

“Hello! I am Sir Roland VonBern, Knight of An Tir, and this year’s MIC for our great war. Seated next to me is my friend Tryggvy Landstaker; An Tir’s very own War God. The Following sections will cover everything you need to know about the war and then some. We cannot wait to see you all on the field of battle and we promise you a war like no other.



Well Said, Sir Roland, and greetings all! I am Tryggvy and, as An Tir’s War god, it is my job to help you all understand what a bucket full of blood... uh...I mean FUN we have in store for you. The following sections will bring break things down into simple bite sized nuggets of information that you can easily read over and grasp. Keep checking back because we plan to keep adding to these pages as we get closer to the war. You never know what you may find.

Warning: this is the largest write up EVER for a war. Don’t try to read it all at once it will hurt your brain.

1. WAR- Tryggvy’s guide to A&W General Information (page 2)
2. Sir Roland VonBern's Guide to New Things for A&W (page 7)
4. Day One Fighting “Search for the Greatest Warriors” (page 13)
5. Day Two “Blood and Furry” (Page 37)

(Warning: War information is best read using 3D glasses)



Tryggvy's Guide to A&W General Information



Greetings I'm Tryggvy Landstaker War God of An Tir and your Scenarios for this year An Tir/War. You may remember me from such movies as attack of the 50' Biffy, but today I am here to lay out the rules for this year's bash-off.

Before we start just a friendly reminder that this is **not** a war simulation, this is war as it should have been and our goal is not to kill anyone, it's to have fun. It's vital that you follow the rules but more then that you practice courtesy and chivalry at all times. Our sport is dangerous enough without careless fighting or dishonorable actions. Please don't be "*that fighter*" that gets called out in front of two Kingdoms worth of fighters, peers and Royals for bad choices on the battlefield.

Royal Prime Directive Number 1.

"Fighters Come To Fight"

When faces with a choice or a tough decision we always chose the one that promotes more fighting. We want to make sure that everyone who makes the effort to arrive on our Warfield gets that maximum chance to get his or her rattan on.

Royal Prime Directive Number 2.

"Not the Same Thing"

Without a doubt we will have a selection of new scenarios that will tempt event the most jaded war dog. We have been told to deliver something that will not be the same old thing and we are ready to do so. We are coming with enough

to new scenarios to leave you panting on the sidelines. YOU HAVE BEEN WARNED.

---Tryggvy Landstaker

Fighting Conventions

Sections

1. Allowed Melee Weapons
2. Archery & Thrown
3. Actions during War
4. Disengaging, Passing Shots & Dishonorable Actions
5. Single Melee Combat
6. Group Melee Fighting AKA "Battle Line & Units"
7. Inspections

Section 1 Allowed Melee Weapons

Allowed

- Butt spikes on pole-arms and two-handed weapons
- Silo-flex or silo-flex-enhanced weapons.
- Single-handed mass weapons with "splints" or "clackers" or rattan.
- Hand-thrown weapons (axes, javelins) with minimum half-gauntlet hand protection when throwing the weapon. Troops using these weapons are full contact kill.
- Spears no more than 9 feet long
- Pole Arms no more than 7 1/2 feet long

Section 2 Archery & Thrown

Archers for An Tir/West War will all be full contact. They ARE NOT called dead at close range.

Treatment of Archers

- Archers are not to be beaten down or to be dealt anything by but required force shots.
- Anyone in combat can yield and call them selves dead at any time. It is not allowed to strike an opponent that is dead or has yielded.
- Archers are not to expect fighters to ask if they want to yield, you should yield early and obviously so as to avoid being hit if you are an archer.

- Approximately 50% of the Scenarios will have Archery

Thrown Weapons

- Thrown weapon may be used in every scenario unless expressly forbidden by a scenario rules.
- In Scenarios where plate is proof (This is the standard for the war) it is also proof against thrown weapons.

Section 3: Actions During War

Not Allowed

- Closing one's eyes or turning one's head to avoid engagement.
- Killing someone on the ground - Fallen opponents must be allowed to regain a defensive position.
- Grappling of any kind
- Declared kills from behind (DFKB) AKA "Death from Behind"
- Leaping upon an Enemy. Fighting is to be a controlled action. If your feet are off the ground, you are not in control. Push all you want but no jumping up on fighters or shield walls. PUSH ONLY!

Allowed

- Society standard face thrusts
- Directed Touch Face Thrust: "The minimum effective thrusting blow to the face shall be a directed touch and the maximum shall be substantially lighter than to other parts of the body"

Section 4 Disengaging, Passing Shots & Dishonorable Actions

Disengaging: In order to break an engagement, you must be out of weapon reach for your opponent. You may then flee...uh...reposition. If an enemy pursues and stays within weapons reach of your back then you are engaged and the following can occur:

- Chase you down all over the field, around the castle and over the moat.
- Throw a shot from behind. (If you do not want to be struck there, turn and fight.)

- If at anytime during the chase a greater-than-weapons-range distance opens up, then the chase is terminated and the pursued cannot be struck.
- You must reestablish contact to re-engage as per usual for Melee combat.

Passing Shots: When charging past fighters (within striking range) or through a shield wall, the fighters you go past are free to hit you in the back or side, as long as you are close enough to hit. If you don't want to be hit like that, don't try to bypass just fight them.

Muxing: If an enemy refuses to acknowledge your legal attempts to engage, you are free to use your weapons to interfere with their combat or shield work. You may also press in close with your body to prevent an enemy's movement.

- Muxing cannot be a strike. If an enemy is struck, it is not a legal shot
- You cannot grapple with them.

Dishonorable Denial: The following actions are not only dishonorable but they create a 'situation' on the field. This is not just cheating; this can lead to a dangerous spiral of escalations. Those who use the rules in this dishonorable way will be dealt with accordingly.

- Those who verbally decline a legitimate challenge and continue to fight. You can decline a legitimate challenge by submitting and taking a death.
- Those who use No Death From Behind to their battlefield advantage, as in backing into enemy lines.

Section 5 Single Melee Combat

All melees will be fought using Society standards. Melee fighters WILL be trained in their home Kingdom before being allowed on the field.

Open Melee: Field fighting in broken or irregular formation or individual fighting.

Who You Can Engage: The person you want to hit must know you are there and they must, through their actions, convey that knowledge to you before you are allowed to hit them. You must have one or more of the following to have legal engagement when you approach an opponent on the melee field.

- In opponent's Front 180 degrees- this means that you are in front of their shoulders/hips and can clearly be seen.
- Eye Contact - Just because you do not have eye contact does not mean that you are not engaged. Having eye contact is the best form of acknowledgment but it is not required.
- Defensive recognition - If you come up on a fighter's flank and say to him (or her), "YOU ARE ENGAGED!" and he adopts a defensive posture towards you, he has acknowledged that you are there and that you are a threat.
- Offensive action - If you come up on a fighter's flank and say to him, "YOU ARE ENGAGED!" and he throws up a shot at you without turning to see you, he has acknowledged that you are there and that you are a threat.

Section 6 Group Melee Combat AKA "Battle Lines & Units"

Any fighter pressing in with another friendly fighter is making a battle line. A line is defined as two or more fighters working in concert AND in close proximity (weapon's range) with one another.

War units or an organize line of fighters.

- When any part of an entire line is engaged with the opposing line, they are to know that they may be struck by anyone in that line.
- A line includes not just a single rank but also the entire formation, not just the front line of shields but the glaives and pikes in the second and third ranks as well.
- If two shield men choose to shoulder up and advance into a group of twenty, then they are at risk from any and everyone who is within weapon's range.

War Units Note: While designing the war I made every effort to include a place for War units. However, there are a few scenarios where units may be broken up. Thank you for you support and efforts to build strong war units in An Tir and the West.

Section 7 Inspections

Field Inspections

All armor and weapons - including combat archery gear - must be inspected before participation in any of the battles, tournaments, or any other fighting activities at A&W. Combat archery gear - must be inspected between each battle.

- Fighters MUST bring a current authorization card to the field.
- Inspection stickers must be worn prominently on the helmet. Sorry, no exceptions. Bring cleaner if you want to take off that nasty sticky mess after the war.
- NO AUTHORIZATIONS WILL BE PERFORMED AT THE WAR FIELD. YOU HAVE BEEN WARNED. DON'T DRIVE ALL THIS WAY AND LET A FIGHTER CARD STOP YOU FROM PLAYING. (**Insert where to get a fighter card in advance** -kaw)
- Society minimum heavy combat armor is required for all participants.
- For the safety of the battlefield every fighter will be inspected regardless of status, position, rank or ability to dance.

Marshal Meeting

There will be a Marshal meeting held Friday for those who wish to marshal. This is not required but it is recommended. It will be held at the war field at 8:00 AM.

Time Chart

Friday

8:00 Marshal meeting at battlefield (Optional)

Saturday

7:30 AM: Tryggvy at field. Any Marshal can show up for a briefing any time.

9:30 AM: Armor Inspection starts.

11:00 AM: Inspection closes.

11:01 AM: First Scenario Starts.

Sunday

7:30 AM: Tryggvy at field. Any Marshal can show up for a briefing any time.
9:30 AM: Armor Inspection starts.
10:30 AM: Inspection closes.
10:31 AM: First Scenario Starts.

Sir Roland VonBern's Guide To New Things for An Tir/West War



Hi, Sir Roland VonBern here. You may remember me from such movies as An Tir vs. The Flying Saucers, but today I am here to help you prepare for this year's great An Tir/West War. My goal here is to help you be ready to kick donkey on the battlefield and not be one of those fighters scratching their helm going "I didn't Know!"

My prime directives for the war have been (???)**
(where are directives 1&2? ** -kaw)

Royal Prime Directive Number 3.

**"Find The Greatest Warrior On The
Battlefield"**

This is not just a war between two Kingdoms, but a quest to find great warriors on the battlefield. This means we will push you to do things you have never done before, but still relate to war effort. Warriors are a unique breed and are much harder to define than a fighter who wins a tourney. Our mission is to find the great warriors of the West and An Tir.

Royal Prime Directive Number 4.

"Unleash the Fun Stuff"

It's not enough just to run a war, and it's not enough to do the same old, open-field, bridge and castle fights. We have been told to bring the fun to the field and I am warning you that we are up to this task. Our battles will pit warrior skills of ferocity in battle, movement, perception and cunning. But most of all they will be fun and memorable.

-- Baron Sir Roland VonBern.

New Elements For A&W

Sections

1. Resting - Flow of the War Scenarios.
2. Bring it On - What weapons and Armor you will want to bring to the war.
3. "No Trampling" Promise - Keeping forces balanced
4. Legging - You will not have to spend much time on your knees
5. Banners - fighting for your Kingdom with banners.
6. Cadres - fighting great fighters in chaos.
7. Just A Reminder - Reminder to the Leaders of the West and An Tir

Section 1 Resting- The flow of the War and Scenarios.

Resting and Water is very important on the battlefield of any war. However, there is also a limited amount of time a fighter can spend in their Armor, so while you are resting the clock is ticking on your Armor Limit. We are going to strive to make this war as packed as possible for fighters to get the maximum amount of fighting before battle field burnout takes over.

Resting and Water

- Limited time will be made for breaks, (aiming for under 5 minutes) stop talking and get water as fast as you can. Don't just sit and wait for Water carriers to find you...find them!
- There are many scenarios in this war and participating in all of them may not be possible. Look over the descriptions and plan what scenarios you will sit out to rest. If there is a condition of a scenario you cannot meet, such as "must have full gauntlets" instead of griping, TAKE A BREAK!
- It is up to you to feed, drink and rest as you need. The war will roll on, so smart planning is key to having fun.

There you have it. Bring your energy bars and be ready to sit out and take a break when the time is right. Please, this is not an Iron Man competition. The Kingdom will not fall if you sit out and take a break for a round.

Section 2: Bring It On! What Weapon and Armor to Bring

Two words for you... **BRING THEM ALL!**

Weapons

- Read over the scenarios below and you will see that there are many scenarios that require specific weapons and armor.
- Bringing extra weapons will be good to assist other warriors who may not have back-ups.

Gauntlets

- This is the one war you will want to make a maximum effort to get full hand coverage. Many scenarios have a physical task that you could assist with if you have hand protection.
- If you do not get gauntlets don't PANIC; you should almost always be able to fight. There is only one scenario in two days of fighting that requires full hand coverage. All other times you should be able to fight or rest and water up if you wish.

(For Panic Mongers: Go back up and read gauntlets section again. You do not have to bring full Gauntlets to this war to fight)

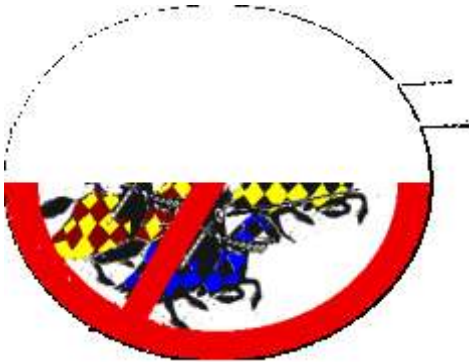
Shields

- War Shields are always a good idea for war (go figure). That small little high-speed tourney shield will be of little use when the archers have you in their sites. Don't complain about archers if you bring a buckler.
- Tourney Shields will also be good to bring because in some scenarios you will need to use movement as a weapon and nothing slows you down like a silly war shield.
- Buckler Special rule: There is a scenario where bucklers (and yes Madu's count as bucklers) can be used, but they will not be effective against two-handed weapons. You have been warned. Any strike on a buckler by a two-handed weapon counts as an arm hit.

Section 3: "No Trampling" Promise

Balanced Forces

We have all come too far to have fun to let the war be anything but a great experience. That is why I am giving this war my No Trample Guarantee for A&W.



NO TRAMPLING!

The Marshals will make sure the forces are balanced. That means that if one side does not have a large enough army, troops will be shifted around to balance the fight. This will be done by random selection. Serving the other side should only be for one round of combat, then you can return to your own Kingdom.

One-sided trampling tells us nothing of one's ability to be a warrior. That is what we are looking for, and we would appreciate your cooperation in making sure the sides stay even. A good fight for all is the best present we can give our selves, so let's make this war worth the journey.

Section 4: "Legging"



When a fighter is legged the following rules apply.

- If left unengaged for 30 seconds they may elect to become a casualty and take a death.
- If they are engaged during the 30 seconds the count starts over
- The goal here is to make "*Leg them and leave them*" a tactical tool, not a way to win the battle.
- A fighter may elect to stay legged on the field.

Section 5: Just a Reminder

Field Calls for A&W War

Saddle Up - Get ready to fight. Gather the correct arms for the Scenario and gather for briefing. All non-combatants are to clear the field.

Hats and Bats - Helms on and take your position

Weapons Up - Ready to fight. If you are not ready to fight leave the field. Any and all last minute issues must resolve off the field.

Lay On - Commence the kicking of the buttocks

Stops-

Hold - When a fighter hears a call of hold they must drop to at least one knee and repeat the call of hold until all fighters are down.

Local Hold - Used only by Marshal in specific area. If you hear this call, look to the Marshal and they will point out effected area. Do not repeat. This will be followed by more instructions.

"Cease Fire" - Will be called when a scenario is ended. Like a hold, you repeat cease fire until all fighting is stopped but you do not have to drop to one knee.

Warnings -

Center Up - Fighting is too close to the sides of the field to be safe. Move to a more central position.

Supply the Field - This call will bring on water bearers and food bringers. Please, please, please no pick-up fights while the very soft bringers-of-refreshments are on the field.

Flying Blue Monkey - When this is called all fighters drop on their back and flop around like a dying fish. This is just a test to see if you are still reading.

Section 6: Boats, Ships, Knees & Toes, Knees & Toes

What is a ship? Ships must be made of wood or PVC, encircle the crew and be ship-like in shape. Rope can be attached to a ship to make carrying easy. Ships can be made by each kingdom and brought to the war. There will be loaner ships for each Kingdom **but the more you can field at sea???**. Ships must have a bow that is marked. ***this doesn't make sense -kaw***

Unmarked Side: Loaner ships must be left color side down.

Ship Movement: Ships can only move when they are lifted off the ground. Any ship dragging on the ground will mean that a Marshal may come up and call "Scurvy", and take the lives of 5 members of the crew. Scurvy sucks! This can continue to be done until the ships are lifted.

Ships Must Move Like Ships: Anyone sliding their ships across the battlefield sideways or in any way that does not make sense they will also suffer scurvy call from a Marshal.

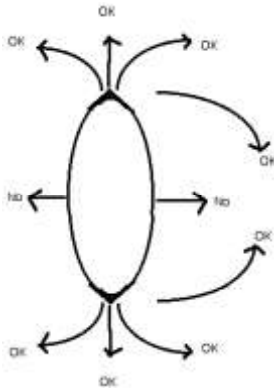
Occupying a Ship: Once you take over a ship by killing the entire enemy crew, then you can go and fight in that ship.

Broken Ships: = Broken Ship. If a ship is accidentally broken in play, then it is up to the sides to take their craft out of bounds and repair it. It is a good idea to bring some tape and wood splints. Once ship is repaired it can return to the battle. A broken ship kills all those in a ship.

Abandoned Ship: You can take any ship that is not occupied.

What about the Legged: When you have legged fighters on your ship you have a choice. Either move slowly enough to keep them in the ship, or hold your ship over them and walk away. This means they were thrown overboard and died.

Moving a boat



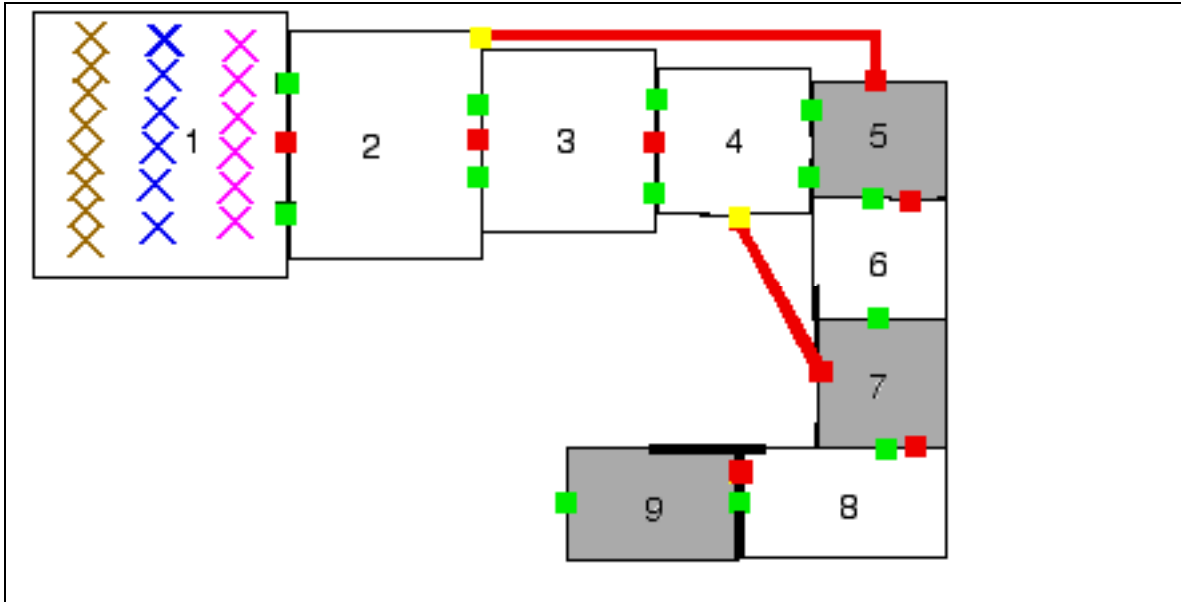
Direction a boat can move.

An Tir/West War Time Line

Time	Heading	Description
	Call To Arms	All Warriors Gather
	Royal Address	Kings deliver opening words of the day
	Marshal Address	Words from the MIC
	War God Briefing	Tryggvy's First Briefing
Saturday		
1	An Tir War Tourney	New style fast war tourney
2	Water War	Gather water or die
3	Cup o' Death	Use water to resurrect
4	Royal Messenger	Rescue the messenger from the East
5	Roll Out	Monarchs fight with everyone
6	Persona Non-Grata	Fight with your Persona peers
7	King's Chosen	Special Monarchs Fight
8	Arsenal of Monarchy	New weapon with every res.
9	Clash Of Fleet	Sea battle
10	Fog Sea Battle	Sea battle in the fog
11	Queen's Chosen	Healers battle it out
12	Barrel of Blood	Move the Barrel and win
Sunday		
	Call To Arms	All Warriors Gather
	Royal Address	Kings deliver opening words of the day
	Marshal Address	Words from the MIC
	War God Briefing	Tryggvy's First Briefing

1	Siege For A Day	Hard ass castle siege
2	Landsknecht Go To Heck	Kill and loot the bodies
3	Bridges, Boats & Boulders	A fight for the gold
4	Hannibal the Great	Yum Yum!!!
5	Forest Of Death	FOREST BATTLE!!!
6	Cross the Field	This will hurt
7	300	This will hurt more
8	Tug of war	Sounds easy
9	Bridges of Tymberhaven County	Bridge, fords and boats oh my
10	Dodge Death	Who would have thought!

Name: <i>An Tir War Tourney</i>	Saturday	1
What Is It: The An Tirian War Tourney devised by Tryggvy Landstaker as a way to have a fast, tourney-style fight on a war field where no one ever has to stop fighting. You are never eliminated from contention in this tourney.		
Simple Rules:		
<ul style="list-style-type: none"> • This is a series of single fights. Fighters find an opponent and challenge them to a fight. • If you win the fight then you move upwards through the green gates to the next field. • If you loose a fight you move back through the red gates or paths until you are in the last field. • Yellow gates are ignored and represent entrance points for fighters from father up the chain. • If the fight is not resolving the conditions on 5,7 and 9, field may be lifted. 		
Duration: Until 4 Winners have been made	Archery: No	
Weapons: Normal	Armor: Normal	
Level 5 Special Rules: At Level 5 you have to win the two consecutive fights with two different fighters to advance.		
Level 7 Special Rules: At Level 7 you pick a fighter to team up with and you fight two others. The last survivor on a side means victory for both fighters.		
Level 9 Special Rules: Must win best of two fights		
Map Of An Tir War Tourney		



Start of the Game: Field is broken down into three lines: The Purple line is Knights, The Blue line is Squires, and the Brown are all other fighters. This is just the starting position for the tourney.

Tryggvy's "Words to Remember"



Yes; in field 5 and 7 you go back farther than all other areas. So fight like mad here because a loss can kick your butt.

Remember as fighters move up, so will you. So don't be surprised if you wait at the bottom while others seem to jet ahead. You never know who will win this thing.

Sir Roland lays it on Straight for you



This will be the first full scale run of this war tourney style, so please be patient. This is not the sort of thing you can test any other way than by doing it. In our quest for bringing you a new style of war we thought it would be a great time to try out this crazy fight.

Scenario Name: <i>Water War</i>	Saturday	2
History: Some say that Armies march on their stomachs but the truth of it is that Armies march on their throats in that their need for water is always more pressing than food. Without precious water, an army would melt away in hours, where starvation would take weeks.		
Story: The Armies of the West and An Tir battled from the coastal ranges to the far high deserts of the east. Here in the deserts, armies fight not just one another but the lack of water. Porting water to your army is was ever pressing on the minds of those who lead in the field.		
Duration: First Bucket Filled is winner	Archery: Yes	
Weapons: Normal	Armor: Normal	
Conditions: <ul style="list-style-type: none">• Each Kingdom has a bucket they must keep out of bounds and it cannot be struck. Recovered water goes into this bucket. First bucket filled wins.• Each army can have 5 Combat Water Carriers who are		

<p>equipped with a mug or cup. They are the only ones who can transport water.</p> <ul style="list-style-type: none"> • Water Carriers must dump their water if killed. • Water Carriers can go out of bounds to dump their water in their Kingdom Bucket, and it does not count as a kill. They can come right back into play. 	
<p>Resurrection: For resurrection points, fighters must resurrect in groups of ten.</p>	
<p>Disposition: Each side starts in their Kingdom side, but these will both be on the same side of the battlefield.</p>	
<p>Props: Buckets</p>	<p>Map</p>
<p>Sets: Water holes.</p>	



Tryggvy's "Words to Remember"

- You will want to make sure you have your swift fighters as Water Carriers
- Focused force will rule here as you go for water, as well as trying to stop your enemy units from getting their water.

- This is not a straight-on fight. Both forces start from the same side of the field, so death will always be close.
- Disrupting your enemy units as they go for water is key to winning this war. Get them and bring them down.
- Not every water hole will have the same amount of water.
- Oh yeah, tell your people to bring cups.



Sir Roland lays it on Straight for you

UNDER NO CIRCUMSTANCE CAN THE CUPS BE USED AS WEAPONS!!!

All cups should not be overly large and must be made of a material suitable for the Warfield. Not glass!! 1

Warnings: Anyone caught dumping water from fixed water holes on the field will cause their Kingdom Bucket to be punished. We do not have the funds to make 100% secured water holes so please help us here.

Scenario Name: <i>Cup-O-Death</i>	Saturday	3
<p>History: There were more than a few armies of history that were not diligent with their water once they secured it, and it was soon found. For this scenario, imagine each fighter representing a unit you have to field. With each fighter's resurrection, there will be cost in water. You must also protect your water because as soon as it is gone you are doomed.</p>		

Story: As more troops arrived on the battlefield of the Eastern Deserts, the leaders were faced with an ever-growing supply problem. This led to extreme measures to try to secure victory before precious water would run out. Those that cared for their water supply were able to last longer in battle.

Duration: Last one standing | **Archery:** No

Weapons: Normal | **Armor:** Normal

Conditions:

- In this scenario each Kingdom starts with a full Kingdom bucket and a measuring cup. ½ cup. Each time a fighter is resurrected 1 cup of water is dumped.
- In this scenario each fighter can carry a battle mug and it will have a special power. When they resurrect, the water that is dumped from the Kingdom bucket is dumped into their mug. As long as there is water enough to cover the bottom of the mug, they resurrect at the sideline without costing more water. When their mug is empty, or the bottom is not fully covered, they must resurrect like normal.

Resurrection:

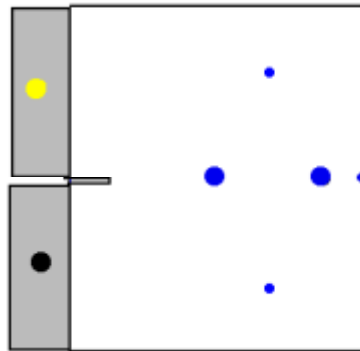
- If you are not carrying a battle mug, or your battle mug is empty, your resurrection costs ½ cup of water from your Kingdoms supply.
- If your battle mug is full enough to cover the bottom of your mug, then you can resurrect without costing your Kingdom any water.

Disposition: Each side starts as they did in Water War.

Props:
Measuring cups
Buckets

Sets:
Water Holes

Map





Tryggvy's "Words to Remember"

Some may say carrying water is silly. But like described, imagine each warrior as a unit and units carried their water with them. Carts, barrels and buckets made units less flexible because they had to protect their water.

Mugs must be held in your hands so you are going to be limited in your weapons. But it may be worth it.

Kingdom water supplies are still in play, so if you can get to them, spill them.



Sir Roland "Lays it on straight for you"

UNDER NO CIRCUMSTANCE CAN THE CUPS or mugs BE USED AS WEAPONS!!!

Hand protection is still required if you carry a mug or cup no bare hands on my battlefield.

Scenario Name: Royal Messenger	Saturday	4
<p>History: Many times far flung units found themselves pressed into diplomatic duty and in clandestine operations. An Army was more than just an armored fist. Sometimes it was the eyes and ears and spokesperson for leaders far-way. The Royal Messenger is an example of how you must be diplomatic and violent all at the same time.</p>		
<p>Story: As the War between the West and An Tir raged on, other Kingdoms began sending aid except from the East where there was an effort afoot to broker a peace. Ambassadors were dispatched with secret coded dispatches.</p> <p>Bandits attacked the diplomatic caravan and were able to waylay the envoys and loot the coded scrolls. The Kingdom of the West and An Tir both launched a rescue force--each wanting to be the one that saved the diplomatic corps. There were others though, for a unit of elite Eastern Guards was also deployed to recover what was lost.</p>		
Duration: 15 to 20 minutes		Archery: Yes
Weapons: Any		Armor: Any
<p>Conditions:</p> <ul style="list-style-type: none"> • Secret scrolls are worth 5 victory points each • Banner of the East is worth 20 victory points • Royal Diplomat is worth 30 victory points • Royal Diplomats are armored figures that cannot be harmed but they will be armed and can kill offenders. The Royal diplomats must be persuaded to go with a side. They will follow the best-presented argument. • Royal Diplomats will always follow an Eastern Marine if one (or more) is present. 		
<p>Resurrection:</p> <p>Resurrection points will be off-set behind each corner of the field and will be planks that must be walked. This means that it you can only resurrect one at a time and slowly.</p>		
<p>Disposition:</p> <p>15 Bandits Chosen by Sir Roland 15 Eastern Marines Chosen by Tryggvy</p>		

Props: Scrolls Banners *Diplomats	Map <div style="border: 1px solid black; padding: 10px; width: fit-content; margin: 0 auto;"> <div style="display: flex; justify-content: space-between; width: 100%;"> East West </div> <div style="display: flex; justify-content: space-between; width: 100%; margin-top: 100px;"> An Tir Bandits </div> </div>
Sets: None	



Tryggvy's "Words to Remember"

Being nice to the diplomats is the best way to get them to do what you want and to follow you. High-ranking people will also convince them. They are never on your side and will wander off if abandoned.



Sir Roland "Lays it on straight for you"

Remember the Scrolls and banner are props not a weapon. You need full hand protection to carry anything on the field.

Also, be nice to the Diplomat.

Scenario Name: Roll Out	Saturday	5
<p>History: Leaders did not always have a choice when it came to the troops they had to lead. Sometimes this lead to very mixed forces with very mixed results. To showcase this "best troops at hand" we have set up Roll Out: a 6-in-1 battle. There are 5 layered battles with different troops, and then one grand battle in the end.</p>		
<p>Story: The King's Champion of both the West and An Tir were forced to take the field time and time again, with varied troops, as the reinforcements struggled to keep up with the losses on the forward fields of battle.</p>		
<p>Duration:</p> <ul style="list-style-type: none"> • First half - last man standing • Grand melee that is 15 minutes until no more Res. is called, • Then last man standing 	<p>Archery: No</p>	
Weapons: Any	Armor: Any	
<p>Conditions:</p> <ul style="list-style-type: none"> • Fighters broken down into groups <ul style="list-style-type: none"> ◦ Royals - Dukes, Viscounts, Counts, Jarls ◦ Noble - Knights, Masters-at-Arm ◦ Trusted - Squires, Sergeants ◦ Fielded - War Groups ◦ Militia - Under 2 years fighting. • Monarchs and Kingdom Champions lead each faction into battle, starting with Militia and working their way up to Royals. <p>Grand Melee Second half</p> <ul style="list-style-type: none"> • Each faction enters the field, starting with Militia 		

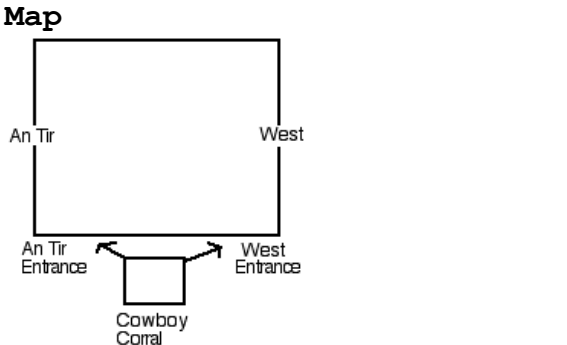
to Royals. Every two there will be a horn blast for another group to enter.

Resurrection:
First half is all 1 life.
Grand Melee will use Cowboy Corral.

Disposition: Forces start on each side of the field in their factions.

Props: None

Sets: None



Notes: Cowboy Corral. Each side sends ten dead fighters into the cowboy corral. Each side fights their chosen single fighter. The side that wins resurrects.

The side that loses brings in ten more fighters and picks their best to fight for them.



Tryggvy's "Words to Remember"

Well here is your chance to fight with those you normally see down the battle line but don't have a chance to get to know.

Before each round teams will have a moment to develop a plan.



Sir Roland "Lays it on straight for you"

When you are fighting in your battles you are going to be seen by both sides of the war. This is your chance to demonstrate your courage and honor on the battlefield.

Scenario Name: Persona Non-Grata		Saturday	6
History: Ok...there is no historical context for this, but hey! This war is about having fun, so here we go. The ultimate "what if?" battle: what if everyone could find anyone from history? Well, we will find out won't we?			
Story: There has been a lot of talk about who is the biggest and the best. This is a no-holds-barred cage match to the death. Have fun.			
Duration: 20 Minutes		Archery: Yes	
Weapons: Normal		Armor: Normal	
Conditions:			
<ul style="list-style-type: none"> • Fighters of both Kingdoms will be mixed together and separated by Persona. • Norse, Greco-Roman, Celto-Scot, English, Franco-Spanish, Germanics, Eastern Europe, Pan Asiatic, Afro-Middle Eastern • Those who have no persona will be turned over to the side with the lowest numbers. • Each side will have a spear or pole-arm act as banner. • Each Banner carrier will be issued marker 5 flags. They must drop this flag on the field if they are 			

<p>killed. Flags cannot be picked up by their own side only another Persona can pick up your flag.</p> <ul style="list-style-type: none"> • When a side is out of banner, they are out of the fight. 	
<p>Resurrection: As long as your banner is still in play you may resurrect by touching the line at your starting spot.</p>	
<p>Disposition: All factions start on their side marker</p>	
<p>Props: Banner Flags</p>	<p>Map</p> <pre> graph TD C[Celto-scot] --- N[Norse] N --- E[East Euro] C --- B[Brit] B --- F[Fanco-spanish] G[Germanics] --- GR[Greco-Roman] P[Pan Asians] --- AME[Afro-MiddleEast] </pre>
<p>Sets:</p>	
<p>Notes:</p>	



Tryggvy's "Words to Remember"

Hey if I was a faction and there is only a handful of my people, I would be looking to gang up with others in the same boat. Don't engage big armies if you can avoid it.



Sir Roland "Lays it on straight for you"

Remember: no matter how large they are, they still need a banner. Get in there and kill their banner and you will profit for it.

Scenario Name: Kings' Chosen		Saturday	7
History: The power of myth was a powerful weapon in ancient days when dragons and giants and griffins were all a part of regular life. There were strong traditions, biases and superstitions and the world held mysteries and many of them were deadly.			
Story: An ancient battleground was no place to be fighting, but did that stop anyone? NOPE! They just went in there and started fighting.			
Duration: Last man standing		Archery: NO	
Weapons: Normal		Armor: Normal	

Conditions: <ul style="list-style-type: none"> • West and An Tir armies surround the field. Both Kings and Champions lead a group of handpicked knights; 11 in all... wait with the King and Champion that's thirteen!! Oh well, that can't be good luck. 	
Resurrection: <ul style="list-style-type: none"> • Resurrect boards off of field. • Unlimited resurrection. (Conditions will remove fighters from play at random.) 	
Disposition: Each army starts at a side.	
Props: <ul style="list-style-type: none"> • T-stones 	Map
Sets: Res. points	
Notes:	



Tryggvy's "Words to Remember"

Hey Roland would you fight here?



Nope, Tryggvy, I would not fight here. It's BAD LUCK!

Scenario Name: Arsenal of Monarchy	Saturday	8
History: You think arms dealing is new? Guess again! Medieval Japan, Germany and Spain were weapons exporters. Being able to field armed fighters was a key to winning wars. Supplies won battles and for this fight the more weapons you wield the longer you can stay in the fight. One of the greatest generals of all times said the following "Amateurs talk tactics, winners talk logistics."		
Story: Attrition has its way in every war and this is no exception. Leaders must now call on every resource to field an army. Slowly the numbers and weapons dwindle, but		

if victory can be gained it will be worth the price. In no place was attrition higher than at the battle of the trench.	
Duration: Last warrior Standing	Archery: No
Weapons: All your weapons	Armor: Normal
Conditions: <ul style="list-style-type: none"> • Each side places their extra weapons in the rear area. • The battle is over a trench. 	
Resurrection: <ul style="list-style-type: none"> • When you die you exit by the side of field, drop your weapon and go to the rear. As long as you have another weapon to use for battle you return alive. When you are out of new weapons you are out of life. 	
Disposition: Each kingdom starts on each side of the trench.	
Props: None	Map
Sets: None	
Notes:	



Tryggvy's "Words to Remember"

Bring your weapons because you will need them for this long duration bash off.

Expect the composition of forces to change wildly.



Sir Roland "Lays it on straight for you"

All weapons must have been inspected at the start of the day. No weapons will be inspected once the war starts.

Scenario Name: Clash Of Fleets	Saturday	9
History: By far the most influential battles in history have been at sea. Though land battles more often grab the headlines, it is at sea that real power is wielded. Since the early days control of the water has meant real power and to salute this oft-overlooked fact, we will have a fleet battle.		

Story: With the stalemate upon the land grinding down both armies, the West and An Tir sought to change the course of the war by taking to the seas. In secret, both crafted fleets and upon a spring day set them to do battle...only to find an enemy fleet coming their way.

Duration: 20 Minute Battle

Archery: Yes

Weapons: Normal

Armor: Normal

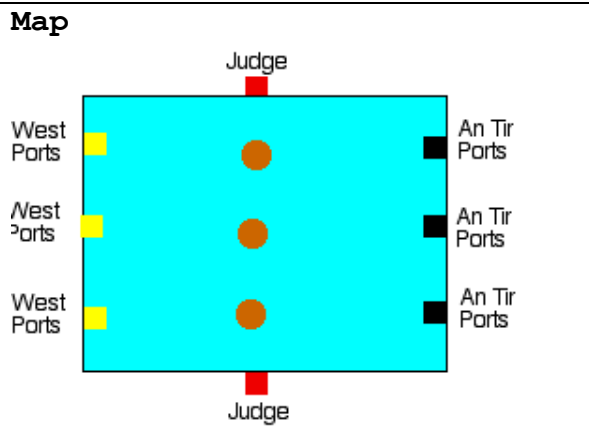
- Conditions:
- Scores are collected every 5 minutes or so
 - Every banner you have on the middle ping islands gets you 5 points
 - Every ship you bring to a judge gets you 5 points
 - Captured ships must be moved onto dry land at ports and taken to judge.
 - Each side starts with **three four banners.**
 - Banner carriers take banner with them when they die, banner cannot be stolen.
 - Each Kingdom can bring extra ships, but they must be ship-shaped in outline and battle safe. West ships are Gold, An Tir ships are black. Some ships will be provided.
 - No daisy chaining ships from ports to islands.
 - To score with a ship, remove them through your port and turn them over to judge
 - Kingdoms can recover their stolen ships at the judges for re-entry at ports

- Resurrection:
- Resurrection is done at ports; any friendly ship can pull into their port to refill.
 - Resurrection at ports is first come first serve for the fighters.

Disposition: Boats

Props: Ships

Sets: None



Notes:



Tryggvy's "Words to Remember"

KILL KILL KILL!!!



Sir Roland "Lays it on straight for you"

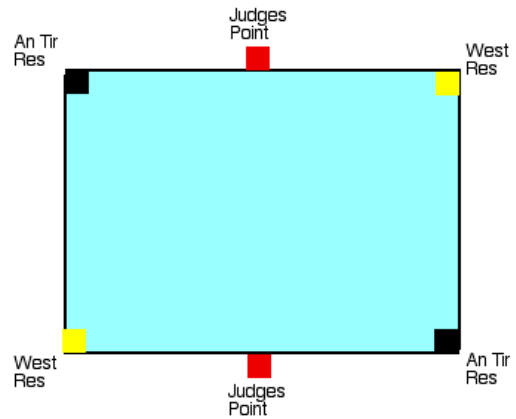
If your ships break, everyone is the ship is killed and the slain should take the ship to a judge.

A kingdom can re-float a wrecked ship by repairing it with slats and duct tape.

Scenario Name: Fog Of War	Saturday	10
<p>History: As important as the sea was to control, no one ever really controlled it. Just ask Kublai Kahn or the Spanish how predictable the sea is. Here we the warriors of the West and An Tir battle it out in horrible fog conditions.</p>		
<p>Story: Just when the battle at sea seemed to be grinding down the ocean changed its currents and winds from inland brought thick blankets of fog to the field. Telling friend from foe was more and more difficult. Would a victor emerge from the fog? Only time would tell.</p>		
Duration: 20 Minute battle		Archery: No
Weapons: Normal		Armor: Normal
<p>Conditions:</p> <ul style="list-style-type: none"> • Each side is trying to capture as many ships as it can • Captured ships can be removed from the field at the resurrection corners. They must be taken to, and left with, a judge. • The owning kingdom can recover their boats at the judge's point and return them to play at their Res. corners. • When you go to your res. corner you are safe from attack • Daisy chaining troops from the Res. point to other ships is not allowed and will cause your res. corner to be closed for 5 minutes. • Just remember this: If you are using a res. point in a way you think is sneaky, advantageous or more effective you are using it wrong. 		
<p>Resurrection:</p> <ul style="list-style-type: none"> • Resurrection will be in alternating corners. • Only one ship can fill with troops at a time. • While a ship is filling with troops it cannot be attacked. • Once it moves outside of the corner it can be attacked 		
<p>Disposition: Ships are spread out alternating between An Tir and West surrounding the field.</p>		

Props:

- Ships will be supplied; you can bring your own ships if you wish.
- Open weave cloth cut into strips will be provided. Each side must tape them across eye slits of helms to simulate fog. If your cloth comes off you are dead. It is up to each side to supply their own helpers for putting on the, uh... Fog Goggles. One strip will obscure your vision but still allow you to fight well.

Sets: Markers for corner**Map****Notes:**

Tryggvy's "Words to Remember"

Wow you will see well enough to fight but maybe not well enough to really tell friend from foe.

Killing friendly forces is ok. Just go resurrect and kill them back.




Sir Roland "Lays it on straight for you"

Remember don't try to use the Res. corners as continuous feeds for ships linked together.

Generally any way you can think of to use the Res. corners other than "Get in, Get troops and Get out" Is WRONG!!!

Don't make us close your res. corner it will be closed for 5 minutes for abuse of corners.

Scenario Name: Queens' Chosen		Saturday	11
History: Back before the founding of the West, the Known World was a land of myth and magic. It is said that in these early days there were fighters who could heal others' wounds.			
Story: An ancient battleground was no place to be fighting but did that stop anyone? NOPE! They just went in there and started fighting.			
Duration: Last man standing		Archery: YES	
Weapons: Normal		Armor: Normal	
Conditions: <ul style="list-style-type: none">• Each army is given 15 flags to mark special healers.• Healers can fight and die just like anyone else.• When a healer dies, they drop their healing flag and can no longer heal. They are now just like any other fighter in the game.• When a healer comes to a dead or wounded fighter they put their hand to the head of the target and say "West" or "An Tir" and that fighter is healed fully.			

<ul style="list-style-type: none"> • 	
Resurrection: <ul style="list-style-type: none"> • Only by being healed 	
Disposition: Each army has a side.	
Props: <ul style="list-style-type: none"> • Flags 	Map 
Sets:	
Notes:	



Tryggvy's "Words to Remember"

Ok for some reason fighters have a hard time getting this, so lets explain it again.

When you are a healer you can heal and fight.

You can heal wounded and slain.



Sir Roland's "Lays it on straight for you"

When a healer dies, they drop their healing flag and they can no longer heal.

This means that protecting your healers is important.

Scenario Name: Barrel of Love	Saturday	12
History: No history here... just an entire load of ass kicking.		
Story: they have the barrel, you want it.		
Duration: Best of three	Archery: Yes	
Weapons: Normal	Armor: Normal	
Conditions: <ul style="list-style-type: none">• There is a barrel that is full of gold in the middle of the field.• Get it to your side and you win.		
Resurrection:		

<ul style="list-style-type: none"> • Unlimited resurrections at the side of the field but not at the end 	
<p>Disposition: each side divides their army into a group of four. Each group begins the field battle on its own side. This side is just a starting point and has no other effect on the game.</p>	
<p>Props:</p> <ul style="list-style-type: none"> • Battle of Love • Goal markers • 	<p>Map</p>
<p>Sets: Markers for corner</p>	
<p>Notes:</p>	

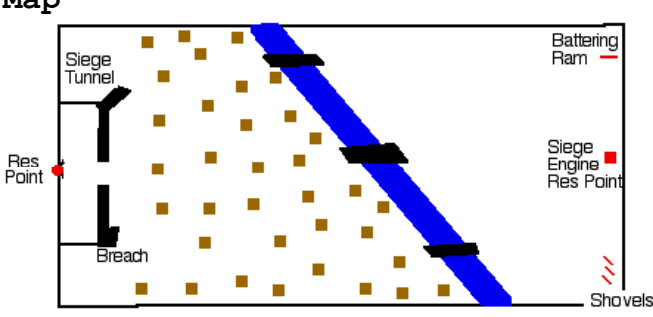


WELCOME TO THE END OF DAY ONE

Well this is only Saturday and we plan to put more pain in your membrane on Sunday. So rest up and remember we told you it would be a hard war.

Scenario Name: Siege for A Day	Sunday	1
<p>History: A castle siege was a matter of time. Getting the siege over and done was the attacker's goal, and lasting out as long as possible was the defender's. Time was always a factor in warfare even back in the era of knights.</p>		

Story: Here now a battle of wits insured as siege and counter siege put to test the best assault engineers of the West and An Tir. Who could take their objectives in the least amount of time would be the winner for it...but some things are easier to say than to do.	
Duration: Timed Event. Best time wins	Archery: Yes
Weapons: Normal	Armor: Normal
Conditions: <ul style="list-style-type: none"> • The defender must recover as many supply boxes from the field as they can. • They must hold off the enemy for as long as possible. • The attacker must bring forth there siege equipment and lay a siege to the castle. • Taking/knocking over the enemy flag wins the game. 	
Resurrection: <ul style="list-style-type: none"> • Attacker: For the attacker they need only to walk around their siege catapult. This catapult is not going to be fired. It is just a mobile res. point. • Defender: must go around resurrection flag in back of caster. If you are killed outside of the castle you may go around the out of bounds to come into the caster to resurrect. • Once the Siege is laid a whistle will blow and from then on for every 10 resurrections a supply box is removed out of bounds. The more supply boxes you have, the longer your side can resurrect so get them all if you can. • If an attacker gets into the castle they can attack the supply boxes and push them out of bounds thus destroying them. • Attackers cannot touch the supply boxes. 	
Disposition: <ul style="list-style-type: none"> • Defenders start in castle / Attacker across the field. • Defender may appoint a single war unit to defend a bridge at the start. 	

<p>Props:</p> <ul style="list-style-type: none"> • Supply Boxes: Only defenders can touch. • Battering ram: opens wall breach. • Shovels: three shovels on the tunnel makes it open. 	<p>Map</p> 
<p>Sets:</p> <p>Castles Breach Siege Tunnel</p>	
<p>Notes:</p>	



Tryggvy's "Words to Remember"

No one but the defenders can touch the supply boxes, but the attackers can guard them.

The Defenders can steal the battering ram or the shovels to thwart the attack.

If the Defenders can steal the attackers' siege engine res. point and bring into the castle, they automatically win.



Sir Roland "Lays it on straight for you"

The Siege Tunnel

- Here is how it works. As soon as you have three of the non-combat shovels to the tunnel, the tunnel is declared open and troops can move in and out.
- When you die in the tunnel, you lie down and roll out.

Breach

- The breach is cardboard boxes taped across a gap.
- Cardboard battering ram is used to punch hole in boxes to open up not attack point.

Scenario Name: Landsknecht Go To Heck		Sunday	2
History: Behold the fearsome landsknecht warrior in their bright garish clothing strutting around the battlefield like peacocks covered in blood. So it was on the battlefield as gunpowder came onto the scene. Shields were a thing of the past, mostly, and great weapons ruled the day.			
Story: Hiring out mercenary units for war help fill the losses for both An Tir and the West and Landsknecht units were there in limitless numbers. However these units were seldom predictable and sometimes their quest for loot was greater than their loyalty. The main battle has moved away from our fields leaving competing Landsknecht units time to loot the bodies and kill one another.			
Duration: 20 Minutes		Archery: No	
Weapons: Two handed weapons only		Armor: No Shields	
Conditions: <ul style="list-style-type: none"> • The battlefield is littered with tussocks of grass that will be playing our dead bodies. • Hiding around the battlefield are pouches and items of value. Your job is to return them to the field. • If you are killed, you must drop your items. • Once you have collected up your goodies it's time to 			

<p>go take your enemy's goodies.</p> <ul style="list-style-type: none"> • All loot stays in play until the war is over. 	
<p>Resurrection:</p> <ul style="list-style-type: none"> • Landsknecht units were bands and so resurrections are in groups of 5 fighters. No resurrects until 5 fighters are on the resurrection board. 	
<p>Disposition: Both sides start at their corner.</p>	
<p>Props:</p> <ul style="list-style-type: none"> • Bags of Gold • Loot 	<p>Map</p>
<p>Sets: None</p>	
<p>Notes: If you don't have a great weapon you can fight two with two weapons</p> <p>SPECIAL BLOCKING RULES:</p> <p>No one handed weapon can block a great weapon. If you block a great weapon like a pole arm, two-handed axe or two handed sword your have been armed. A one handed weapon can still block spears. Madu's or Madu like weapon will not block great weapons.</p>	



Tryggvy's "Words to Remember"

Taking Loot back from your enemy will be a good thing. Do all you can to get back what they have taken. Remember this loot is yours! Don't let those guys take it all.

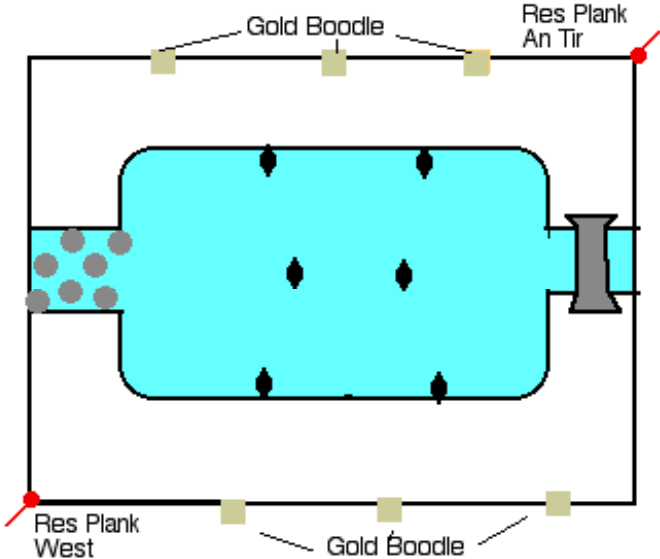


Sir Roland "Lays it on straight for you"

Footing

You will notice that in this scenario there is bad footing so our advice to you is move slowly. Don't fight like a Swiss jumping bean. This is time for plodding and whacking. The Tussocks of grass represent dead bodies on the field and that could not have been easy to walk on or around. Modify your fighting style to the environment.

Scenario Name: Bridge, Boats and Boulders.	Sunday	3
History: Water was a contestant problem and crossing water was the worst. Bridges formed painful chokeholds that could bleed an army red before ever getting to the field of battle. This scenario has a three different ways you can cross the field. We will let you guess what they are.		
Story: Each side sought to use the terrain to their advantage but after tax season each side's coffers were an easy mark... or so everyone thought. With each side launching raids across the waterways, what could be safe?		

Duration: 20 Minutes+ Last Res. Call	Archery: Yes
Weapons: Normal	Armor: No Pole or Spear
Conditions: <ul style="list-style-type: none"> • Each side is trying to get to the other side's gold. 	
Resurrection: <ul style="list-style-type: none"> • Resurrection plank will be used. Everyone must go to the back of the plank and walk the plank without stepping off to be resurrected. IF they step off they go to the back of the line. • You cannot touch or move your own gold. • You must take enemy gold and get them to your bucket. Once in your bucket they are safe and cannot be taken. • If you are legged on the boulders you are dead. 	
Disposition: Each side deploys ten men at a time to the starting location they wish. This alternates between each Kingdom until everyone is deployed.	
Props: <ul style="list-style-type: none"> • Gold • Buckets 	Map 
Sets: <ul style="list-style-type: none"> • Res. Plank 	
Notes: Boats cannot be beached and have to be left in the water.	



Tryggvy's "Words to Remember"

The key to winning this scenario is control of the water. Get those boats and I am talking those two free boats in the middle as well. Then take the enemy boats and you have a fleet.



Sir Roland "Lays it on straight for you"

Fleet shmeet! Don't listen to Tryggvy. While they are out fluxing around in boats, get out there and kick ass on the ground. Remember no pole or Spears in this battle.



Sir Roland you may be a knight on land but you don't know a fig about the real power of the sea.



Tryggvy you have been hitting the Berenjager again. If you don't control the land, they will take all your gold!



SEA IS BEST!



LAND IS BEST!

Scenario Name: Hannibal the Great	Sunday	4
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This battle is about Hannibal, the great master general of Carthage during the Punic wars. As his forces retreated back through the Alps, one last unit was left behind to defend the passes as winter set in.



This battle is really about that other great Hannibal; Hannibal Lecter. You see that scouting force for Rome also found itself locked in the snow of the Alps. Without supplies, both sides soon resorted to finding food any way they could.

Duration: Until all forces of one side are eaten...uh... I mean dead.

Archery: yes, Archers taste the best.

Weapons: Normal, body parts or kitchen weapons a plus

Armor: Normal

Conditions:

- Supply boxes will be out in the glacier. Bring them back to your camp. When you have food you will not need resort to extreme measures to get food.
- The battlefield is glacier and there will be crevasses that are long and deadly. Step in a crevasse and you are dead. You can jump them if you feel lucky.

Resurrection:

- While you have food, all you need to do is step over the supply box in you res. area and you back in the fight.
- Every ten fighters over a supply box will use up the food.
- After the food is gone, you have to resort to other means to get back in the fight.
- Any 5 fighter in the res. area who point at a friendly fighter in their own res. area and say "eaten!", kill their target player out of the scenario and can return to fight.
- Ties mean each eaten target is killed out of the scenario and the rest return.
- Once a supply box is in the res. area it cannot be taken. Enemy units cannot enter a res. area.
- ANY ONE OF ANY RANK CAN BE EATEN! Hey, hunger is hunger.
- If you eat an Archer, each fighter returning to the field can take 1 other fighter by saying "have some archer... they taste good"

Disposition: Each side starts on their side hungry and looking for food.	
Props: <ul style="list-style-type: none">• Supply boxes	Map
Sets: Res. point	
Notes:	



Tryggvy's "Words to Remember"


This war does not need fighters with good taste; it needs fighters that taste good!



Sir Roland "Lays it on straight for you"

I just want it to be known I had nothing to do with this scenario. I am a Knight of An Tir I fight for honor. I go to war at my King's request and I would never, ever, ever have come up with an idea like this. Blame TRYGGVY FOR THIS ONE!

Scenario Name: Forest of Death		Sunday	5
<p>History: There is no worse place in the world than a forest for an army to meet in battle. Armies would march day and night to fight a nice piece of open ground to slaughter one another on. Forest fights were high-casualty, high-confusion battles to the death. Just ask the Roman army who, while marching in the forest, was attacked on all sides by the Germans. In the famous last word of the Roman General...“ARGHHHHH!!!!!!”</p>			
<p>Story: Due to the remote battlefield, both An Tir and the West had to run troops through long un-patrolled sections of forest in search of elusive enemies who refused to hold still and be slaughtered. Here ambush and deception was King and Knight, and Men at Arms were pushed to the their very limit.</p>			
<p>Duration: Until enemy supplies are found</p>		<p>Archery: No</p>	
<p>Weapons: Normal</p>		<p>Armor: Normal</p>	
<p>Conditions:</p> <ul style="list-style-type: none"> • The goal here is to keep killing the enemy and to hide your supply boxes. This stinks because the boxes are big and white. • On the up side your other goal is to get to your enemy supply boxes and take them. When a box gets to your res. point it is out of play. • You cannot touch your own boxes once they are set. If an enemy gets one, you better stop them and guard that box. • If you are killed while carrying a box, you have to drop it. • Boxes can be thrown. 			
<p>Resurrection:</p>			

<ul style="list-style-type: none"> • Each side will have a res. point flag. Just walk around the flag and you have resurrected. 	
<p>Disposition: Each side has 3 minutes to hide their boxes and get ready for battle.</p>	
<p>Props:</p> <ul style="list-style-type: none"> • Res. Flags • Supply Boxes 	<p>Map</p> 
<p>Sets:</p>	
<p>Notes: WATCH YOUR FOOTING</p>	



Tryggvy's "Words to Remember"

So you say want to fight in the shade? So you like a good forest battle? So you want to fight in the shade of a forest? Well then, I guess this battle is for you!



Sir Roland "Lays it on straight for you"

There is a limit here to the number of boxes you get, but there is also a limit to holds. If this battle turns into a continuous holds to remove people who have fallen or are injured, the battle will be changed to a river landin

Please do not try to sacrifice your self to win. An injury is not worth it.

Scenario Name: Cross The Field		Sunday	6
History: Getting warriors to the front was always a problem when the enemy was doing all it could to stop your supplies and reinforcements. Many units would arrive at a front heavily mauled from the march.			
Story: With each side needing every man at the front An Tir and West Kings both gave orders to bypass major enemy pockets of resistance and just make it to the front. To do so took coordination and brute force. Breaking through the enemy line was not enough: you had to break it and get your troops to the front. The more troops that made it to the front, the harder it was on those that followed, for their number was weakened			
Duration: 15 Minutes		Archery: Yes	
Weapons: Normal		Armor: Normal	
Conditions:			
<ul style="list-style-type: none"> • Each side will take a turn defending while the other attacks. 			

<ul style="list-style-type: none"> • The Goal here is to get your troops across the line to the front line. • Once they are across the front line they are done fighting. • The side with the most troops over the line wins. 	
Resurrection: <ul style="list-style-type: none"> • Each side has unlimited resurrects • Attacker can res. on their line • Defenders must walk around their res. point 	
Disposition: <ul style="list-style-type: none"> • Each side can set up anywhere along their line 	
Props:	Map
Sets: Res. point	
Notes: Did we mention the ground is sloped?	



Tryggvy's "Words to Remember"

Seems simple but remember the key here is quantity not quality. If a few hot sticks get through and the rest of your army can't, you will not win. You will have to be

tricky here and movement and hitting power will be your friends.

Funneling troops from a wide front into a narrow fist quickly and punching forward is a great trick.

Watch the surge. No matter how well planned an enemy is there will be times when they will have many people going back to the res. points. When their strength ebbs, call for an all-in and punch through to victory.



Sir Roland "Lays it on straight for you"

For the Defender it's going to be very hard. You cannot let the enemy attacking you move across the field unbroken only to launch a point blank attack on your line. Get out there and break up their plan. Remember, as your team falls back to recover and resurrect they get tougher because you are close to the goal line for the enemy, and all this time your enemy will be getting weaker and weaker.

Keep your eye out for enemy forces coming together quickly to form units. These can break through a line quickly.

Keep a reserve in different areas to counter enemy formations and breakthroughs.

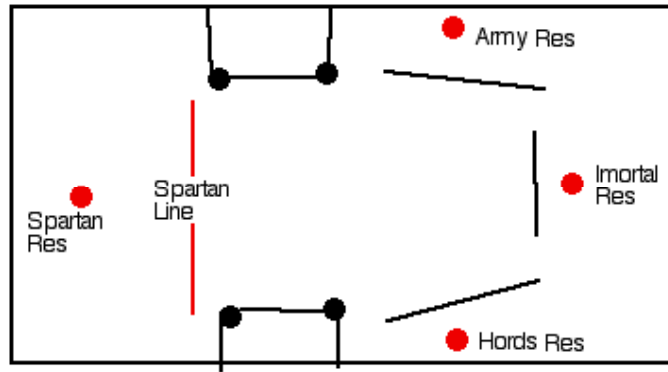
Remember you have to motivate your troops to not get discouraged. Failing a little is to be expected. Keep them fired up to kill and engage.

Scenario Name: 300	Sunday	7
History: 300 Spartans hold off hordes of Persian...wait you have heard of this? Shoot! Well unlike the movie there will be far less than 6 packs and far more kegs, and no fighters		

will be in diapers.	
<p>Story: Right in the middle of the An Tir/West war the Persians invade. (Just like a Persian to attack when everyone is busy killing one another!) A brave group of Knights from An Tir and the West will have about 300 lives to stand up against the Persian army lead by Ugo II the First who had spent time in the West and An Tir and decided it was time to earn some living room.</p>	
<p>Duration: Until all the Spartans die</p>	<p>Archery: Archers on Persian side.</p>
<p>Weapons: Spears, one handed swords No Pole arms or great weapons</p>	<p>Armor: Normal</p>
<p>Conditions:</p> <ul style="list-style-type: none"> • Persian Forces are divided into three groups with the Squires playing the Immortals, War Groups playing the Army, Fighters under 3 years playing Hordes. • There are four parts to this fight. • Between each battle the environment will be changed based on the result of the last fight. • As long as the Spartans are in the mouth of the opening the Persian can only send in one of its three units at a time. • If the Spartans leave the pass, the Persian can launch a full attack • There will be three fights, each time with the pass becoming smaller and harder to take. • Persians win a scenario if they knock down the Spartan Flag 	
<p>Resurrection:</p> <ul style="list-style-type: none"> • Spartans each get two res. per battle. • Persians have unlimited as long as their leader stands 	
<p>Disposition:</p> <ul style="list-style-type: none"> • Spartan line up in narrow area with banner as there Res. point • Persian group line up in there three formations. 	
<p>Props:</p> <ul style="list-style-type: none"> • 	<p>Map</p>

Sets:

- Four res. points
- Marker for boundary



Notes: This is a timed Scenario.



Tryggvy's "Words to Remember"

Well its time for the inevitable movie tie in only this time there is no way for the Spartans to win. Go figure... just like history. There is a chance for them to show just how good the Chiv is at kicking ass.



Sir Roland "Lays it on straight for you"

The leadership of the Spartans will rotate back and forth between the Kings of the West and An Tir.

Scenario Name: Tug of War	Sunday	8
History: It was not enough to get your forces to the front. You had to give them weapons and that meant transportation. The primary force of transportation in the north was the sledge. This means pulling supplies. Sure we don't have snow but we will have sledge.		
Story: Sometimes supply lines would be crossed because many strange skirmishes involving supply troops who wanted nothing more than to get weapons across the field.		
Duration: first supply box's	Archery: Yes Special Rules	
Weapons: Normal	Armor: Normal	
Conditions: <ul style="list-style-type: none"> • Archery Special Rule. Archers can keep their weapons at the start. But there arrows or tennis balls have to be brought over from the supply side • Every weapon must be brought over from the supply side. • Once weapons are across runners can start to move supply boxes 		
Resurrection: <ul style="list-style-type: none"> • Once you enter the field you can resurrect at either one of your res. points. • Sledge drop where the pullers are killed. • No kingdom can touch the sledge of another just the pullers. 		
Disposition: <ul style="list-style-type: none"> • Each side starts their primary force on their army side. • On the other they deploy their supply runners and sledges with a supply of weapons strapped to the 		

sledge.	
Props: <ul style="list-style-type: none"> • Sledges 	Map
Sets: <ul style="list-style-type: none"> • Res. points 	
Notes:	



Tryggvy's "Words to Remember"

This is a real time supply game in that you need to get your supply of weapons across the field. Each side will need to have some fast runners to bring supplies across the field.



Sir Roland "Lays it on straight for you"

I hope you watered up on the last one because there is lots of fighting and movement as you try to protect your runners and intercept the enemy units.

Scenario Name: Bridges of Tymberhaven County	Sunday	9
History: Nothing was a larger pain in the ass to the leaders of field units than those darn bridges and water pass areas. Well, here in the lands of Tymberhaven there are plenty of small streams and bridges, along with fords and debris crossings.		
Story: No sooner did the forces of the West enter Tymberhaven lowlands than they wished they had stayed in on their own sunny beaches. Meanwhile the An Tirian King struggled to even find his units upon the field of battle. What happened then was a mess of small unit battles over bridge after bridge.		
Duration: 15 Minutes	Archery: No	

Weapons: Yes	Armor: Normal
Conditions: <ul style="list-style-type: none"> • There will be Gold Bars by each res. Point. The goal is to steal enemy gold. • If you are killed while caring gold you have to drop it. • You can recover your own gold and bring it back to your line. • Side with the most gold wins • If you are legged on a debris crossing you are dead. 	
Resurrection: <ul style="list-style-type: none"> • Each side resurrect 	
Disposition: Kingdoms start on their side. Each King can hand-select 5 fighters to start on each island on their half of the map	
Props: <ul style="list-style-type: none"> • 	
Sets: <ul style="list-style-type: none"> • Debris • Tape • Bridges 	
Notes:	



Tryggvy's "Words to Remember"

Sorry Knights. Everyone must cross on their knees when it comes to the fords.



Sir Roland "Lays it on straight for you"

Tryggvy why are you so hard on the Knights? Ok have it your way but they will have revenge on you. I promise.



Only if they can catch me!



Tryggvy! I have seen you run.



Oh shoot! I am dead!



Well Tryggvy we have done a great job getting ready for this war and we are now down to the last scenario.

Duke Sven told us to do something fun so...



Something never seen before, I think he said.. Wait you know what I am thinking...?



AN TIRIAN DODGE DEATH!



An Tirian Dodgedeath

Sponsored by
The An Tirian Dodgedeath Association of An Tir

"Dodge Dip Duck Dive and Die"

The ATDDAAT would like to welcome you to An Tirian Dodge
Death.

But first a little History of Dodgedeath



Since the earliest days in An Tir, Kings have tested the mettle of their warriors by hitting them with stones. Soon, this royal past time grew into the sport of dodgedeath. In AS 25 the An Tirian Dodgedeath Association of An Tir (ATDAAT) standardized the rules and this year -- for the first time ever -- Dodgedeath comes to An Tir/West War.

Dodge Death Court Rules

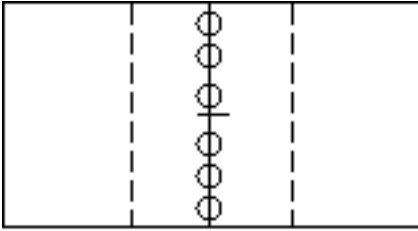
Weapons

- Rocks "Foam wrapped in Duck tape."
- Javelins
- Throwing axes

Armor

- **No Shields**
- Full armor (Armor plate is not proof, like duh!)

5 Person Teams: each team may employ armored shaggers to assist in retrieving overthrown weapons for their team



IDEAL MEASUREMENTS: 40' x 25' - Identical to a volleystone court.

THE GAME

The object of the game is to eliminate all opposing players by getting them "OUT" with SCA Hits.

1. Hitting an opposing player with a LIVE thrown stone or Weapons.
2. Catching a LIVE stone or weapon thrown by your opponent before it touches the ground. By catching a live Stone you resurrect one of your fighters.

Definition: LIVE: A stone that has been thrown and has not touched anything, including the floor/ground, another stone, another player, official or other item outside of the playing field (wall, ceiling, etc)

BOUNDARIES

During play, all players must remain within the boundary lines. Players may leave the boundaries through their end line only to retrieve stray stones. They must also return through their end line.

THE OPENING RUSH

Game begins by placing the Stones & Weapons along the centerline - three (3) on one side of the center hash and three (3) on the other. Players then take a position behind their end line. Following a signal by the official, teams may approach the centerline to retrieve the stones. This signal officially starts the contest. Teams may only retrieve the three (3) stones to their right of the center hash. Once a stone is retrieved it must be taken behind the attack-line before it can be legally thrown.

TIMING AND WINNING A GAME

The first team to legally eliminate all opposing players will be declared the winner. A 5-minute time limit has been established for each contest. If neither team has been eliminated at the end of the 5 minutes, the team with the greater number of players remaining will be declared the winner. In the case of an equal number of players remaining

after regulation, a 1-minute sudden-death overtime period will be played. Details on overtime can be found in the ATDAAT Rule Book.

TIME-OUTS & SUBSTITUTIONS

Each team will be allowed one (1) 30 second timeout per game. At this time, a team may substitute players into the game.

5-SECOND VIOLATION

In order to reduce stalling, a violation will be called if a team in the lead controls all six (6) stones on their side of the court for more than 5 seconds. This forces them to give up all stones to the other side and quote a line from Monty Python and the Holy Grail.

RULE ENFORCEMENT—Marshals are free to balance out the game by making any changes they believe works.

ATDAAT Code of Conduct

1. Understand, appreciate and abide by the rules of the game.
2. Respect the integrity and judgment of game officials and ATDAAT staff.
3. Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.
4. be responsible for your actions and maintain self-control.
5. Participants must taunt and bait opponents.