

Annex A

ARTILLERY TOURNAMENT - Great Battle 1023

TOURNAMENT RULES

Activity 1

The formidable war machines launch one by one from the starting line, gallantly riding towards the first ground target. Their quest: to reach the target as quickly as possible. Each of these destruction machines is granted three shots, which must be aimed with precision.

The first target, standing proudly at a distance of 20 feet, awaits them.

Once hit, the machines reposition themselves and take aim at the second target, also at a distance of 20 feet.

Then, like war beasts, they charge towards the second ground shooting line, ready to strike the third target with three formidable shots.

When the final projectile is launched, time freezes, sealing the outcome of the challenge.

Each arrow that hits its target is worth 1 point.

The fastest competitor is rewarded with 3 points, the second fastest with 2 points, and the third fastest with 1 point. The rest leave empty-handed.

Activity 2

Three stationary targets stand before the brave teams, along with one moving target. The stationary targets are positioned at a distance of 25 feet, daring anyone to approach them.

The teams are given a limited time of 2 minutes to hit as many targets as possible, shooting as many arrows as they desire.

But beware! After one minute, TIBERIUS is summoned! Like a specter, he roams in front of the targets, challenging the machines to hit him.

Hitting TIBERIUS earns 5 precious points.

The other targets, equally prestigious, are worth 1 point for each hit.

Activity 3

The targets are carefully arranged at distances of 20, 30, and 40 feet, escalating like the trials of an ancient challenge.

Each team has 3 shots per target, but once a target is hit, it can no longer be aimed at.

The targets, based on their distance, respectively yield 1, 2, and 3 points, offering the war machines the opportunity to accumulate glory and renown.

