

New Elements For A&W

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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 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.

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.