

**Melee Tournament Form**  
**Empire of Chivalry and Steel, Inc.™**



Event: \_\_\_\_\_ Date: \_\_\_\_\_

Team 1: \_\_\_\_\_ Team 2: \_\_\_\_\_

Captain: \_\_\_\_\_ Captain: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Scenario 1: \_\_\_\_\_

Resurrection: Yes / No Timed: Yes / No Time: \_\_\_\_\_ Winner: \_\_\_\_\_

Scenario 2: \_\_\_\_\_

Resurrection: Yes / No Timed: Yes / No Time: \_\_\_\_\_ Winner: \_\_\_\_\_

Scenario 3: \_\_\_\_\_

Resurrection: Yes / No Timed: Yes / No Time: \_\_\_\_\_ Winner: \_\_\_\_\_

Scenario 4: \_\_\_\_\_

Resurrection: Yes / No Timed: Yes / No Time: \_\_\_\_\_ Winner: \_\_\_\_\_

Scenario 5: \_\_\_\_\_

Resurrection: Yes / No Timed: Yes / No Time: \_\_\_\_\_ Winner: \_\_\_\_\_

**Melee List Tourney Points**

- 2 points for each round entered
- 5 points for each **Resurrection** round entered
- 1 point for **each member** of the **winning team**  
**Per Round**
- 1 point for **Commanding** a unit of **10** or more people **Per Round**

**War Points**

- 3 points for each War Melee Round
- 8 points for each War **Resurrection** Melee Round
- 1 point for **each member** of the **winning team**  
**Per Round**
- 1 point for **Commanding** a unit of **10** or more people **Per Round**
- 2 points for being the **Supreme Commander** for any army for an **Entire War**

