

Fighting conventions will be the Kingdom of Atenveldt. Armor requirements of other kingdoms will be honored. Sides will be as even as possible and marked with Yellow or Blue tape. Marshal's Point will be open as per the schedule.

Friday Hardsuit will be on the Broken Field

Scenario 1: We Engage! Fought 3 times

Peace talks have broken down, the tribes engage for the first time.

Direction: North/South

Archery: Yes

Victory Conditions: Last person standing

Scenario 2: Strategy!! 40 minute res, fought once

Certain strategic elements on the field of battle have been identified. Time to capture them!

Direction: North/South

Archery: Yes

Victory Conditions: 40 minute res battle. Each 10 minutes points will be tallied, the team with the most points at the end wins.

Description: Three 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 when the hold is called. Each 10 minutes, the Marshal in Charge will call a general HOLD, at which time the points are counted. All fighters will have unlimited resurrections with a resurrection point at their starting position. Clock will be stopped on any general hold.

Scenario 3: Chaos! Fought 3 times

Marching to meet allies can be tough! Your armies are scattered.

Direction: The four corners

Archery: Yes

Victory Conditions: Last Person Standing

Description: Each army is broken in half and takes up positions in two opposing corners. (i.e. Atenveldt side split NW/SE)

Scenario 4: Trust No One!!! Fought 3 times

Perhaps the day can be won by picking off key leaders in the opposition. Or paying off someone to do it for you!

Direction: East/West

Archery: No

Victory conditions: Last man standing or kill all 5 of the opposing targets.

Description: Each side picks 5 people to mark with tabards as their High Profile Targets.

Special Conditions: On each side is a Traitor Assassin who has been secretly pre-selected by the Marshals. Once lay on is called, that person is authorized to kill the Targets on their own team (they cannot kill other fighters on their own side until after they have been identified as the Assassin.)

As this will be run 3 times, the Marshalls will have to pre-designate up to 3 people (one per battle) who are the assassins for each side. They CAN choose to use the same person more than once.

Scenario 5: The Final Field! Fought 3 times

Aha! Yet another field of combat! But this one runs a different direction!!

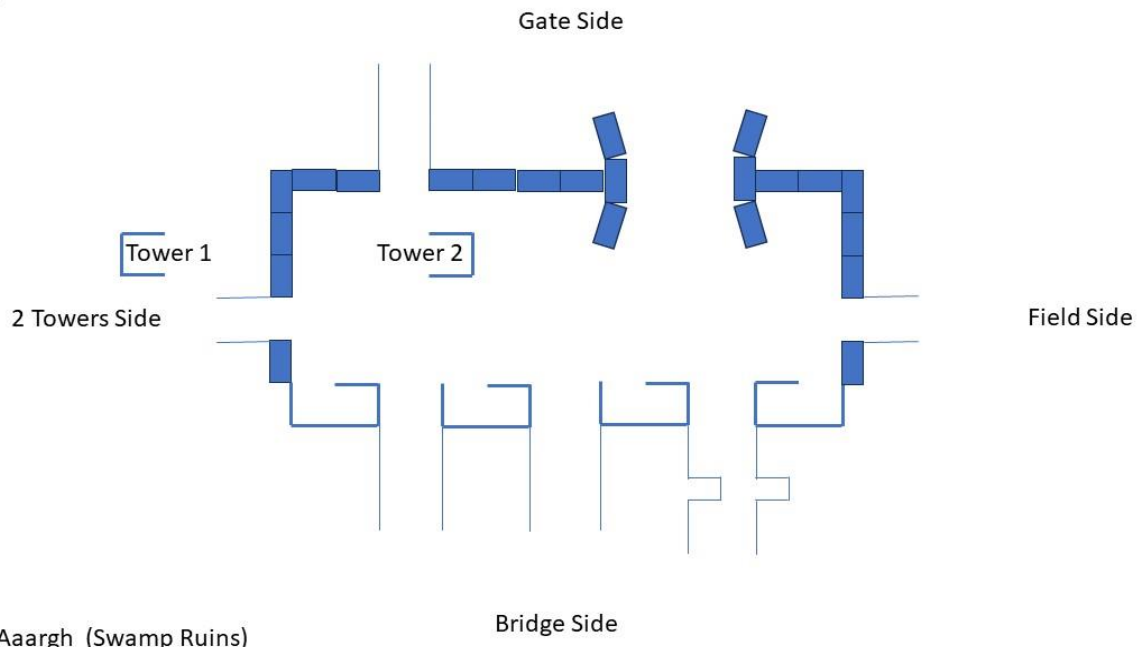
Direction: East/West

Archery: Yes

Victory Conditions: Last person standing

All Saturday scenarios are fought using the same map:

1" = 20'



The blocks are 8x4x3 haybales. The Thick lines are walls (the long walls are 4' high, the short walls are 8' high). The thin lines are planks nailed to the ground. Yes, the rightmost bridge is "broken" with a gap in it 6' across.

In all scenarios, the army that won most battles on Friday will be the Aggressors first.

Scenario 1: The Invasion Begins (fought 3 times – don't switch sides)

The invading army has made their way inland from the coast and encountered the first defending forces at the ruins of a fort in a boggy field. The initial clash is pure chaos.

Archery: Yes

Victory Conditions: Last person standing.

Starting positions: Aggressors begin 30' outside the castle on the Field Side.

Defenders begin 30' outside the ruins on the 2 Towers Side.

Special conditions: For this battle, the Ruins are just obstacles. Ignore planking and play the haybales and walls as they are.

Armies may fight in and around the ruins. Soft boundaries about 20' around the Ruins.

Scenario 2: Take the Wall!! (fought 4 times switching sides)

The Defenders have thrown up field fortifications to block bridge access and begun flooding the area to buy time while they dig in. The Aggressors want to take that time away. They send their berserkers up the middle while flanking with their polearms.

Archery: All archers with the Defending Army.

Victory conditions: Aggressor to kill all defenders in the shortest time.

Starting Positions:

Aggressors begin 30' off the bridges on the Bridge Side.

Defenders begin inside the ruins.

Special Conditions:

The Aggressors Shieldmen may only assault up the bridges and are the only Aggressor units who can use the bridges. AGGRESSORS SHIELDS HAVE INFINITE RES and NO thrown weapons. All Aggressors non-shields stay at the Res Point til the 2 minute mark, at which point they may flank and assault through the Field Side sally port. Non-shields do NOT res. Defenders do not Res and may advance along the bridges or sally out if they wish. Haybales may NOT be fought over.

Scenario 3: Desperate Measures (fought 4 time switching sides)

The valiant Defenders have bought enough time to reinforce their position and flood the area. The attackers must proceed with caution or they will be bled to death.

Archery: Archers may not fire over haybales except from within the 2 Towers.

Victory Conditions: Last person standing

Starting Positions: Aggressors begin 30' off the bridges on the Gate Side.

Defenders begin in the Ruins and may not sally past the walls.

Special conditions: All entrances/exits are now open. Haybales may NOT be fought over (except for Archery from the 2 Towers). Planking are bridges that can be fought over, but all land to the side of the bridge is swamp (hence death).

Scenario 4: Escape! (fought 4 time switching sides)

Sometimes a defensible position becomes a deathtrap. The Defenders realize they need to break free, clear this wave of attackers, and gather reinforcements from a nearby town.

Archery: Archers may not fire over haybales except from within the 2 Towers.

Victory Conditions: Last person standing

Starting positions:

Aggressors begin anywhere on the outside of the Ruins on their side of the various bridges.

Defenders begin inside the Ruins.

Special Conditions: No fighting over haybales (except Archers from within the 2 towers).

Planking are bridges that can be fought over, but all land to the side of the bridge is swamp (hence death).

Scenario 5: This Sounds Awfully Familiar (40 min Res Battle fought once)

The Aggressors final reserves clash with the defenders last stand in a nearby town. Each side aims to claim the contents of five critical storehouses. (wood, ore, sheep, wheat and brick).

Archery: Yes

Victory Conditions: Score the most points by holding your storehouse unopposed (at least one person inside with no enemy opponents inside the building or your flag is up, depending on the point.)

Starting positions:

Aggressors begin at the Res point on the Two Towers Side. Defenders begin at the Res point on the Field Side.

Special Conditions: Haybales CAN be fought and shot over. Plank bridges are no longer in use.