUT IF ARCHERS DID NOT EXIST DURING THAT TIME THEY WOULD HAVE BEEN A LOT BLOODIER. OFTEN, SOLDIERS HAD TO CHARGE AT ONE ANOTHER WITH LONG SWORDS IN ORDER TO FIGHT. IF ARCHERS WERE NOT PART OF THE SCENE, BATTLES WOULD HAVE RELIED ENTIRELY UPON HAND TO HAND COMBAT. SINCE ARCHERS COULD LINE UP IN DROVES IN ORDER TO SHOOT ENEMIES FROM BEHIND SAFE WALLS, BATTLES WERE OFTEN EASIER TO WIN.



THE BATTLE OF AGINCOURT SHOWING LONGBOWMEN TO THE FRONT WITH KNIGHTS BEHIND.

DURING THE 14TH CENTURY, THE ENGLISH ARCHER ROSE TO PROMINENCE, AND HE WAS KNOWN AS THE BEST ARCHER IN THE WORLD. ENGLISH ARCHERS OFTEN CONSISTED OF THOSE THAT WERE MOUNTED AND THOSE THAT WERE ON FOOT. THE ONES THAT WERE MOUNTED WERE FEW DUE TO THE SKILL LEVEL NEEDED TO RIDE A CHARGING HORSE AND SHOOT AN ARROW THAT WAS ON FIRE. HOWEVER, THOSE THAT WERE ON FOOT OFTEN NUMBERED INTO THE HUNDREDS, AND THEY WERE A DEADLY FORCE TO BE RECKONED WITH. ONCE THE 15TH CENTURY ROLLED AROUND, ARCHERS BECAME SCARCE, THOUGH THEY WERE STILL AN IMPORTANT PART OF ANY BATTLE.

AS YOU CAN PROBABLY TELL, MEDIEVAL ARCHERY IS ONE OF THE MOST IMPORTANT ASPECTS OF BATTLE HISTORY. WITHOUT THE SKILLED ARCHER, NUMEROUS KINGDOMS WOULD NOT HAVE ENJOYED THE FAME THAT THEY ONCE DID.

AS THE 15TH CENTURY ROLLED BY, USE OF THE BOW IN ENGLAND BEGAN TO DWINDLE. IN 1472, THE PRACTICE OF ARCHERY WENT DOWN BECAUSE OF A SHORTAGE OF BOW STAVES. IN 1477, EDWARD IV OF ENGLAND BANNED AN EARLY FORM OF CRICKET BECAUSE IT WAS INTERFERING WITH REGULAR ARCHERY PRACTICE. CROSSBOWS WERE BANNED IN 1508 TO PROMOTE AND INCREASE THE USE OF THE LONGBOW. WITH THE INVENTION OF THE MUSKET IN 1520, THE FATE OF THE BOW IN BRITAIN WAS JUST ABOUT SEALED. IN 1588, THE ENGLISH FLEET USED THE MUSKET TO DEFEAT THE SPANISH ARMADA, AND IN 1595 ALL BOWS WERE ORDERED TO BE REPLACED BY MUSKETS. THE LAST BATTLE IN WHICH ENGLISH ARCHERS WERE USED WAS THE BATTLE AT TIPPER MUIR IN 1644.



1625 AD

PICTURE OF A FOOT SOLDIER ABOUT TO RELEASE HIS LONGBOW. HE ALSO HOLDS HIS PIKE AT THE READY TO DEFEND AGAINST POSSIBLE CAVALRY ATTACK. HE HAS A SWORD FOR CLOSE COMBAT. NOTE THE TWO FINGER DRAW OF THE BOWSTRING.



Dame Katelyn



Chancellors Calendar

Feel free to contact us:

Sir Terrin Greyphis, SirTerrin@comporium.net or chancellor@adrianempire.org

Lady Agnes Rosenberg, Lady.Agnes.Rosenberg@gmail.com

Our first order of business is to share with you the important Chancery dates for the upcoming year which are as follows. Note that the deadline for submission for New Business for the July IEM is May 2nd.

April

13th, Civil War announcement deadline (45 days before war)

May

2nd, All items of business for the July IEM must be submitted to us by this date (75 days before)

17th, July IEM summoning date (60 days before)

28th-29th, Imperial Banner War

29th, Imperial Crown Candidates must declare in writing by closing court of Imperial Banner War

June

1st, July IEM agenda publication deadline (45 days before)

16th, July IEM revised agenda publication. Rosters and Imperial Minister reports deadline (30 days before)

July

16th-17th, July IEM (3rd Saturday of July and following day)

August

22nd, All items of business for the November IEM must be submitted to us by this date (75 days before)

September

3rd-4th, Imperial Crown War

5th, Imperial Crown War results reporting deadline

6th, November IEM summoning date (60 days before)

21st, November IEM agenda publication deadline (45 days before)

October

6th, November IEM revised agenda publication. Rosters and Imperial Minister reports deadline (30 days before)

November

5th-6th, November IEM (1st Saturday of November and following day)

5th, Imperial Coronation

January 2017

1st, Laws passed in 2016 go into effect. New manuals will be published.



Imperial Contact List



Emperor L'Bet'e deAcmd	caderivi@aol.com
Empress Gabriele Silverhand	judith@healthandsafety1st.ca
Chancellor - Sir Terrin Greyphis	sirterrin@comporium.net
Deputy Chancellor – Agnes Rosenberg	Lady.Agnes.Rosenberg@gmail.com
Justicar – Dame Freydis Dahlia	vickipatte@aol.com
Steward – Sir Lawrence Anthony	sirlore32@yahoo.com
Dep. Steward (Canada) – Dame Adina Nordskov	Adina.adina@gmail.com
Rolls - Dame Katelyn	Improlls-east@comcast.net
Hospitaler – Sir Desmond Wallace	bigmeteu@gmail.com
Sovereign of Arms – Antonia Lopez	coolwater_89@yahoo.com
• (ISOA will announce deputies)	
Archiver – Dame Alstrina Amragosso	objectsbynature@yahoo.com
Joust and War – Sir L'Bet'e deAcmd	caderivi@aol.com
Crown Marshall - Bjornson Valladyr	valladyr@aol.com
Deputy Rolls Conversions – AnRidire Ruaidhri Silverhand	kevin@healthandsafety1st.ca

❖ **FURTHER MINISTERS SHALL BE ANNOUNCED AS THE BLOOD PRICE IS PAID.**

P.S.

There were a great many experiences, antidotes, stories, ideas, jokes, concerns and knowledge gained for us at this last Estates Meeting. Yet one concept was relayed to us during the chivalry round table held on Sunday, that was so simple yet spoke a lot to our hearts. It was about ~Being Blue~. For the next couple of months we will explore this and hope you all will join us with your thoughts and insights.



BE BLUE

Humility

The State of being Humble

Join us on Facebook the next month where we explore the concept of humility and how it may apply in our personal experiences both within Adria and Out.

So Say we, in true love and fun.



L&B Bet&E and Gabriele

