

Addendum A

Corrections to the Combat Manual by Section

Author: Sir Arion Hirsch von Schutzhundheim, Knight Champion
Co-sponsor: Sir Karl von Rothenburg, Knight Champion
Co-sponsor: Sir Dietrich Von Holstein, Knight Champion, Deputy Imperial Minister of War & Joust

These are administrative corrections and typo fixes. There are no rule changes in this proposal. Those will be contained in a separate proposal.

Updates to the Combat Manual by section:
Text to be removed ~~will be struck out~~ and text to be added will be underlined.
Reasons for edits, when required, will be *in italics*.

Preface: Remove completely as obsolete.

General Rules and Requirements:

B:

Old text:

All combatants must sign a waiver of liability at the beginning of ~~an~~ event prior to participating in combat.

New text:

All combatants must sign a waiver of liability at the beginning of each event prior to participating in combat.

C:

Remove sentence "~~An authorized marshal shall then inspect...~~"

This sentence is not necessary as it is restated later in the manual.

D:

Remove 's' from "Armored: 16 years of ages"

E.7.

Old Text:

Swinging blindly or flailing while falling are unsafe behaviors that will cause the combatant to be warned or dismissed as the marshal ~~determines~~.

New Text:

Swinging blindly or flailing while falling are unsafe behaviors that will cause the combatant to be warned or dismissed as the marshal sees fit.

E.8.

Add clarification to the end of the sentence:

In a war, a combatant has the option of demanding his opponent's surrender, calling their opponent dead at weapon-point ~~by declaring: "Dead on the ground"~~

E.13.

Add text to sentence:

The act of catching the edge of an opponent's weapon or shield with your shield to move it out of position is also allowed.

E.15.

Old text:

Marshals may prohibit unsafe ~~or unrealistic weapons or conduct from a combatant.~~

New text:

Marshals shall prohibit unsafe weapons or conduct from a combatant on the field.

Marshals may prohibit unrealistic weapons or conduct as well.

F.2.

Update reference:

Old text:

See also Section I.~~G~~.13 General Rules, Shield Use.

New Text:

See also Section I.E.13 General Rules, Shield Use.

Update reference:

Old text:

Both combatants must be on the Knight's list and agree to do so prior to combat within the constraints Article I.E.~~8~~ for excessive force.

New Text:

Both combatants must be on the Knight's list and agree to do so prior to combat within the constraints of Article I.E.10 for excessive force.

F.4.

Remove this as a separate paragraph. It belongs under the previous paragraph. Update the sentence to read:

Grappling is allowed and includes ...

Renumber paragraphs ~~5-7~~ to be paragraphs 4-6.

G.

Insert as section 2:

Rules of engagement

• If a combatant is in a line of combatants facing another line of combatants, he is engaged with all combatants in the opposing line. Therefore, anyone can attack anyone in the other line even if they are not looking in the attackers' direction.

• If a combatant engages another combatant, those two combatants remain engaged until they are no longer within weapons reach of each other. Therefore, a combatant cannot engage someone, then turn their back and not expect to be hit. If a combatant manages to run, back to his opponent, out of weapons reach, the normal rules for killing from behind come into effect if the attacker then catches up with the fleeing combatant.

• Combatants engaged in a discussion or taking instruction from a marshal during the battle should not be forced to accept blows received while distracted by the marshal. So if the combatant you are talking to gets struck, allow him to continue fighting and explain why to his attacker if necessary.

This was moved from the Marshals Manual to here because it is necessary for the combatants to be familiar with it.

G.7.

Strike first sentence:

~~Large Missiles launched from siege engines are currently in the experimental stage...~~

Old text:

~~In areas approved for siege engine playtest, rocks;...~~

New Text:

Simulated rocks...

After "'Rocks" cannot be blocked with shields. "

Add:

Any combatant hit by a rock on any part of the body or shield is considered killed. All blows delivered by a rock (even deflected ones) are considered lethal until the rock stops moving.

Remove:

~~Any combatant hit by a rock on any part of the body or shield is considered killed.~~

Also remove:

~~All blows delivered by a rock (even deflected ones) are considered lethal until the rock stops moving.~~

H.2.

Original text:

Simultaneous is defined as having both blows already started by the time the first blow lands"

Add to the end of that sentence: and landing within about ¼ second.

This is a general guideline added for clarity.

H.6.

After the text: "and then let go of the pole with the forward hand while thrusting"

Add or slashing

Heading:

~~Armed~~ Combat Types, Levels & Types

Should be:

Combat Types, Levels & Styles

I.1.c. *This section has been removed as unnecessary*

II.A.2

Current Text:

C&T-type combat is:

Considered a ~~knights list weapon~~

~~May only be used where both combatants agree to do so~~

May only be used in a one-on-one type list (including champion battles at wars)

May not be used against ~~Rapier bladed rapiers~~ (in melee or anywhere else)

Updated Text:

C&T-type combat is:

Considered a Knighly combat form

May only be used in a one-on-one type list (including champion battles at wars)

May not be used against Rapier Combat weapons (in melee or anywhere else)

A.3.

Old text:

...considered a ~~k~~nightly...

New Text:

...considered a Knightly...

III.A.1.

Remove text:

~~Rigid material can be of any inflexible material that can withstand a sharp impact without shattering such as:~~

~~• 18-gauge stainless steel~~

~~• T6 aluminum~~

~~• High impact plastic~~

~~Semi-rigid material can be any somewhat flexible material such as:~~

- ~~• 6-oz. leather~~
- ~~• Several layers of quilted, heavy canvas~~

Add text:

If “or equivalent” is not stated for that item, then none are allowed. See Appendix C for the list of equivalents.

A.3.

Old Heading:

Approved Weapons

New Heading:

Approved Armor and Weapons

D.

Add text:

All references to “steel” indicate mild steel unless otherwise stated.

E.2,3,4,6.

Remove Equivalents section

Add “Note: See Equivalents Table in Appendix C”

E.6.

Add text after second sentence:

“Finger” gauntlets that do not wrap around each finger are highly discouraged as they provide insufficient protection from crushing blows to the fingers.

Table for Appendix C: (Contributed by Sir Salvatore)

I.

Mild Steel		Stainless Steel		Alum 6061-T6	Titanium
Gauge	Thickness in Inches	Equivalent Thickness	Equivalent Gauge	Equivalent Thickness	Equivalent Thickness
18	0.048	0.034"	20	0.061"	0.022"
16	0.060	0.043"	18	0.076"	0.027"
14	0.075	0.053"	16	0.095"	0.034"

Addendum B

Corrections to the *Marshals Manual* by Section

Author: Sir Arion Hirsch von Schutzhundheim, Knight Champion
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Preface: Remove everything after the first sentence.

I.B.
Remove (formerly the ~~Archery Manual~~)
Remove (formerly the Arrow Construction Guide)
Add bullet to “A marshal in the Empire of Adria is expected to be able to know how to: “ Section:
• Qualify a combatant

II.B.1.c.
Replace ~~Renaissance~~ with Rapier Combat

IIB.1.d.
Replace ~~i.e.~~ with e.g.

III.C.1.
Add sentence at the end.
Blows that occur within ¼ of a second of one another can be deemed simultaneous.

I.C.5.
Move “Excessive Force” and “Loss of Temper” bullets to end of WAR section

IV.A.2.
Insert one of which may be a Safety marshal.
After:
Each list field must be manned by at least two (2) marshals,

IV.A.4.
Remove this entry.
This is dealt with in the Rolls manual and by Bylaw.

IV.B.4.
Remove this entry.

IV.B.5.
Insert
etc.
after “Examine the inside of the field for gopher holes or sprinkler heads, “

IV.C.6.

Add to end the sentence:

[Adria-legal pole-arms less than 8' may also be used.](#)

IV.C.9.

Remove the entry.

IV.C.10.

Replace ~~Pug-Dungfist~~ with [William Waddle](#)

Can we please have a little class?

IV.C.12.

Remove line:

Confirm that both combatants are ready to begin

(1) [Redundant](#)

V.A.2.

Insert [as Safety Marshals](#)

After:

Non-combatants who are not authorized as marshals may assist

V.C.4.

Replace ~~on~~ with [at](#)

After:

“Water-bearers, please assemble”

In both places

V.C.5.

Replace ~~Renaissance~~ with [Rapier](#)

V.C.9.

Insert

[other](#)

after:

Repeat for all

V.D.

Replace ~~Renaissance~~ with [Rapier](#)

• **Watch for combatants too close to the battlefield boundary.**

Insert :["Ware Edge!"](#)

After the text”

Announce that they are near the edge

• **Watch for charging the enemy.**

Add to end of paragraph:

[Running on the battlefield is allowed, subject to the previous rule.](#)

Add the following bullets:

[II. Once the scenario has ended, loudly announce the winner. Make sure someone is keeping track of the points. It is helpful to have a printed copy of the scenarios with you to make notes on during the event.](#)

[III. Allow the combatants time to get water prior to calling them back for the next scenario.](#)

Remove "Rules of Engagement" section.
Some was moved to a different section, the rest was moved to the Combat Manual.

VI.A.3.

2nd sentence:

More emphasis should be placed on watching the perimeter during a demo ~~that~~

Should say:

More emphasis should be placed on watching the perimeter during a demo than

VI.B.

End of second bullet:

Replace:

~~Starting the real match.~~

With

Getting competitive.

VII.A.1

Add to beginning:

Combatants may take training for as long as necessary without being required to take the combat tests. To compete in tournaments or war scenarios, the combatants must be qualified.

Old text:

In order to ~~take the field of combat~~, each combatant must perform the following:

New text:

In order to become qualified, each combatant must complete the following:

VIII.A.1.a

First Sentence:

Remove the word ~~new~~

Remove the sentence:

~~Paragraph b. does not apply...~~

Old text:

The qualifying marshal will correct the test immediately. If the score is less than 75%, the combatant must ~~retake the entire text.~~

New text:

The qualifying marshal will correct the test immediately. If the score is less than 75%, the combatant must review the missed questions and resubmit the test.

Add to the end of the section:

Subdivisions are strongly encouraged to keep copies of all tests given in that subdivision.

VIII.B.2.

Remove first 2 sentences.

Redundant

Old text:

The prospective marshal must score at least 90% on all combat qualification tests ~~and score at least 90% on~~ the Marshal Authorization test (Appendix E).

New text:

The prospective marshal must score at least 90% on all combat qualification tests as well as the Marshal Authorization test (Appendix E).

Appendix A.

Add to end of first paragraph:

Though Imperial Ministers have jurisdiction over local ministers, Imperial Ministers are encouraged to allow the local ministers to rule on any issue without interference by the Imperial minister barring direct conflict with the rules in this manual or the Adrian Combat Manual.

E.3.

Remove text from second bullet:

copies of any

Remove Appendix E (*Tests*) Create a separate document titled "Empire of Adria Qualification Tests"

Addendum C

Rule Changes for the Combat Manual by Section

Author: Sir Arion Hirsch von Schutzhundheim, Knight Champion

Co-sponsor: Sir Karl von Rothenburg, Knight Champion

Co-sponsor: Sir Dietrich Von Holstein, Knight Champion, Deputy Imperial Minister of War & Joust

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E.10.

Add clarification paragraph to the end of the section:

Though blows need not be hard to be considered "good", a slash must be delivered in such a way as would cause injury to the opponent (e.g. the combatant's arm is already extended prior to moving the sword to contact the opponent. This type of blow could not be thrown with sufficient force to disable the opponent, therefore, it would not be considered a good blow).

or

Though blows need not be hard to be considered "good", in armored combat a slash would have to be delivered deliberately to have caused injury to the opponent (e.g. the combatant's arm is already extended prior to moving the sword to contact the opponent. This type of blow could not be thrown with sufficient force to disable the opponent, therefore, it would not be considered a good blow). Cleaner Shots, Not Harder.

This is a doctrine that attempts to put into words "martial intent", or, the premise that we are reenacting medieval combat, not just playing "tag".

I.2.d.

Current text:

Metal Shields

1. May be used if the edges are rolled, rounded or covered by material, giving the shield edge ~~one-half-inch (1/2")~~ of thickness.
2. ~~Metal Rapier and Cut-and-Thrust~~ bucklers are allowed to have a rolled or rounded edge of one-quarter-inch (1/4") of thickness.

New text:

Metal Shields

1. May be used if the edges are rolled, rounded or covered by material, giving the shield edge a minimum of three-eighths inch (3/8") of thickness.
2. Bucklers 18 inches or less are allowed to have a rolled or rounded edge a minimum of one-quarter-inch (1/4") of thickness.

III.

Add this sentence after the introductory paragraph:

Improvements in materials and construction techniques are inevitable, therefore, any deviation from the stated standards for armor or weapons may be allowed on a case-by case basis by the Local Crown or Minister of Joust & War or above. This allowance can stand until it is determined that that material or technique is specified as acceptable or unacceptable to the Adrian Empire and incorporated in this set of rules.

A.4.

Old text:

There shall be no bare skin allowed...

New text:

There shall be no large areas of bare skin allowed...

There are often small areas of bare skin that do not pose a safety problem that can be ignored during armor check (e.g. inside of the elbow).

D.1.f.

Add after "mild steel":

[\(reinforcement includes overlapping plates, fluting and compound welded seams\)](#)

E.5.

Remove "~~with-wing~~" from the sentence:

Elbows and knees must be covered by steel cops ~~with-wing~~...

At end of first sentence, add text:

[Cop must provide outer side of the elbow and knee protection with a wing or by design.](#)

This allows renaissance style elbow and knee cops that don't have a "wing" but do wrap around the knee or elbow providing it with adequate protection.

F.

Add text:

[Weapons that do not meet the approval of the Minister of Joust & War and/or the marshals shall not be allowed on the field. Consult with the local Crown Marshal or Minister of Joust and War before constructing or purchasing weapons to be use in combat if you are unsure of their suitability. If the Minister of Joust & War or a marshal deems a weapon unsafe, then the marshal has the right to not allow its use, even if it meets the minimum requirements .](#)

F.1.

Replace the phrase

~~red~~ tape

With the phrase

[contrasting](#) tape

Anything we can do to make our weapons look less like light sabers, the better.

I.2.d. Metal Shields

Old text:

...giving the shield edge ~~one-half-inch (1/2")~~ of thickness.

New text:

...giving the shield edge [three-eighths-inch \(3/8"\)](#) of thickness.

An aluminum shield with the steel reinforced car-door edging provides proper protection and is already in use in many areas.

Addendum D

Rule Changes for the Marshals Manual by Section

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Co-sponsor: Sir Karl von Rothenburg, Knight Champion

Co-sponsor: Sir Dietrich Von Holstein, Knight Champion, Deputy Imperial Minister of War & Joust

Rule Changes for the Marshals Manual by section:

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VIII.A.1.b

Replace section with the following:

VIII.A.1.b Practical Safety Demonstration

i. Demonstrate Defense

The combatants are to be fully armored for the particular type of combat and **defend** himself while the qualifying combatant attacks calling out when and where blows land.

This is to determine if the combatant being qualified can defend himself with some effectiveness and correctly acknowledge blows received.

ii. Demonstrate Attack

The new combatant, still fully armored, is to **attack** the qualifying combatant while he defends himself. This to ensure that the new combatant is capable of attacking safely.

Randomly, the qualifier should allow himself to be struck to verify that the new combatant is using an appropriate amount of power.

iii. Free Play

The qualifying and new combatant are to "free play". Again, the qualifying combatant should, at some point, allow themselves to be struck to test the new combatants power level.

iv. Once combatant demonstrates safe attack/defense, the marshal may sign the qualification card.

Paragraph b. does not apply to Combat Archery or Siege Weapons qualifications.

As no "Performance Checklist" was ever created, I felt it best to put it back the way it was.

VIII.A.1.c.

Each combatant, prior to taking the field of combat, must sign that they have read and acknowledge that they agree to abide by the rules and regulations set forth in the ~~Combat and Marshals~~ Manuals

Everything a combatant needs to know about the rules is contained in the Combat Manual. Only those wishing to become Authorized Marshals need to study the Marshals Manual.

VIII.B.2.

Old text:

If the score is less than 90%, the prospective marshal must ~~retake the entire test~~.

New text:

If the score is less than 90%, the prospective marshal must review the missed questions and resubmit the test.

VIII.B.3.

Replace the word:

~~required~~

With:

strongly encouraged

VIII.B.5.

Old text:

The ministers (Joust and War, and Crown Marshal) of chartered subdivisions and Imperial deputies shall submit ~~monthly~~ reports to the Imperial Ministers.

New text:

The ministers (Joust and War, and Crown Marshal) of chartered subdivisions and Imperial deputies shall submit reports as required, to the Imperial Ministers in accordance with the bylaws.

The Imperial Ministers (Joust and Crown Marshal) shall submit reports on the state of combat and combat training within the Empire to the Imperial Crown ~~on a quarterly basis~~

New text:

The Imperial Ministers (Joust and Crown Marshal) shall submit reports on the state of combat and combat training within the Empire to the Imperial Crown upon request

The frequency of reporting should not be dictated by this document.

VIII.B.6.

Old text:

Marshals who do not attend the training ~~shall~~ not be allowed to Marshal the lists.

New text:

Marshals who do not attend the training may not be allowed to Marshal the lists at the discretion of the crown.

Appendix A.

A.3.

Replace text:

~~On a monthly basis~~

With:

When required by the Imperial Crown

C.2.

Replace text:

~~On a monthly basis~~

With:

When required by the Imperial Crown

E.3.

Replace text:

~~On a monthly basis~~

With:

When required by the Imperial Marshal or their local crown

Appendix D:

Replace:

OATHS

With:

SWORD OATH

Remove "~~A.Sword Oath~~" heading

D.B.

Remove section.

Aren't our marshals sworn to uphold the rules already? We don't need another oath.

Addendum E

Proposal: War Points for Ministry

Amendment to the By-Laws: Article XVI, B:

There shall be ~~twenty-one (21)~~ **twenty-seven (27)** war points consisting of:

- Three (3) light weapons battles
- Two (2) renaissance weapons battles
- One (1) renaissance champions battle
- Two (2) armored battles
- One (1) armored champions battle
- Eight (8) arts points consisting of:
 - Four (4) Masters' Tournament
 - Four (4) Knights' Tournament
- Four (4) archery points consisting of:
 - One (1) Masters' Tournament War Point (combined score of all Master's list (Bowman))
 - One (1) Knights' Tournament War Point (combined score of all Knight's list (Huntsman))
 - One (1) Open Tournament War Point (combined score of all master's list and knight's list.) This is a separate act from above.
 - One (1) Champion's War Point (highest score of any individual). This will be determined by the highest score by any individual from the list of supporters of any given candidate; the candidate need not select a champion.

Note: These are separate matches, and must be competed in separately.

- **6 war points awarded for Ministry. The points are to be awarded proportionate to the number of acknowledged ministry activities. An acknowledged activity represents one (1) hour of ministerial service, one combat scenario, or one arts and science entry judged, recognized and recorded by the on-site minister responsible for that activity, the autocrat, or their appointed deputy and initialed by the minister that performed the service.**

Lex Adria – Article XVI.A.5

The Minister of War will provide a copy of the first day's battles to each contender no later than 24 hours before the scheduled war. (Note: The information should be made available to all contenders at approximately the same time.) On the following morning, after Opening Court, the battles will begin.

There shall be ~~twenty-one (21)~~ **twenty-seven (27)** war points consisting of:

...

- d. 6 war points awarded for Ministry. The points are to be awarded proportionate to the number of acknowledged ministry activities. An acknowledged activity represents one (1) hour of ministerial service, one combat scenario, or one arts and science entry judged, recognized and recorded by the on-site minister responsible for that activity, the autocrat, or their appointed deputy and initialed by the minister that performed the service.**

Commentary by the Author:

Ministry participation points are awarded for service to the Empire/Chapter that allows the Empire/Chapter to function, for events to “happen”, for members to be able to participate in their chosen disciplines, and for the members to be able to have a say in the operation and administration of the Empire/Chapter. Without the ministers, the Empire/Chapter could not function and there would be no events or activities of any kind. Yet, when it comes to choosing who will be the next Crown, choosing the persons

responsible to whom they must report and whose policies they will be enforcing and abiding by, as a minister, they are currently not permitted a voice. This proposal would allow the ministers at the war to have a voice in the outcome of the war without showing bias in their activities.

This was (unofficially) play-tested for functionality only during an uncontested war in Albion and it was determined that it “worked” (was understandable and do-able) and did not significantly increase the amount of work done or time required by anyone.

Presented by: Sir Gregor Pent Graf von Schongau (Count Royal)

Sponsored by: HIH Dame Shahara, K3

HIH Sir Jehann, K3

HG Sir Coca Drachensohn von Ramstein, Count Royal, K3

Sir Robert LeCroix, Marquis

Here’s how it would work:

Each person signs in at the War and indicates which army they are “in” or as being neutral. As they perform ministerial service, the R&L minister or minister in charge of the activity (e.g. (acting) A&S Minister, Minister of Archery, Physiker, Crown Marshal, ...) will add their name to the Ministry list or acknowledge their service on the list along with the (approximate) time of service. At the end of each activity/day/event, each entry will be evaluated by R&L for the number of hours served by each person. The hours tallied to determine the number of acknowledged ministry activities (AMAs) for each army. The War Points would then be awarded proportionate to the ratio of AMAs (ignoring AMAs earned by neutrals).

EXAMPLE - A weekend-long war:

R&L and the Steward set up a table on Friday for sign-in and 2 people man it for 6 hours. Meanwhile, the autocrat oversees a team of 8 people who spend 4 hours setting up the site (court, archery range, list field, ...). The co-autocrat ensures that “personal” areas are set up in accordance with the site plan for 6 hours.

Saturday morning, R&L and the Steward man the signup table for another three (3) hours to ensure everyone has had a chance to sign in and pay their site/feast fees. After court: the MoJW and Crown Marshal run the combat scenarios and, with the help of R&L, records the time for each of the marshals (8 for each of the 6 scenarios at 1 hour/scenario including briefings and armor check); the Physiker signs in the water-bearers and records their service time (6 at 6 hours each and 6 at 3 hours each); A&S logs the activities of the judges and scribes (24 judges and 8 scribes that judged a total of 36 entries with 4 judges and 1 scribe/entry); a Rangemaster and R&L deputy man the archery range for 6 hours. At the end of the day, each of the Ministry lists are collected and evaluated with the hours tallied for each minister.

Sunday, the MoJW and Crown Marshal run the combat scenarios and, with the help of R&L, records the time for each of the marshals (8 for each of the 3 scenarios); the Physiker signs in the water-bearers and records their service time (6 at 3 hours each); A&S logs the time for each of the judges and scribes (9 judges and 2 scribe for 6 entries with 4 judges and a scribe/entry); a Rangemaster and R&L deputy man the archery range for 4 hours. R&L, with a deputy and overseen by the autocrat, then collect the Ministry lists and tally the hours for each of the ministers for Sunday, then total the hours by minister for the weekend, then total them for each of the sides.

			Hours	Hours	AMAs	AMAs
--	--	--	-------	-------	------	------

Day	Area	Ministers	Hours/	Total	Neutral	Side A	Side B
Friday	Sign-in	2	6	12		6	6
Friday	Set-up	8	4	32	8	12	12
Friday	Autocrat	1	6	6	6	0	0
Saturday	Sign-in	2	3	6		3	3
Saturday	Combat	11	6	66	6	36	24
Saturday	Physiker	7	6	42	6	24	12
Saturday	Physiker	6	3	18		12	6
Saturday	A&S Judge	32	5	180	36	58	32
Saturday	A&S Min	1	6	6	6	0	0
Saturday	Archery	2	6	12		9	3
Sunday	Combat	11	3	33	6	20	7
Sunday	Physiker	7	3	21	3	6	3
Sunday	A&S Judge	11	6	30		16	14
Sunday	A&S Min	1	6	6	6	0	0
Sunday	Archery	2	4	8		4	4
Sunday	R&L	3	2	6	2	2	2

Total
War Points

85 208 128
4 2

Day	Area	Ministers	Hours/	Hours Total	Hours Neutra l	Hours Side A	Hours Side B	AMAs Side A	AMAs Side B
Friday	Sign-in	2	6	12		6	6	3	3
Friday	Set-up	8	4	32	8	12	12	6	6
Friday	Autocrat	1	6	6	6		0	0	0
Saturday	Sign-in	2	3	6		3	3	1.5	1.5
Saturday	Combat	10	6	60	12	30	18	15	9
Saturday	Physiker	7	6	42	6	24	12	12	6
Saturday	Physiker	6	3	18		12	6	6	3
Saturday	Arts	32	6	192	6	115	71	57.5	35.5
Saturday	Archery	2	6	12		9	3	4.5	1.5
Sunday	Combat	10	3	30	6	18	6	9	3
Sunday	Physiker	7	3	21	3	12	6	6	3
Sunday	Arts	11	3	33	3	16	14	8	7
Sunday	Archery	2	4	8		4	4	2	2
Sunday	R&L	3	2	6	2	2	2	1	1

Total
War
Points

52 263 163 131.5 81.5
4 2

The numbers are then double-checked. When the counts are determined to be correct, the war points are then awarded: 4 for Side A and 2 for Side B.