

ADDENDUM TO MARSHAL'S MANUAL

The July 2002 edition of the Marshal's Manual was authorized for playtesting by the Imperial Estates (Crown Writ 02-01). As a result of this playtesting, there have been changes to the manual, effective December 2002. These changes have been incorporated into the manual, and published as [marshal-03.pdf](#). It is highly recommended that you use the 2003 edition.

As an alternative, you may print this addendum for use with the July 2002 edition of the manual. The full text of the referenced changes is contained in this document.

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- [Article I.B.](#) Listing of all combat- and missile-weapons-related manuals added
- [Article IV.E.](#) Conflict resolution was expanded and clarified
- [Article VII.A.1.a.](#) Scoring procedure added for combatant qualifications
- [Article VII.A.1.e.](#) Lost combat cards will cost \$2.00 for replacement
- [Article VII.B.2.](#) Scoring procedure added for marshal qualifications
- [Article VII.B.4.](#) Qualification procedure added for new subdivisions
- [Appendix A.C.2.](#) Imperial Marshal shall keep a list of qualified combatants and marshals
- **Appendices** renumbered (placed ministries in [Appendix A](#) to conform to other manuals)
- **Qualification Tests.** Added place for test-taker's legal name, test date, scorer's name, final score, as well as a test for qualification of Missile Combatants

I. DESCRIPTION OF A MARSHAL

B. Scope of Duties and Responsibilities

A qualified marshal is expected to have read all combat-related manuals including:

- [Adrian Combat Manual](#)
- [Adrian Marshals Manual](#)
- [Adrian Missile Weapons Manual](#) (formerly the Archery Manual)
- [Adrian Missile Weapons Construction Guide](#) (formerly the Arrow Construction Guide)

IV. MARSHALLING TOURNAMENTS

E. Conflict Resolution

1. All combatants shall submit to the decisions of the marshals.

A combatant may immediately appeal a marshal's ruling to the presiding noble whose decision is final, except that the local noble may not overrule the decision of the:

- Imperial Minister of Combat, Imperial Minister of Jousts and War, Imperial Crown Marshal, deputies or the rules as set forth in the [Combat Manual](#).
- Crown Marshal if the noble is directly involved with the call

2. Combatants have the right to call their own blows. This does not limit or negate the ultimate authority of a marshal to call any legal blow not called by the combatants:
 - a. A marshal may stop combat and ask if a combatant felt any blow. *"Did you feel that?"*
 - b. The marshal may ask the deliverer of the blow if they thought it was a legal shot. *"Did you hit him? Where?"*

The marshal may then decide whether to impose the call on the combatants or not.

3. Calls will be imposed if a simple majority of the presiding marshals saw the blow and deem it legal.
4. Marshals have the ultimate authority to judge all blows to any combatant, calling them dead or wounded as they see fit.
5. Marshals have the authority to dismiss fighters from the field (war, tournament or demo) for losing their temper or using vulgar or offensive language at any time.

VII. QUALIFICATION, AUTHORIZATION, TRAINING

A. Combatant Qualification

1. Qualification Procedure

a. Written Test

The combatant qualification test is given to the new combatant ([Appendix E](#)). The combatant must score at least 75% on the test to be allowed to continue the qualification process. The test is an open book test covering general safety, target areas, and issues specific to the type of combat in which the combatant will be qualified. (Note: The test may be given orally if necessary.)

Paragraphs b. c. and d. do not apply to Combat Archery or Siege Weapons qualifications.

The qualifying marshal will correct the test immediately. If the score is less than 75%, the combatant must retake the entire test. This may be done that day, or on another occasion (at the test-giver's discretion). There is no limit on the number of times a combatant may take the test. Once the test has been scored at 75% or better, any missed questions will be reviewed and corrected by the combatant prior to being mailed to the Imperial Crown Marshal for filing. The Imperial Crown Marshal will maintain the list of qualified combatants.

e. Combat Card

If the qualifying combatant and the marshal conducting the qualification are satisfied that the new combatant is fully aware of the rules and is safe, then the marshal shall sign the combatant's combat card, and notify the local Crown Marshal or Minister of Joust and War.

Lost combat cards will be replaced at the cost of \$2.00.

B. Marshal Authorization

2. Written Test

The prospective marshal must score at least 90% on the Marshal Authorization test ([Appendix E](#)). This is an open book test covering marshalling for tournament and war for all types of combat.

The qualifying marshal will correct the test immediately. If the score is less than 75%, the combatant must retake the entire test. This may be done that day, or on another occasion (at the test-giver's discretion). There is no limit on the number of times a combatant may take the test. Once the test has been scored at 90% or better, any missed questions will be reviewed and corrected by the combatant prior to being mailed to the Imperial Crown Marshal for filing. The Imperial Crown Marshal will maintain the list of qualified combatants.

4. New Subdivisions

New subdivisions that do not have any authorized marshals may select up to two persons as marshal candidates. The marshal candidates must successfully complete the written test as described above, and be approved by the local Crown or Imperial Crown Marshal. Once this is done, they may act as marshals, and may qualify combatants at the Sergeant level.

5. Authorization Follow-up

The ministers (Joust and War, and Crown Marshal) of chartered subdivisions and Imperial deputies shall submit monthly reports to the Imperial Ministers. These reports will detail the authorization of new marshals, any authorization or qualification revocations/expulsions, injuries requiring medical attention, and other activities that concern the marshallate or Imperium.

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

6. Active Status

Marshals are required to attend at least one (1) training collegium every two (2) years to be considered active. As well as attending collegiums, it is also highly recommended that Marshals marshal lists regularly to keep their skills sharp. Marshals who do not attend the training shall not be allowed to Marshal the lists. Make-up collegiums for those who cannot attend on the scheduled collegium dates are allowed.

APPENDIX A: MINISTRY OFFICES

The Ministry of Combat and Ministry of Joust and War are responsible for helping insure the safety of those who participate in the combatant arts of the Adrian Empire. Local areas may have a Minister of Joust and War, a Crown Marshal or both. When only one of the local positions is filled, the responsibilities for that officer include those of both offices.

A. Minister of Joust and War (Imperial)

Ministers of Jousts and War are responsible for the organization of combat for tournaments and wars. They are the combat logistics officers of the empire.

1. Oversee and manage the Imperial Office of Joust and War:
 - Serve as team leader to the members of the Office (ministers and deputies, both Imperial and subdivision levels)
 - Supervise Imperial Deputies in their duties
 - Work with the Minister of Combat to maintain (and update) the Manuals and Guides as needed
 - Cause to be published any new policies or procedures for the Office
 - Coordinate the training of ministers and deputies (to include the scheduling and facilitating of training opportunities)
 - Ensuring that a Minister of Joust and War shall be present at all Imperial Events.
 - Act as (or assign) the Marshal of the Field in running Imperial events
2. Serve as the primary arbiter in matters of conflict over matters of archery or missile weaponry of the Adrian Empire.
3. On a monthly basis:
 - Report to the Imperial Crown regarding the Office
 - Conference with the Imperial Minister of Combat, and Imperial Marshal with regard to the Office and its functions
4. Develop combat tournament formats and war scenarios:
 - For Imperial events
 - As suggestions for use in chartered subdivisions
 - Assist the Minister of Archery with war scenarios involving missile weapons
5. Recommended qualifications:
 - Authorized marshal (required)
 - Knight Bannerette (or higher), or Knight Bachelor who has held the position of Royal Minister of Joust or Crown Marshal

B. Minister of Combat (Imperial)

The Imperial Minister of Combat is responsible for producing and modifying the [Adrian Combat Manual](#) and Marshals Manual as well as the application and interpretation of the rules and regulations stated therein.

1. Whenever there is not an Imperial Minister of Combat, these duties shall be assumed by the Imperial Minister of Joust and War.
2. Maintain (and update) the Manuals and Guides as needed (working with the Imperial Minister of Combat and Imperial Marshal)
3. Approve new armor ideas for use within the Adrian Empire
4. Regulate combat so that safety is the first priority
5. Recommended qualifications:

- Authorized marshal (required)
- Knight Bannerette (or higher), or Knight Bachelor who has held the position of Royal Minister of Joust or Crown Marshal

C. Marshal (Imperial)

The Imperial Crown Marshal is responsible for enforcing compliance with the rules of combat.

1. Oversee and manage the marshallate:
 - Ensure proper weapon and armor standards are being adhered to and correctly interpreted
 - Run or assist the Marshal of the Field in running Imperial events
 - Work with the Minister of Combat to maintain (and update) the Manuals and Guides as needed
 - Coordinate the training of marshals (to include the scheduling and facilitating of training opportunities)
 - Act as (or assign) the Marshal of the Field in running Imperial events
 - Maintain a list of qualified combatants and authorized marshals
2. On a monthly basis:
 - Report to the Imperial Crown regarding the Office
 - Conference with the Imperial Ministers of Combat, and Joust and War with regard to the Office and its functions
3. Recommended qualifications:
 - Authorized marshal (required)
 - Knight Bannerette (or higher), or Knight Bachelor who has held the position of Royal Minister of Joust or Crown Marshal

D. Minister of Joust and War (Chartered Subdivision)

The Minister of Joust and War is responsible for running local tournaments, wars, demos.

1. Oversee and manage the local Office of Joust and War:
 - Develop tournament formats and war scenarios for Crown events
 - Act as or assist the Marshal of the Field in running Crown events
2. On a monthly basis:
 - Report to the local ruling noble, and the Imperial Minister of Joust and War regarding the Office
3. Recommended qualifications
 - Authorized marshal (required)
 - Knight Bachelor (or higher), or a Sergeant if there is no Knight Bachelor qualified and available

E. Crown Marshal (Chartered Subdivision)

The Crown Marshal is responsible for enforcing compliance with the rules of combat locally.

1. Oversee and manage the local Office of Joust and War:
 - Ensure proper weapon and armor standards are being adhered to
 - Coordinate the training of marshals (to include the scheduling and facilitating of training opportunities)
 - Act as (or assist) the Marshal of the Field in running Crown events
 - Regulate combat, in the local region, so that safety is first priority
 - Maintain a list of qualified combatants and authorized marshals

2. Authorize marshals and qualify combatants:
 - Conduct safety checks before combat begins
 - Qualify combatants in various forms of combat (signing their combat authorization card as needed)
 - Authorize marshals (including the administration and scoring of written tests)
3. On a monthly basis:
 - Report to the Imperial Marshal regarding the Office, including information on qualifications performed
 - Forward to the Imperial Marshal copies of any qualifications tests taken
4. Recommended qualifications:
 - Authorized marshal (required)

F. Deputies

These descriptions shall apply to the deputy ministers of Joust and War, Combat and Crown Marshal, each position answering to that specific minister.

All Imperial deputies:

- Meet the same requirements for a minister of a chartered subdivision
- Have held the position of minister for a chartered subdivision (recommended)
- Are appointed and removed at the discretion of the Imperial minister, in conjunction with the Imperial Crown
- Have the same authority as the Imperial minister in their absence
- Act as an assistant to the Imperial minister in their presence
- Consult the Imperial minister when making decisions in the name of the Imperial minister

All deputies for chartered subdivisions:

- Are appointed and removed at the discretion of the minister, in conjunction with the Crown, for that chartered subdivision
- Have the same authority as the minister for that chartered subdivision in their absence
- Act as an assistant to the minister for that chartered subdivision in their presence
- Consult the minister for that chartered subdivision when making decisions in the name of that minister

Adrian Empire Combat Qualification Test: **Missile Combat**

Legal Name: _____ *Date:* _____

1. *Circle all that apply:* What kind of bows are allowed for combat archery?
 - a. Recurve
 - b. Crossbow
 - c. Straight
 - d. Compound
2. You can dry-fire a bow:
 - a. Only during combat
 - b. Anytime
 - c. When a marshal is present
 - d. Never
3. Siege weapons don't include:
 - a. Javelins
 - b. Ballistas
 - c. Trebuchets
 - d. Mangonels
4. The maximum bow weight allowed in combat archery is:
 - a. 30#
 - b. 35#
 - c. 40#
 - d. 50#
5. Archers may not shoot at anyone closer than:
 - a. 7 feet
 - b. 10 feet
 - c. 15 feet
 - d. 10 yards
6. A combat archer that is not intending to fight does not have to be qualified in that form of combat:
 - a. True
 - b. False
7. Archers are allowed to use with their arrows as single-handed thrusting weapon:
 - a. True
 - b. False
8. If a small rock from a siege weapon strikes a combatant on the shield:
 - a. The shield is destroyed and must be discarded
 - b. The shield effectively blocks the rock
 - c. The combatant is dead
9. Siege weapons used for Armored combat may not have a range greater than:
 - a. 50 yards
 - b. 60 yards
 - c. 80 yards
 - d. 100 yards
10. Siege weapon crewmen are expected to:
 - a. Construct their equipment according to the [Missile Weapons Construction Guidelines](#)
 - b. Inspect their ammunition between scenarios for unsafe wear
 - c. Have their equipment and ammunition inspected by a marshal prior to its first use of the day
 - d. All of the above
11. Combat arrow shafts can be made from
 - a. Fiberglass shafts
 - b. Golf tubes
 - c. Wood shafts
 - d. All of the above
12. What is the minimum diameter of a combat arrow head?
 - a. 20mm
 - b. 30mm
 - c. 40mm
 - d. 50mm
13. What is the draw length that combat archery bows are to be tested at?
 - a. The archer's draw length
 - b. 25"
 - c. 26"
 - d. 28"
14. What is the minimum thickness of the foam on the Head (not including the tip) of a combat arrow?
 - a. 20mm
 - b. 25mm
 - c. 30mm
 - d. 40mm
15. What size bullet casing (shell) works best for combat arrow tip covers?
 - a. 7mm
 - b. 9mm
 - c. .22 cal.
 - d. .45 cal.
16. Rocks used for Shinai or Renaissance combat may not weigh more than:
 - a. 1/4 lb.
 - b. 1/2 lb.
 - c. 3/4 lb.
 - d. 1 lb.
17. *Circle all that apply:* A large siege weapon may **not** be fired if:
 - a. There is someone 8 feet from the front of the weapon
 - b. The target is 15 yards away
 - c. The marshal is not watching
 - d. The weapon is being moved
18. What is the minimum length of a ballista bolt?
 - a. 24"
 - b. 30"
 - c. 32"
 - d. 36"
19. How many crew member are required to operate a large siege weapon?
 - a. 1
 - b. 2
 - c. 3
 - d. 4
20. Siege weapon crewmen can be killed like an archer:
 - a. Even if they abandon the siege weapon and take up arms
 - b. While they are operating the siege weapon
 - c. Never

Test administered by: _____

Score: _____