



Estrella War XXV



Estrella War XXV Treaty Canyon Moon Ranch - Florence, AZ *Last Revised 10/18/08*

I STATEMENT OF PURPOSE

- a. The Estrella War XXV at Canyon Moon Ranch in Florence, AZ shall be fought by the Principal Armies of the Kingdom of Atenveldt, the Kingdom of Caid and the Kingdom of the Outlands and their allies. It is designed to allow the Kingdoms of the Knowne World to gather together, that they might form closer relations with one another under the scenario of a medieval war.
- b. Estrella War XXV shall be held Monday, February 9, 2009 through Monday, February 16, 2009, as a two-sided war fought between the following two Allied Realms:
 1. Allied Realm I shall be composed of the Kingdoms of Atenveldt and the Kingdom of the Outlands and their allies. Combatants fighting for Allied Realm I shall be identified by a Blue mark on the front and back of their helms.
 2. Allied Realm II shall be composed of the Kingdom of Caid and their allies. Combatants fighting for Allied Realm II shall be identified by a Red mark on the front and back of their helms.

II BINDING LAWS AND POLICIES

- a. This Treaty shall have the force of law upon all who attend Estrella War XXV, subject to the hierarchy of law outlined in Corpora and individual Kingdom Law.
- b. This Treaty supplements the “[Estrella War Armored Combat Marshallate Guidelines and Combat Conventions](#)” agreed upon by the Principal Kingdoms for Estrella War. The current version of that Estrella War Policy is published on the Estrella War website (www.estrellawar.org) so it is available for review by marshals and combatants attending the event.
- c. Changes to this treaty shall be accomplished by agreement of the Principal Monarchs.
- d. Site Rules will have the force of law upon all who attend, and will be published in the event gatebook, provided for all attendees at the front gate, and posted on the Estrella War website (www.estrellawar.org).

III POPULACE VICTORY PENNANTS

- a. Estrella War XXV shall be fought to earn the right for the populace of a Kingdom to bear victory pennants as follows:
 1. The populace of the Principal Kingdoms comprising the Allied Realm winning the Estrella War XXV Armored Combat Scenarios explained in this treaty shall have the Right to display an Estrella War XXV Armored Combat Victory Pennant.

2. The populace of the Principal Kingdoms comprising the Allied Realm winning the Estrella War XXV Arts and Sciences Competition explained in APPENDIX A shall have the Right to display an Estrella War XXV Arts and Sciences Pennant.
 3. The populace of the Principal Kingdoms comprising the Allied Realm winning the Estrella War XXV Archery Competition explained in APPENDIX B shall have the Right to display an Estrella War XXV Archery Pennant.
 4. The populace of the Principal Kingdoms comprising the Allied Realm winning the Estrella War XXV Rapier Scenarios explained in APPENDIX C shall have the Right to display an Estrella War XXV Rapier Pennant.
- b. A document explaining the dimensions, design, and construction techniques of these victory pennants are available on the Estrella War website, so members of the populace may create and display them.

IV SCHEDULES - All of the below schedules shall be published in the event gatebook.

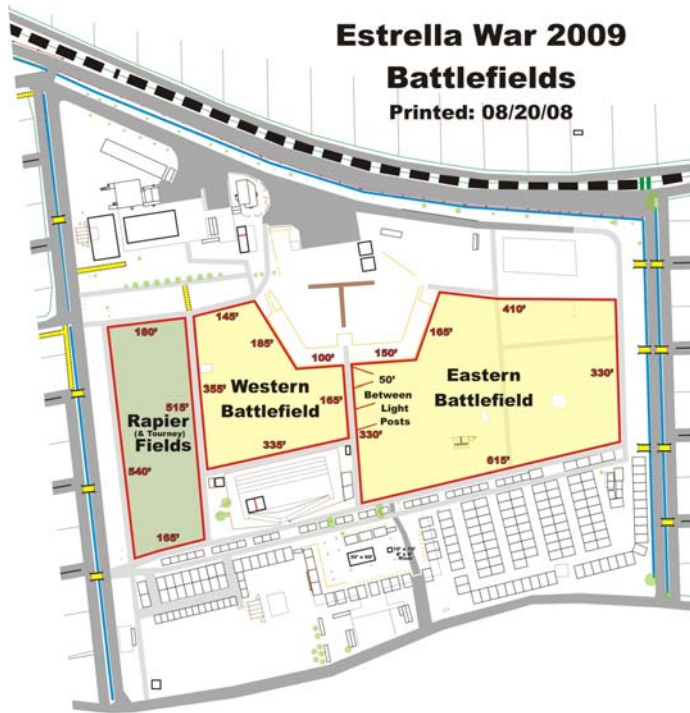
- a. **Weapons/Armor Inspection:** The **Senior Marshaling Team** shall staff and run a Marshals Point (or designated weapons inspection points) for armor and weapon inspections by Marshals from their Kingdoms as follows:
1. **Tuesday, February 10, 2009** – Marshal’s Point shall be open from 9:00 AM until 12:00 PM, and shall be run by the Kingdom of Atenveldt.
 2. **Wednesday February 11, 2009** – Marshal’s Point shall be open from 9:00 AM until 3:00 PM, and shall be run by the Kingdom of the Outlands at the Outlands Prize Tournament.
 3. **Thursday, February 12, 2009** – Marshal’s Point shall be open from 9:00 AM until the end of the scheduled war scenarios, and shall be run by the Kingdom of Caid. Fighters are encouraged to visit Marshal’s Point between 9:00 AM and the start of combat, since Marshal’s Point will be minimally staffed during fighting.
 4. **Friday, February 13, 2009** – Marshal’s Point shall be open from 9:00 AM until the end of the scheduled war scenarios for the day, and will be run by the Kingdom of Caid. Fighters are encouraged to visit Marshal’s Point between 9:00 AM and the start of combat, since Marshal’s Point will be minimally staffed during fighting.
 5. **Saturday, February 14, 2009**– Marshal’s Point shall be open from 9:00 AM until end of the scheduled war scenarios for the day, and will be run by the Kingdom of the Outlands. Fighters are encouraged to visit Marshal’s Point between 9:00 AM and the start of combat, since Marshal’s Point will be minimally staffed during fighting.
 6. **Sunday, February 15, 2009**– Marshal’s Point shall be open from 9:00 AM until end of the scheduled war scenarios for the day, and will be run by the Kingdom of Atenveldt. Fighters are encouraged to visit Marshal’s Point between 9:00 AM and the start of combat, since Marshal’s Point will be minimally staffed during fighting.
 7. Additional Armor and Weapon Inspections may happen at any time at any Principal Kingdom Earl Marshal’s discretion
- b. **Siege Engine Inspection:** The Senior Marshaling Team or their appointed representatives will be available to inspect the siege engines used in combat scenarios during the traditional **Estrella War Siege Weapon Competition**. The exact time and day for this competition shall be announced in the event gatebook. Additional inspections may be scheduled at Marshal’s Point, and/or at other locations/times published in the event gatebook.

c. **Schedule for Armored Combat:**

1. Wednesday, February 11, 2009 shall be reserved for tournament combat.
2. Four days of armored combat battles shall be conducted (Thursday, February 12, 2009 through Sunday, February 15, 2009) as follows:
 - a. **Victory Point Battles** shall be held on Thursday, Friday and Saturday (February 12-14), with the armies of both Allied Realms mustering on the **Western Battlefield** for an Open Field Battle at 9:30 AM and combat starting at 10:00 AM.
 - b. A **Resurrection Battle** and the **Estrella Cup Battle** shall be held on Sunday (February 15, 2009) for the Glory and Honor of Combat, with the armies of both Allied Realms mustering on the **Western Battlefield** at 10:00 AM and combat starting at 10:30 AM.

V **BATTLEFIELD SETUP**

- a. **Battlefield Construction:** This year, the Principal Kingdoms are using a new concept for armored combat scenarios, choosing to build a stationary set of terrain features (town, bridges, castle, etc) on the **Eastern Battlefield**, and having all combat conducted over that static terrain for four days. Battlefield construction must therefore be completed between 9:00 AM, Saturday, February 7, 2009 and 5:00 PM, Tuesday, February 10, 2009, and will require that:
 1. The Earl Marshals of the Principal Kingdoms (or a designated representative) be onsite from Saturday forward to approve battlefield configuration.
 2. The Kingdoms of Atenveldt and the Kingdom of the Outlands provide a minimum of ten (10) early arrival volunteers (volunteers arriving Saturday, February 7, 2009 at 9:00 AM) to work on battlefield construction.
 3. The Kingdom of Caid provide a minimum of ten (10) volunteers to help with battlefield tear down on Sunday, February, 15, 2009.
- b. **Muster Banners:**
 1. A Blue Muster Banner shall be provided for Allied Realm I. A Red Muster Banner shall be provided for Allied Realm II.
 2. The Senior Marshallate Team shall be responsible for placing these banners at the start positions for each battle scenario.
 3. These banners will be created by the Kingdom of Atenveldt and will remain part of the Estrella War regalia.
- c. **Control Point Banners:** Throughout this Treaty, control of specific terrain features on the field shall be determined by reversible **Control Point Banners** positioned at specific terrain features. The Kingdom of Atenveldt shall provide all **Control Point Banners** for the field. These banners must
 1. Be stationary during a scenario, and have no flag flying at the start of battle.
 2. Shall allow one of two colored flags to be raised by combatants.
- d. **Siege Weapon Targets:** There shall be (3) Siege Weapon targets setup on the field at varying heights and angles, with each target assigned to one of the redoubts (one of the **Watchtowers of the Burning Plains**). The Kingdom Atenveldt shall provide these Siege Weapon targets.



e. **Western Battlefield:**

1. Dimensions: (See map)
2. This battlefield will be used for:
 - a. **Open Field Battles** on Thursday, Friday and Saturday.
 - b. The **Estrella Cup Battle** on Sunday
 - c. For tournaments
 - d. For “pick up” fights.

f. **Eastern Battlefield:**

1. Dimensions: (See Below)
2. This battlefield will be setup with the following terrain features before 5:00 PM, Tuesday, February 10, 2009 (see map published with Treaty for placement of these on the field):
 - a. **Village of Atenburgh:** A square village containing five buildings shall be constructed north of the river at the edge of the battlefield, as follows:
 1. The village will be surrounded by a 148 ft by 148 ft wall, with two 24 ft gates positioned at diagonally opposite corners of the wall.
 2. At the battlefield side corner of the wall where there are no gates, a 32 ft by 32 ft building will be positioned, flush against the corner. It will have two 8 ft doors opening on the “village” side of the building, and two 12 ft breachable openings facing out towards the battlefield. These breachable openings shall be covered by brown butcher paper.
 3. Four additional 24 ft by 24 ft buildings shall be constructed in the village, each including one 8 ft door.
 - b. **Ruins of Baron Kragon’s Keep:** The ruins of a 60 ft by 90 ft Keep shall be constructed north of the river as follows:
 1. Walls of the Keep shall consist of broken walls and a minimum of two 8 ft doors on the north and south side of the Keep..
 2. The interior of the Keep shall be randomly scattered with debris/obstacles (haybales).

3. A broken haybale wall (haybales stacked one or two high) shall extend from the west side of the Keep to the river, and from the east side of the keep to the edge of the battlefield.
- c. **Crescent River:** A river of varied width (max 30 ft at it's widest) shall diagonally bisect the battlefield. Unless otherwise specified for a scenario, this river may *only* be crossed using one of the three Trinity bridges, or using one of the two 20 ft fords placed at the opposite ends of the river/battlefield.
- d. There shall be three bridges and two fords crossing the **Crescent River:**
 1. **Upper Trinity Bridge** shall be 30 ft wide and 50 ft long.
 2. **Middle Trinity Bridge** shall be 40 ft wide and 50 ft long.
 3. **Lower Trinity Bridge** shall be 30 ft wide and 50 ft long.
 4. **Upper Ford** shall be 15ft wide and stretch from bank to bank.
 5. **Lower Ford** shall be 15ft wide and stretch from bank to bank.
- e. **Watchtowers of the Burning Plains:** Three 24 ft by 24 ft redoubts shall be positioned on the south side of the river. Each watchtower shall have one 8 ft door. One "Siege Weapon target" shall be setup for each redoubt.
- f. **Castillo Herradura (Castle of the Golden Horseshoe):** A 120 ft by 60 ft castle shall be constructed south of the Crescent River. The Castle walls facing the battlefield shall include:
 1. A 24 ft gate.
 2. A 16 ft sally point.
 3. Two 12 ft breach points, with the breachable openings covered by brown butcher paper.

VI VICTORY POINT BATTLES

- a. The following **Victory Point Battles** shall be fought to determine the Allied Realm winning the **Estrella War XXV Armored Combat Victory Pennant:**

THURSDAY, FEBRUARY 12, 2009:

- | | |
|--|-----------------------------|
| 1. Open Field Battle (best 2 out of 3) | = 0 |
| 2. Battle of Three Trinity Bridges | = 1 |
| 3. Ruins of Baron Kragon's Keep Battle (best 2 out of 3) | = 1 |
| 4. Village/Castle Timed Resurrection Battle | = 1 |
| DAILY TOTAL | = 3 Victory Points** |

FRIDAY, FEBRUARY 13, 2009:

- | | |
|--|---------------------------|
| 5. Open Field Battle (best 2 out of 3) | = 1 |
| 6. Castillo Herradura Battle (fought twice, each for a point)= 2 | = 2 |
| 7. Village of Atenburgh Battle (best 2 out of 3) | = 1 |
| 8. Keep/Watchtower Timed Resurrection Battle | = 1 |
| DAILY TOTAL | = 5 Victory Points |

SATURDAY, FEBRUARY 14, 2009:

- | | |
|---|---------------------------|
| 9. Open Field Battle (best 2 out of 3) | = 1 |
| 10. Watchtowers Battle (fought twice, each for a point) | = 2 |
| 11. Broken Field Battle (best 2 out of 3) | = 1 |
| 12. Trinity Bridge Timed Resurrection Battle | = 1 |
| DAILY TOTAL | = 5 Victory Points |
| OVERALL TOTAL = 13 Victory Points | |

**The scoring of day one will only be used if the combined scores from Friday and Saturday result in a tie.

- b. At the close of three days of combat, the winning Allied Realm shall be awarded the **Estrella War XXV Armored Combat Victory Pennant**. Combat on **SUNDAY, FEBRUARY 15, 2009** shall be for the Glory of Combat, not for Victory Points.

VII ADDITIONAL COMBAT CONVENTIONS FOR ESTRELLA WAR XXV

The below listed conventions are in addition to the traditional “[Estrella War Armored Combat Marshallate Guidelines and Combat Conventions](#)” agreed to by the Principal Kingdoms for Estrella War. The “**Estrella War Armored Combat Marshallate Guidelines and Combat Conventions**” are available on the www.estrellawar.org website, and copies will be available at Marshal’s Point and the Front Gate at Estrella War XXV.

a. **Combat Archery:**

1. Combat Archers shall be limited to 24 arrows/crossbow bolts per archer, per battle for all battles except resurrection battles. For resurrection battles, Combat Archers shall be limited to 24 arrows/crossbow bolts on the field at any one time, but may rearm at resurrection points.
2. Combat Archery shall only be allowed on the **Eastern Battlefield**.
3. A 90 ft “no fire zone” shall be enforced on the **Eastern Battlefield** perimeter (see battlefield map). Archers may not shoot while standing in this “no fire zone”.

b. **Siege:**

1. Siege Weapons shall only be allowed on the **Eastern Battlefield**.
2. Siege fire may be used against combatants, against other siege weapons, or to hit a “Siege Weapon target” to gain a tactical advantage.
3. Unless otherwise indicated for a specific battle, Siege Weapons may only cross the Crescent River using bridges or fords.
4. Siege Weapons will be considered destroyed if their crews are killed or they abandon the Siege Weapon.

c. **Fighting Conventions:**

1. Unless otherwise indicated, fighters may only cross the **Crescent River** using bridges or fords (chivalry/royalty can walk/fighters may cross on knees).
2. Fighters who step in or are pushed into the **Crescent River** are considered dead.
3. Fighters who intentionally damage or break another fighter’s weapon are subject to ejection from the field.
4. Fighting over haybales is dependent on the terrain as follows:
 - a **Village of Atenburgh:** Fighters *may not* fight over haybales making up the outer wall and buildings.
 - b **Ruins of Baron Kragon’s Keep:** Fighters *may* fight and walk over haybales in and around the Keep, and fight and walk over haybales in the broken walls extending to the river and to the edge of the battlefield.
 - c **Upper, Middle and Lower Trinity Bridges:** Fighters *may* fight over bridge haybales.
 - d **Watchtowers of the Burning Plains:** Fighters *may not* fight over haybales.
 - e **Castillo Herradura (Castle of the Golden Horseshoe):** Fighters *may not* fight over haybales.

d. **General/Local Holds:**

1. Local holds shall only be allowed in resurrection battles.
2. Local holds may only be called for “dead out”, injuries or for safety reasons.
3. Local holds will not stop the clock for any timed battle.

VIII THURSDAY BATTLES

1. BATTLE 1: OPEN FIELD (BEST 2 OUT OF 3)

1. **LOCATION:** Western Battlefield
2. **FIELD SETUP:** None.
3. **SPECIAL WEAPONS STYLES ALLOWED:** No combat archery. No siege weapons.
4. **DESCRIPTION/STARTING POSITIONS:** A traditional open field battle shall be fought three times. Allied Realm I shall start on one side of the field and Allied Realm II shall start on the opposite side of the field. The side of the field used by Allied Realm I in the first battle shall be determined by a coin toss, with starting positions reversed each time the scenario is refought.
5. **VICTORY CONDITIONS:** Fighting shall be to the last man standing.
6. **VICTOR RECEIVES/GAINS:** This battle shall be fought for the Glory of Combat. The Allied Realm winning the best two out of three shall determine their starting position for **Battle 2: Three Trinity Bridges Battle**.

2. BATTLE 2: THREE TRINITY BRIDGES

1. **LOCATION:** Eastern Battlefield
2. **FIELD SETUP:**
 - a. One stationary, reversible **Control Point Banner** shall be placed at the mid-point of each of the three bridges (Upper, Middle and Lower Trinity Bridge).
 - b. The **Control Point Banners** shall be in a “neutral” position at the start of combat.
3. **SPECIAL WEAPONS STYLES ALLOWED:**
 - a. Siege Weapons may be used against combatants.
 - b. Combat Archery may be used on the Upper Trinity Bridge, but may not be used on the Middle or Lower Trinity Bridges or in the no fire zone.
4. **DESCRIPTION/STARTING POSITIONS:** A timed battle shall be fought for control of the three bridges as follows:
 - a. A bridge shall be considered “controlled” by an Allied Realm when the **Control Point Banner** is fully raised and flying the colors for that Allied Realm.
 - b. The Allied Realms shall start with their forces positioned on opposite sides of the Crescent River.
 - c. Fighting shall continue to the last man standing, or until 30 minutes (whichever occurs first).
5. **VICTORY CONDITIONS:** The Allied Realm with the last man standing, or controlling the most bridges at the 30 minute mark (whichever comes first) shall be the victor. If there are no bridges controlled at the 30 minute mark, or each Allied Realm controls only one bridge, this battle shall be declared a tie.
6. **VICTOR RECEIVES/GAINS:** The victor in this scenario shall be awarded one (1) **Victory Point**, and shall determine their starting position for **Battle 3: Ruins of Baron Kragon’s Keep Battle**. In the event of a tie, the winner of the previous battle shall choose their starting position for the next battle.

3. BATTLE 3: RUINS OF BARON KRAGON’S KEEP (BEST 2 OUT OF 3)

1. **LOCATION:** Eastern Battlefield
2. **FIELD SETUP:** None.
3. **SPECIAL WEAPONS STYLES ALLOWED:** No combat archery. No siege weapons.
4. **DESCRIPTION/STARTING POSITIONS:**
 - a. This battle shall be fought three times, with one Allied Realm starting north of the Ruins wall and the other Allied Realm starting south of the Ruins wall.

- b. The winner of **Battle 2: Three Trinity Bridges** shall select their starting position for the first scenario. Starting positions of the Allied Realms shall be reversed each time the scenario is refought.
 - c. All haybales and walls can be fought and walked over.
 - 5. **VICTORY CONDITIONS:** Fighting shall be to the last man standing.
 - 6. **VICTOR RECEIVES/GAINS:** The Allied Realm winning the best two out of three shall be awarded one (1) **Victory Point**, and shall determine their starting position for **Battle 4: Village/Castle Timed Resurrection.**
4. **BATTLE 4: VILLAGE/CASTLE TIMED RESURRECTION**
- 1. **LOCATION:** Eastern Battlefield
 - 2. **FIELD SETUP:**
 - a. This battle shall be fought over the entire Eastern Battlefield.
 - b. Two Resurrection Points shall be established, one on the **Northern** side of the field and one on the **Southern** side of the field (these positions are marked as “R-TH” on the map).
 - c. One stationary, reversible **Control Point Banner** shall be positioned in each of the following terrain features:
 - 1. A banner in the largest building in the **Village of Atenburgh.**
 - 2. A banner in **Castillo Herradura.**
 - 3. A banner in the western **Watchtower of the Burning Plains.**
 - 4. A banner at the midpoint of **Middle Trinity Bridge.**
 - 5. A banner in the **Ruins of Baron Kragon’s Keep.**
 - d. All **Control Point Banners** shall be in a “neutral” position at the start of combat.
 - e. All “breachable walls” in the **Village of Atenburgh** and **Castillo Herradura**, shall be closed with butcher paper.
 - 3. **SPECIAL WEAPONS STYLES ALLOWED:**
 - a. Combat archery is allowed except in the no fire zone. Combat archers are limited to 24 arrows/bolts per archer, but may reload at resurrection point.
 - b. Siege may be used as follows:
 - 1. Siege weapons shall:
 - a. Start at the edge of the field with their assigned Allied Realms at the start of each battle.
 - b. May be moved around the field whenever combat is in progress.
 - c. May only cross the **Crescent River** using a bridge or a ford.
 - d. May be resurrected at a resurrection point if they are destroyed.
 - e. May be used against combatants, or other Siege Weapons, or Siege Weapon targets.
 - 2. One strike by a siege projectile on a breach or Siege Weapon target shall earn the following advantage for an Allied Realm:
 - a. In the **Village of Atenburgh** or **Castillo Herradura**, striking a breach shall open the “breachable wall”, the butcher paper shall be removed, and the wall opening can be fought through.
 - b. Striking a Siege Weapon target assigned to a **Watchtower of the Burning Plains** that *does not* have a control banner shall destroy the redoubt and anyone inside.
 - c. Striking a Siege Weapon target assigned to a **Watchtower of the Burning Plains** that *does* have a control banner shall destroy the redoubt and anyone inside, and the destroyed redoubt will no longer be considered in control of any Allied Realm (it can no longer be fought over or captured).
 - 4. **DESCRIPTION/STARTING POSITIONS:**

- a. A one hour, timed resurrection battle shall be held for control of the following terrain features:
 1. **Village of Atenburgh** = 3 credits
 2. **Castillo Herradura** = 3 credits
 3. The western **Watchtower of the Burning Plains** = 1 credit
 4. **Middle Trinity Bridge**= 1 credit
 5. **Ruins of Baron Kragon's Keep** = 1 credit
 - b. One Allied Realm will start on the north side of the field above the **Ruins of Barons Kragon's Keep** (in front of their Resurrection Point), and the other Allied Realm will start on the south side of the field below the **Watchtowers of the Burning Plains** (in front of their Resurrection Point).
 - c. The Allied Realm winning **Battle 3: Ruins of Baron Kragon's Keep** shall select their starting position for this battle.
 - d. Marshals shall allow fighters to resurrect and re-enter the field at 2 minute intervals.
 - e. Local holds may be called for safety issues only. Calling a local hold will not stop the clock for this timed battle.
5. **VICTORY CONDITIONS:**
- a. A team of Marshals with members from both Allied Realms shall award credits for each of the terrain features in the possession/control of an Allied Realm at each 15 minute mark. Combat shall *not* be interrupted to award these credits.
 - b. Possession of terrain features shall be defined as having a **Control Point Banner** for that terrain feature properly displaying an Allied Realm's colors in a raised, upright position.
 - c. The Allied Realm with the most credits after the one hour mark shall be awarded one (1) **Victory Point**, and shall determine their starting position for **Battle 5: Open Field Battle (best 2 out of 3)**. In the event of a tie, the winner of the previous battle shall choose that starting position.

IX FRIDAY BATTLES

a. **BATTLE 5: OPEN FIELD (BEST 2 OUT OF 3)**

This battle is identical to the **BATTLE 1: OPEN FIELD (BEST 2 OUT OF 3)** run on Thursday with the following exceptions:

1. **DESCRIPTION/STARTING POSITIONS:** The Allied Realm winning **Battle 4: Village/Castle Timed Resurrection** shall select their starting position for this battle.
2. **VICTOR RECEIVES/GAINS:** The Allied Realm winning the best two out of three shall select be awarded one (1) **Victory Point**, and shall determine their starting position for the **Battle 6: Castillo Herradura Battle**.

b. **BATTLE 6: CASTILLO HERRADURA BATTLE (FOUGHT TWICE)**

1. **LOCATION:** Eastern Battlefield
2. **FIELD SETUP:**
 - a. One stationary, reversible **Control Point Banner** shall be positioned in **Castillo Herradura**. The **Control Point Banner** shall be in a "neutral" position at the start of combat.
 - b. "Breachable walls" in **Castillo Herradura** shall be closed with butcher paper.
3. **SPECIAL WEAPONS STYLES ALLOWED:**
 - a. Combat archery is allowed except in the no fire zone.
 - b. Siege may be used by the attacking Allied Realm as follows:
 1. Siege Weapons may be moved around the field whenever combat is in progress.

2. Siege Weapons may be used against combatants or breachable walls.
 3. One strike by a siege projectile on a breach shall open the breachable wall, the butcher paper shall be removed and the wall opening can be fought through.
 4. **DESCRIPTION/STARTING POSITIONS:** A timed castle shall be fought for control of the castle as follows:
 - a. The Allied Realm winning the **Open Field Battle** shall determine whether they wish to start as “defenders” or “attackers” of the castle. Defenders shall start with their forces inside the castle, attackers shall start with their forces outside the castle.
 - b. The castle shall be considered “controlled” by an Allied Realm when the **Control Point Banner** is fully raised and flying the colors for that Allied Realm.
 - c. Fighting shall continue to the last man standing, or until 45 minutes (whichever occurs first).
 5. **VICTORY CONDITIONS:**
 - a. The Allied Realm with the last man standing, or controlling the castle at the 45 minute mark (whichever comes first) shall be the victor. If the Castle is not controlled at the 45 minute mark, the scenario shall be considered a tie.
 - b. The scenario shall be fought two times with starting positions of the Allied Realms reversed each time the scenario is refought.
 6. **VICTOR RECEIVES/GAINS:** Each time this scenario is fought, the victor of the scenario shall be awarded one (1) **Victory Point** (a total of two points). The victor in the second run of the scenario shall determine their starting position for **Battle 7: Village of Atenburgh Battle**. In the event of a tie, the winner of the previous battle shall choose that starting position.
- c. **BATTLE 7: VILLAGE OF ATENBURGH BATTLE (BEST 2 OUT OF 3)**
1. **LOCATION:** Eastern Battlefield
 2. **FIELD SETUP:**
 - a. One stationary, reversible **Control Point Banner** shall be positioned in largest building in the **Village of Atenburgh**. The **Control Point Banner** shall be in a “neutral” position at the start of combat.
 - b. “Breachable walls” in the **Village of Atenburgh** shall be closed with butcher paper. When a breach is struck by a siege weapon, the butcher paper shall be removed and the wall opening can be fought through.
 3. **SPECIAL WEAPONS STYLES ALLOWED:**
 - a. Combat archery is not allowed.
 - b. Siege may be used as follows:
 1. Siege Weapons shall start on the east side of the river, and may be moved around the field whenever combat is in progress, but may not cross the river.
 2. Siege Weapons may be used against combatants or breaches, but not against other Siege Weapons.
 3. A strike by a siege projectile on a breach shall open the “breachable wall”, the butcher paper shall be removed, and the wall opening can be fought through.
 4. **DESCRIPTION/STARTING POSITIONS:** A timed town shall be fought three times for control of the town as follows:
 - a. The town shall be considered “controlled” by an Allied Realm when the **Control Point Banner** is fully raised and flying the colors for that Allied Realm.
 - b. The Allied Realms shall start with their forces positioned outside the Village wall on adjacent sides (at the two corners opposite where the biggest building is located). The victor in **Battle 6: Castillo Herradura** may select the corner they use to start the first run of the scenario.

- c. Fighting shall continue to the last man standing, or until 30 minutes (whichever occurs first).
 - d. Starting positions of the Allied Realms shall be reversed each time the scenario is refought.
 - e. Fighters must fight through the village, and may not flank around the village.
5. **VICTORY CONDITIONS:**
- a. The Allied Realm with the last man standing, or controlling the **Control Point Banner** at the 30 minute mark (whichever comes first) shall be the victor. If the town is not controlled at the 30 minute mark, the scenario will be considered a tie.
 - b. The scenario shall be fought three times with starting positions of the Allied Realms reversed each time the scenario is refought.
6. **VICTOR RECEIVES/GAINS:** The Allied Realm winning the best two out of three shall select be awarded one (1) **Victory Point**, and shall determine their starting position for the **Battle 8: Keep/Watchtower Timed Resurrection**. In the event of a tie, the winner of the previous battle shall choose that starting position.
- d. **BATTLE 8: KEEP/WATCHTOWER TIMED RESURRECTION**
- 1. This battle is identical to **BATTLE 4: VILLAGE/CASTLE TIMED RESURRECTION** run on Thursday except:
 - a. Resurrection Points shall be positioned differently on the field.
 - b. Additional **Control Point Banners** shall be placed on the field.
 - c. The starting positions of the Allied Realms shall change.
 - d. The credits assigned for terrain features shall change.
 - 2. **FIELD SETUP DIFFERENCES:**
 - a. Two Resurrection Points shall be established, one on the **Eastern** side of the field and one on the **Western** side of the field (these are marked as “R-F” on the map).
 - b. One stationary, reversible **Control Point Banner** shall be positioned in each of the following terrain features:
 - 1. A banner in the largest building in the **Village of Atenburgh**.
 - 2. A banner in **Castillo Herradura**.
 - 3. A banner in *each one of the three* **Watchtowers of the Burning Plains**.
 - 4. A banner at the midpoint of **Middle Trinity Bridge**
 - 5. A banner in the **Ruins of Baron Kragon’s Keep**.
 - 3. **DESCRIPTION/STARTING POSITIONS DIFFERENCES:**
 - a. A one hour, timed resurrection battle shall be held for control of the following terrain features:
 - 1. **Village of Atenburgh** = 1 credit
 - 2. **Castillo Herradura** = 1 credit
 - 3. **Watchtowers of the Burning Plains** = 3 credits (one for each watchtower)
 - 4. **Middle Trinity Bridge**= 1 credit
 - 5. **Ruins of Baron Kragon’s Keep** = 3 credits
 - a. Allied Realms shall start positioned on either the eastern or western side of the field in front of their Resurrection Points.
 - b. The Allied Realm winning **Battle 7: Village of Atenburgh Battle** shall select their starting position for this battle.
 - 3. **VICTORY CONDITIONS:**
 - a. A team of Marshals with members from both Allied Realms shall award credits for each of the terrain features in the possession/control of an Allied Realm at each 15 minute mark. Combat shall *not* be interrupted to award these credits.

- b. Possession of terrain features shall be defined as having a **Control Point Banner** for that terrain feature properly displaying an Allied Realm's colors in a raised, upright position.
- c. The Allied Realm with the most credits after the one hour mark shall be awarded one (1) **Victory Point**, and shall determine their starting position for **Battle 9: Open Field Battle (best 2 out of 3)**. In the event of a tie, the winner of the previous battle shall choose that starting position.

X SATURDAY BATTLES

a. BATTLE 9: OPEN FIELD (BEST 2 OUT OF 3)

This battle is identical to the **BATTLE 1: OPEN FIELD (BEST 2 OUT OF 3)** run on Thursday with the following exceptions:

- 1. **DESCRIPTION/STARTING POSITIONS:** The Allied Realm winning **Battle 8: Keep/Watchtower Timed Resurrection** shall select their starting position for this battle.
- 2. **VICTOR RECEIVES/GAINS:** The Allied Realm winning the best two out of three shall select be awarded one (1) **Victory Point**, and shall determine their starting position for the **Battle 10: Watchtowers Battle**.

b. BATTLE 10: WATCHTOWERS BATTLE (FOUGHT TWICE)

- 1. **LOCATION:** Eastern Battlefield
- 2. **FIELD SETUP:**
 - a. One stationary, reversible **Control Point Banner** shall be placed in each of the three **Watchtowers of the Burning Plains**.
 - b. The **Control Point Banners** shall be in a "neutral" position at the start of combat.
- 3. **SPECIAL WEAPONS STYLES ALLOWED:**
 - a. Combat archery is allowed except in the no fire zone.
 - b. Siege may be used as follows:
 - 1. Siege weapons shall:
 - a. Start positioned with the forces of their assigned Allied Realms at the start of the scenario.
 - b. May be moved around the field whenever combat is in progress.
 - c. May only cross the **Crescent River** using a bridge or a ford.
 - 2. May be used against combatants, other Siege Weapons, or Siege Weapon targets.
 - 3. Striking a Siege Weapon target assigned for a **Watchtower of the Burning Plains** shall destroy the redoubt and anyone inside, and the destroyed redoubt will no longer be considered in control of any Allied Realm and can no longer be fought over or captured.
- 4. **DESCRIPTION/STARTING POSITIONS:** A timed battle shall be fought for control of the three watchtowers as follows:
 - a. A watchtower shall be considered "controlled" by an Allied Realm when the **Control Point Banner** is fully raised and flying the colors for that Allied Realm.
 - b. One Allied Realm shall start with their forces positioned inside the **Ruins of Baron Kragon's Keep**. The other Allied Realm shall start with their forces positioned inside the **Village of Atenburgh**. The victor in **Battle 9: Open Field Battle** shall select which of these starting positions to use in this battle.
 - c. Combatants may only cross the **Crescent River** on bridges or fords.
 - d. Fighting shall continue to the last man standing, or until 30 minutes (whichever occurs first).

5. **VICTORY CONDITIONS:**
 - a. The Allied Realm with the last man standing, or controlling the most watchtowers at the 30 minute mark (whichever comes first) shall be the victor. If there are no watchtowers controlled at the 30 minute mark, or each Allied Realm controls only one watchtower, this battle shall be declared a tie.
 - b. The scenario shall be fought two times with starting positions of the Allied Realms reversed each time the scenario is refought
 6. **VICTOR RECEIVES/GAINS:** Each time this scenario is fought, the victor of the scenario shall be awarded one (1) **Victory Point** (a total of two points). The victor in the second run of the scenario shall determine their starting position for **Battle 11: Broken Field Battle**.
- c. **BATTLE 11: BROKEN FIELD BATTLE (BEST 2 OUT OF 3)**
1. **LOCATION:** Eastern Battlefield
 2. **FIELD SETUP:** None.
 3. **SPECIAL WEAPONS STYLES ALLOWED:**
 - a. Combat archery is allowed except in the no fire zone.
 - b. Siege weapons are not allowed.
 4. **DESCRIPTION/STARTING POSITIONS:** A traditional “broken field” battle shall be fought three times over the terrain obstacles on the Eastern Battlefield as follows:
 - a. For the purpose of these three battles *only*, the **Crescent River** shall be considered a “wash” that troops may cross over on foot, i.e., the requirement to only cross the river on bridges and fords shall be waived.
 - b. Allied Realms shall start on opposite ends of the “wash”, with troops positioned on both sides of the wash (where the “R-S” points are marked on the map). The winner of **Battle 9: Open Field** shall select the side of the field they will use for the first run of the scenario, with starting positions of the Allied Realms reversed between each run of the scenario.
 - c. For the purpose of these three battles only, all haybales and walls on the field can be fought and walked over.
 5. **VICTORY CONDITIONS:** Fighting shall be to the last man standing.
 6. **VICTOR RECEIVES/GAINS:** The Allied Realm winning the best two out of three shall select be awarded one (1) **Victory Point**, and shall determine their starting position for the **Battle 12: Trinity Bridge Timed Resurrection**.
- d. **BATTLE 12: TRINITY BRIDGE TIMED RESURRECTION**
1. This battle is identical to **Battle 4: Village/Castle Timed Resurrection** run on Thursday, and **BATTLE 8: KEEP/WATCHTOWER TIMED RESURRECTION** run on Friday except:
 - a. Resurrection Points shall be positioned differently on the field.
 - b. The number of **Control Point Banners** on the field will change.
 - c. The starting positions of the Allied Realms shall change.
 - d. The credits assigned for terrain features shall change.
 2. **FIELD SETUP DIFFERENCES:**
 - a. Two Resurrection Points shall be established, one on the **Northern** side of the field and one on the **Southern** side of the field at the fords of the river (these are marked as “R-S” on the map).
 - b. One stationary, reversible **Control Point Banner** shall be positioned in each of the following terrain features:
 1. A banner in the largest building in the **Village of Atenburgh**.
 2. A banner in **Castillo Herradura**.
 3. A banner in the western **Watchtower of the Burning Plains**.

4. A banner in the **Ruins of Kragon's Keep**.
5. A banner at the midpoint of each of the **Middle Trinity Bridge**.
3. **DESCRIPTION/STARTING POSITIONS DIFFERENCES:**
 - a. A one hour, timed resurrection battle shall be held for control of the following terrain features:
 1. **Village of Atenburgh** = 1 credit
 2. **Castillo Herradura** = 1 credit
 3. The western **Watchtower of the Burning Plains** = 1 credit
 4. **Ruin's of Kragon's Keep** = 1 credit
 5. **Middle Trinity Bridge**= 3 credit
 - b. Allied Realms shall start positioned at either end of the river, in front of their Resurrection Points. The Allied Realm winning **Battle 11: Broken Field Battle** shall select their starting position for this battle.
 - c. Fords will not be used in this battle (fords will be used as resurrection points).
4. **VICTORY CONDITIONS:**
 - a. A team of Marshals with members from both Allied Realms shall award credits for each of the terrain features in the possession/control of an Allied Realm at each 15 minute mark. Combat shall *not* be interrupted to award these credits.
 - b. Possession of terrain features shall be defined as having a **Control Point Banner** for that terrain feature properly displaying an Allied Realm's colors in a raised, upright position.
 - c. The Allied Realm with the most credits after the one hour mark shall be awarded one (1) **Victory Point**.

XI SUNDAY BATTLES

- a. **BATTLE 13: RESURRECTION BATTLE**
 1. **LOCATION:** Eastern Battlefield
 2. **FIELD SETUP:** None
 3. **SPECIAL WAEPONS STYLES ALLOWED:** Combat Archery is allowed except in the no fire zone. Siege weapons are not allowed.
 4. **SPECIAL FIGHTING CONVENTIONS:** None
 5. **DESCRIPTION/STARTING POSITIONS:** This is a two hour timed battle, with resurrection points located on the northern and southern side of the field. (These are marked as "R-TH" on the map.)
 6. **VICTORY CONDITIONS:** This battle shall be fought for two hours.
 7. **VICTOR RECEIVES/GAINS:** This battle shall be fought for the Glory of Combat.
- b. **BATTLE 14: THE ESTRELLA CUP**
 1. **LOCATION:** Western Battlefield
 2. **SETUP:**
 - a. A plastic drum weighing at least 50 pounds shall be placed in the center of the field.
 - b. 2 goals will be built at opposite ends of field
 - c. Overall field dimension is a minimum of 100 yds long by 50 yds wide.
 - d. Resurrection points are set at the 25 yd lines.
 3. **SPECIAL WEAPONS STYLES ALLOWED:** Archery and siege not allowed.
 4. **SPECIAL FIGHTING CONVENTIONS:** Resurrections ONLY allowed after a point is scored.
 5. **DESCRIPTION/STARTING POSITIONS:**
 - a. Each Allied Realm is assigned one of the goals, and opens battle positioned at the end of the field in front of their goal. Setup of the scenario will be oriented

north/south, with Allied Realm I starting on north and Allied Realm II starting on south. On day of battles, this may be changed to orient sides so wind is equally a problem for both Allied Realms.

- b. Each Allied Realm attempts to capture drum & place it in their opponent's goal (by rolling it into goal to score a point).
 - c. After point is scored, hold is called, clock stops, positions are reset to starting places, resurrections are allowed, & the scenario is continued.
6. **VICTORY CONDITIONS:** This is 60 minute timed battle, with 5 minute breaks scheduled at the 15 minute marks.
 7. **VICTOR RECEIVES/GAINS:** Scenario is fought for Honor and Glory of Combat.

XII ESTRELLA WAR ARTS & SCIENCES COMPETITION

- a. For this year's Estrella War XXV (February 2009), the three categories for the Arts & Sciences Competition for were published in last year's Estrella War XXIV Treaty and include:
 1. **Measuring ('Scientific') Instruments:** This includes any working tool modeled after those used prior to 1600 AD to measure or compare the magnitude of any physical properties or combinations thereof (e.g., length, time, angle, distance, &c). A single tool or a set of tools used for one specific set of measurements may be entered.
 2. **Metal Weapons:** This includes forms of weapons used prior to 1600 AD where the "killing end" is formed of a single finished piece metal (e.g., blades, metal arrowheads, axe and hammer heads, spear points, etc.). The primary focus of the judging will be the metal portion of the weapon entered. Siege engine and powder-driven projectiles are specifically excluded.
 3. **Silver-Based Entry:** This includes a single entry that uses silver in some way that best displays the use of the metal in a pre-1600 AD context. Judging will take into account how silver is featured in the entry. Hazardous and/or toxic materials used in a manner that may expose judges and audience to harm are expressly are forbidden, and use of any such materials must be detailed within the documentation. This Category was selected, in part, as this year celebrates the "silver anniversary" of Estrella War.

Rules to be used in the Estrella War XXV Arts & Sciences Competition, and the location and time for the competition, are explained in Appendix A.

- b. For next year's Estrella War XXVI (February 2010), the Crowns of the Principal Kingdoms have selected the below listed three categories for the Arts & Sciences Competition. These have been chosen one year ahead of time to allow the competitors ample time to prepare entries. They will include:
 1. **Casting: Badges**—includes metal "badges" (i.e., cast metal themed ornamental pieces designed to be either pinned or sewn to hats, clothing, etc.) cast in styles modeled after those created prior to 1600 AD.
 2. **Group Vocal Music Performance**—includes any vocal music from prior to 1600 AD performed by more than one vocalist (i.e., a "group" performance). Performances will be limited to ten (10) minutes performing time from the beginning of the performance. Copies of the music (score) must be provided as part of the entrants' documentation.
 3. **Maiolica**—includes any maiolica piece modeled after those produced in Europe prior to 1600 AD. A single piece, or an integral set of pieces (e.g., a group of glazed tiles forming a single picture), will be accepted as a single entry. Judging will focus more

heavily on the glazing and decorative aspects of the work than on the manufacture of the base pottery. [Use of any hazardous and/or toxic materials must be detailed within the documentation, and use of such materials in a manner that may expose judges and audience to potential harm is forbidden.]

Rules for these categories shall be determined at the Treaty Negotiations for the next Estrella War (negotiations to be held the third weekend of October 2009).

The Arts and Sciences Ministers of the Principal Kingdoms may begin work on the rules and category proposal for that Estrella War XXVI after Principal Kingdoms are determined for Estrella War XXVI (usually in June or July of the year before the event), but may not announce any rules until they are confirmed by the Crowns and Heirs of the Principal Kingdoms at the Estrella War XXVI Treaty Negotiations.

XIII ESTRELLA WAR XXV TARGET ARCHERY COMPETITION

The Estrella War Archery Competition shall be conducted as explained in Appendix B.

XIV ESTRELLA WAR XXV RAPIER SCENARIOS & COMBAT RULES

The Estrella War Rapier Scenarios shall be conducted as explained in Appendix C

XV ESTRELLA WAR YOUTH COMBAT ACTIVITIES

All official organized Youth Combat Activities at Estrella War must be sponsored and organized by a Principal Kingdom, and will be governed by that Principal Kingdom's Youth Combat Guidelines

XVI ANNOUNCEMENTS

- a. Announcements regarding scenarios, competitions, competition rules, or the medieval aspects of the war may only be made with the consent of the Principal Monarchs, and/or their designated representatives. Earl Marshals, or Ministers of Arts, Archery, or Rapier may make agreements regarding their areas of authority (subject to the policies of their respective Monarchs), but announcements of those decisions may not be published in any forum without the consent of the Crowns of all of the Principal Kingdoms.
- b. All announcements regarding scenarios, competitions, competition rules, or the medieval aspects of the war shall be simultaneously disseminated to the newsletters of the Principal Kingdoms, and published on the Estrella War website (www.estrellawar.org).

Done by Our Hands, at an Estrella War XXV Treaty Negotiation meeting attended by the Crown/Heirs of the Principal Kingdoms for Estrella War XXV, on this, the 18th Day of October, Anno Societatis XLIII (43), Being the Year 2008 in the Common Reckoning.

Phelan

Rex Atenveldtus

Amirah

Regina Atenveldtus

Walrick

Crown Prince, Atenveldt

Cecilia

Crown Princess, Atenveldt

Edward

Rex Caid

Mora

Regina Caid

Kolfinna

Crown Princess, Caid

Boleslav

Rex Outlands

Ástriðr

Regina Outlands

Alrik

Crown Prince, Outlands

Salomea

Crown Princess, Outlands