

# War of the Phoenix Hardsuit Battle Scenarios 2023

**Fighting conventions:** Will be the Kingdom of Atenveldt, including Marshal rules, Weapons standards , and Archery /Thrown weapons.

There will be a Marshal's point on the Central Main battlefield.

Armor requirements of other kingdoms will be honored.

Sides will be even as possible and marked with Yellow or Blue tape

Friday's battles will be in the broken field's West of camping

Saturday's battles will be in the central open field.

Muster 9:30 AM each day, first battle starts at 10:00 AM

## **Friday Broken Field** (Broken fields A & B West of camping)

**Scenario 1:** Broken Field fought 3 times

**Location:** Broken Field A

**Archery:** Yes

**Victory Conditions:** Last person standing

**Starting Position:** One army North the other South

**Description:** Each army fights to the last person standing

**Scenario 2:** Capture flag with 5 Flags

**Location:** Broken Field A

**Archery:** Yes

**Victory Conditions:** Each 15 mins points will be tallied , the team with the most points wins.

**Starting Position:** One army North the other South

**Descriptions:** Five flags will be placed on the field , each flag is worth one point, control of the point is the team color in the upward position. The Marshal in Charge will call a full field HOLD, at which time the points are counted. All fighters will have unlimited resurrections with a resurrection point at their starting position.

**Scenario 3:** Assasination Battle, E-W runs twice to switch sides. Pick 5 people to wear tabards on them.

**Location:** Broken Field A

**Archery:** No

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**Victory Conditions:** The team with the most kills of tabard fighters.

**Starting Positions:** East and West

**Description:** Run twice. Whichever team kills the most of the tabard fighters before the clock runs out in a half hour. Each team will start in the East and West and will choose the five fighters who will have a provided tabard. Tabard fighters are active combatants.

**Scenario 4:** Broken Field

**Location:** Broken Field A

**Archery:** Yes

**Victory Conditions:** Last person standing

**Starting Position:** One army East the other West

***Quick Announcement of Tourneys for those who wish to fight in them, then Scenario 5 will be run with those who wish to melee.***

**Scenario 5:** Highlands Football: (Move to North battlefield, fighting N/S if small numbers)

**Location:** North broken battlefield B

**Archery:** No

**Victory Conditions:** First team to score 10 goals.

**Starting Positions:** North and South

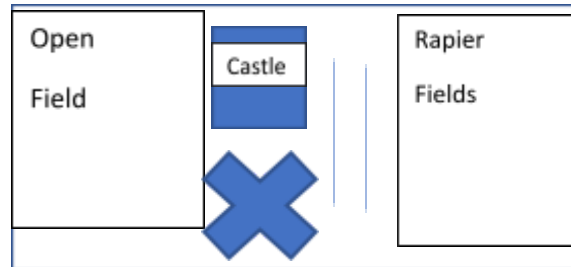
**Description:** A Heavy Object will be placed in the center of the field. Armies will line up on either side 10' back from the center line. The object can be moved by any safe means necessary (kicked, pushed, gauntleted hands). The objective is to move it through the opposing team's goal. Once a goal has been scored, a hold is called, the ball is reset to the center field and all fighters resurrect.

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## Saturday Central Battlefield

Overall battle field size 225' x 425' with Castle, Cross roads and bridges built in the middle.

The 3 terrain features will be in the middle of the field.



### Scenario 1: Open Field

**Location:** Battlefield adjacent to Castle and bridge

**Archery:** No

**Victory condition:** Last person standing fought 3 times

**Starting Positions:** Side A and B start on opposite sides (fought North/South)

**Description:** 3 Open Field battles

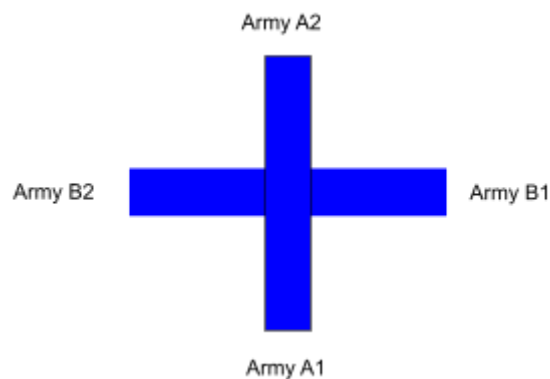
### Scenario 2: The Collision

**Archery:** Yes

**Victory condition:** Last person standing.

**Starting Positions:** First to win 2 battles.

**Description:** Two armies collide at a blind pass. Each army is split in half. Contingent 1 has archers, contingent 2 does not. Archers and thrown weapons may not fire over corners (for safety reasons). All other weapons can. Winner is the Aggressor in the following battles.



(Setup: 20 straw bales for inside corners)

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**Scenario 3: The Bridge of Time** Fought twice.

**Victory condition:** Best Time for the Aggressors who defeat the Defenders.

**Archery:** Yes (To balance the battle each army has a max of 30 arrows total)

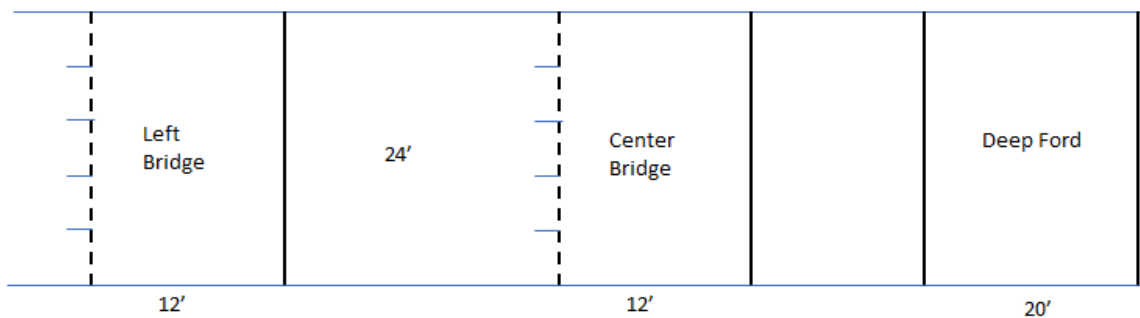
**Starting Position:** Aggressors will form on res point 30' off the East side of the river.

Defenders may form anywhere on the West side of the river.

## Description:

Aggressors have infinite resurrections. They will have 2 designated "Engineers" **each** for the Left and Center bridge (Armored combatant with gauntlets).

Defenders have no resurrection.



All boundaries are already marked (paint/cord/planking)  
Each plank is a 1" x 6" x 6"  
They place the plank alongside the pre-marked boundary in the marked locations.  
Aggressing army can advance up to the placed plank.

The attackers have planks of wood staged in their backfield (1" x 6" x 6'). Their Engineers can pick up a plank, move it to the river and place it in the designated locations alongside marked bridges. Aggressors can advance on the bridge up to the point of construction. Once all planks are in place, the associated bridge is considered completed and can be crossed.

The Deep Ford can be crossed only by Chivalry on their knees (hence deep).

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**Scenario 4** – Castle Aaargh. Est 45 min. Fought twice

**Victory Condition:** Best time for Aggressors to kill the last person. Or Defenders win by killing all Aggressors.

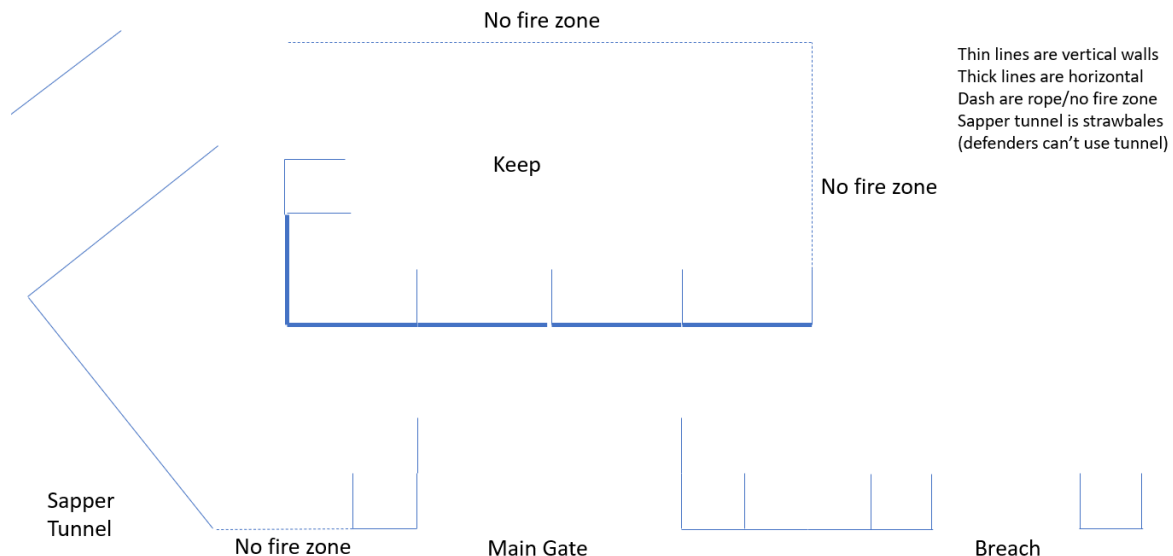
**Archery:** Yes

**Starting Position:** One side in and one out, then switch

**Description:**

Aggressors get 2 Res (3 lives total). Res's will trigger once a minute. They set up outside the exterior walls (at rivers edge).

Defenders get 1 life. They set up however they wish in the castle and keep. Defenders cannot use the tunnel until Aggressors have used it.



Exterior walls are 8' vertical. Keep walls are 4' and can be fought over.

The Main Gate is open at the start of the battle. At 5 minutes, Aggressors open the Breach in the right wall. At 10 minutes, Aggressors sappers have completed a tunnel bypassing the exterior walls.

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**Scenario 5 - It's all mine!** Est. 1 hour.

**Victory:** Most points collected at the end of battle.

**Archery:** Yes (no gleaning)

**Description:** 3 reversible flags are placed - one on bridge, one in exterior castle, one in the blind pass. Each army may resurrect anywhere along their backfield. Every 10 minutes, marshals will determine possession of the flags.

## Scenario 6

**Victory Condition-**Last man standing 2 out of 3.

**Archery:** Yes (specific bridge)

**Description –** The Obligatory Bridge Battle (Optional if TIME permits )

Same terrain. Archers line up to the left of the leftward bridge.

Aggressors on one side, defenders on the other. Left bridge allows archery. Center does not.

The marked Ford functions as a 3rd bridge.

Fight best 2 out of 3 last person standing.