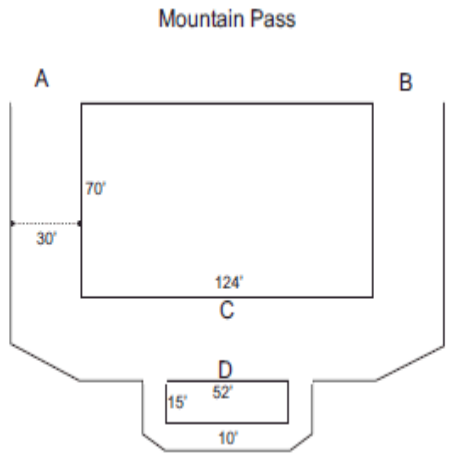
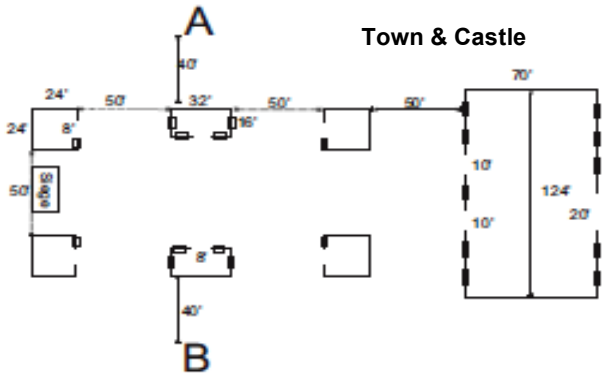
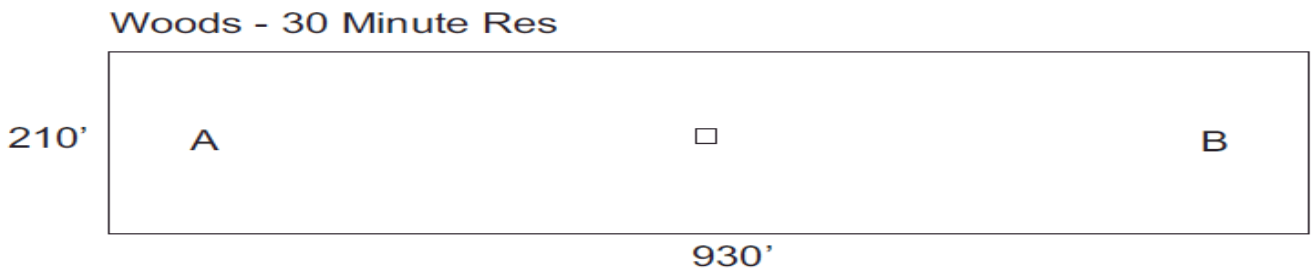
# ARMORED COMBAT SCENARIOS
# FOR ESTRELLA WAR XXVIII

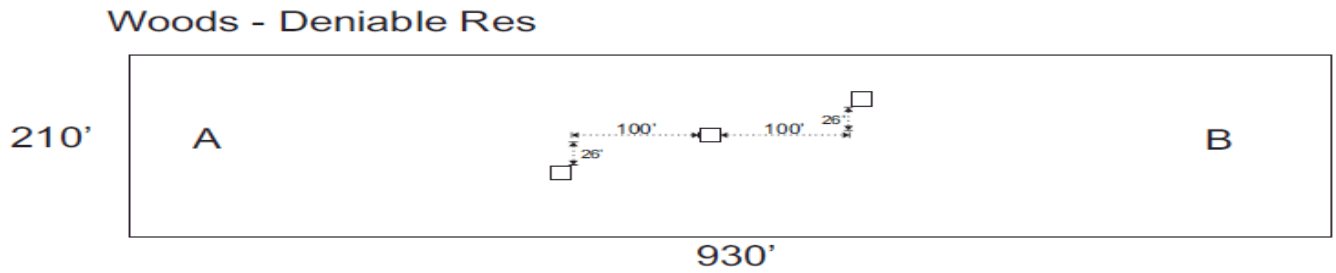
**Battlefield Set up:**

1. On the North end of the open field a town will be built with six buildings, four outer buildings 24’ x 24’ with doors opening into the center, two center buildings 32’ x 16’ with openings on the long side opening into the center. Each will be placed 50’ from each other. The fronts will be made of wood panels and backs painted on the ground.
2. 50’ South of the town on center will be the castle built 124’ wide and 70’ deep. On the South side will be one opening 20’ wide, after a 40’ section. On the North side will be two 10’ openings equal distance apart. The sides will be marked with spray paint on the ground.
3. The Open Field dimensions are 200’ W x 600’ L
4. The Wooded Field dimensions are 210’W x 930’L






**Control Point Banners**: Control of specific terrain features on the field shall be determined by reversible Control Point Banners positioned at specific. These banners must:

1. Be stationary during a scenario, and have no flag flying at the start of battle.
2. Shall have two colored flags on each end for combatants to flip.
3. Be dropped if the bearer is killed, not thrown or passed off to another combatant.

## FRIDAY BATTLES
## Muster 10:00AM / Battles Start 10:30AM

***FRIDAY - BATTLE 1: OPEN FIELD***
**Description:** Open field battles. Army will start opposite of each other on the East and West sides of the field. The battle will be fought until the last man, five times. The battles will run continuous at the Marshals command. He will confirm with each sides commander before starting.
**Field Layout:** Open field, without the town or castle included.
**Special Weapons:** Siege with small siege ammunition and archery are allowed in the 1st, 3rd & 5th battles only.
Thrown weapons are allowed in all five.
**Time Allotted:** Until finished
**Victory Conditions:** Last man best 3 out of 5.
**Victory Points:** 1

***FRIDAY - BATTLE 2: CASTLE***
**Description:** A Castle battle will be fought with one army starting 40 feet from the South gate, with the other army inside. The Castle will have a 20-foot gate on the South side, with two 10-foot, gates on the North side. The North side gates can only be breach by Siege engines hitting the designated targets. Once hit twice the two gates will be open to the outside forces. If the inside forces open the gate it will remain open. The outside Army will attempt to take the castle and to take possession of the Castle they must put the Victory Standard in its placeholder in the least amount of resurrection cycles. The outside Army will have resurrection timed at three-minute intervals to release resurrected combatants.
**Field Layout:** Castle by diagram, with two breach able gates on the South side by siege.

**Special Weapons:** Siege outside, Archery inside only, no thrown weapons.
**Time Allotted:** Until finished
**Victory Conditions:** The Army with the least amount of resurrection cycles will be considered the victory.
**Victory Points:** 1

***FRIDAY - BATTLE 3: ZOMBIE CASTLE BATTLE***
**Description:** This battle will start with all Royals, Peers, and landed Nobility inside the castle, with only one gate on the South side of the castle. The opposing side will consist of all other fighters who can only fight with a single-handed weapon but have unlimited resurrections. Any member with in the castle who is killed shall resurrect outside and become a zombie also.
**Field Layout:** Castle diagram with only South Gate accessible.
**Special Weapons:** Archery inside only, no siege and thrown weapons
**Time Allotted:** Until finished
**Victory Conditions:** Last man
**Victory Points:** zero just for fun

***FRIDAY - BATTLE 4: DENIABLE RESURRECTION IN THE WOODS***
**Description:** A resurrection battle with two resurrection points for each army, with one at each starting position for the armies, North and South, and one 100 feet from the center control point. The forward position resurrection point can be denied by pulling the opposing army's Victory standard from its holder (and dropping by the holder). An army can take a denied resurrection position back by placing the Victory standard back into its holder. The center of the control point will be considered controlled by an army if its colors are in the upright position with the Victory standard. If a holder of this standard is killed they must drop it to the ground. Also the standard cannot be taken away from the location of its holder.
**Field Layout:** Woods per diagram (due to terrain the resurrection points will be approximate)
**Special Weapons:** No Siege (Archery TBA)
**Time Allotted:** 30 minutes
**Victory Conditions:** Control center victory standard with army's color standing at the end of the battle time. This battle will be run two times switching sides if the commanders prefer.
**Victory Points:** 1

## SATURDAY BATTLES
## Muster 10:00AM / Battles Start 10:30AM

***SATURDAY - BATTLE 1: OPEN FIELD***
**Description:** Open field battles. Army will start opposite of each other on the East and West sides of the field. The battle will be fought until the last man, five times. The battles will run continuous at the Marshals command. He will confirm with each sides commander before starting.
**Field Layout:** Open Field, without the town or castle included.
**Special Weapons:** Siege with Small Siege ammunition and Archery are allowed in the 1st, 3rd & 5th battles only.
Thrown weapons are allowed in all five.
**Time Allotted:** Until finished
**Victory Conditions:** Last Man best 3 out of 5.
**Victory Points:** 1

***SATURDAY - BATTLE 2: MOUNTAIN PASS***
**Description:** Each army will fight for control of two Victory standards in the middle of the pass within twenty minutes. To show control, a Victory standard must show the controlling army's colors. They will

start on opposite sides on the North side of the Castle. Anyone that has more than one foot on the boards of the scenario's edge or footbridge will be considered "falling off" and are dead.
**Field Layout:** South side of Castle will represent the wall of a mountain, with a single row of hay bales blocking the twenty-foot gate. The hay bales cannot be used to fight on, if fallen on or stepped on a fighter needs to rise off of them. Dead can cross over the hay bales. Boards will be placed on the ground showing the cliff side, one foot is allowed on the boards but once one foot is past them or on both on them you are presumed dead by falling. A footbridge will be marked out with boards and will be 10-foot wide, centered on the castle front and a 15-foot gap from the cliff edge and footbridge edge.
**Special Weapons:** None, no thrown weapons
**Time Allotted:** 20 minutes, fought twice
**Victory Conditions:** Possession by having the army's color up with both Victory standards at the end of time.
**Victory Points:** 1

***SATURDAY - BATTLE 3: TOWN***
**Description:** A town battle will be fought with each army starting opposite of each other, forty feet from the edge of the town at the East and West sides. The town will contain six buildings and the Castle having two openings on the North side. The center buildings will have each army's resurrection points and must be captured to begin resurrections for their side (an army can have its troops wait on the backside of the building to resurrect). Each building will have a Victory flag with each army's color on opposite ends, which will have to be placed in the placeholder to take possession of a building. Each side will try to possess the greater amount of buildings than the opposing side in the thirty minutes allotted. Also the siege engines will have four targets attached to the top of the castle. Each target will represent the four outside buildings, if a target is hit once the building will be not be able to posses.
**Field Layout:** Town per diagram, castle has only the two north gates assessable.
**Special Weapons:** Siege in designated areas,
**Time Allotted:** 30 Minutes (general holds stop the clock)
**Victory Conditions:** Victory flags placed with the army's color in the majority of buildings.
**Victory Points:** 1

***SATURDAY - BATTLE 4: SIX-FOOT AND UNDER TOWN BATTLE***
**Description:** Town battle 6' and under: A town battle will be fought with each army starting opposite of each other, forty feet from the edge of the town at the East and West sides. The town will contain six buildings and the Castle having two openings on the North side. The center buildings will have each army's resurrection points and must be captured to begin resurrections for their side (an army can have its troops wait on the backside of the building to resurrect). Each building will have a Victory flag with each army's color on opposite ends, which will have to be placed in the placeholder to take possession of a building. Each side will try to possess the greater amount of buildings than the opposing side in the thirty minutes allotted.
**Field Layout:** Town, per diagram, castle has only the two north gates assessable.
**Special Weapons:** None
**Time Allotted:** 30 minutes (general holds stop the clock)
**Victory Conditions:** Victory flags placed with the army's color in the majority of buildings standing.
**Victory Points:** 1

***SATURDAY - BATTLE 5:* WOODS BATTLE LAST MAN**
**Description:** This battle is to the last man with each army starting opposite of each other on the North and South sides of the field.
**Field Layout:** Woods, per diagram
**Special Weapons:** None
**Time Allotted:** Until finished

**Victory Conditions:** Last man
**Victory Points:** 1

***SATURDAY - BATTLE 6: WOODS 30-MINUTE RESURRECTION***
**Description:** This battle is fought over the control point in the center of the field equal distance from each armies starting point from the North and South. There will be a Victory standard at the control point and to show control it must show the army's colors. Resurrections will be continuous until end of the battle.
**Field Layout:** Woods, per diagram
**Special Weapons:** None (Archery TBA)
**Time Allotted:** 30 minutes
**Victory Conditions:** Victory standard showing army's colors at end of the battle.
**Victory Points:** 1

***SATURDAY - BATTLE 7: SINGLE-HANDED WEAPON WOODS BATTLE***
**Description:** This battle is to the last man with each army starting opposite of each other on the North and South sides of the field.
**Field Layout:** Woods, per diagram
**Special Weapons:** Weapons designed to be held by a single-hand only
**Time Allotted:** Until finished
**Victory Conditions:** Last man
**Victory Points:** 1

## SUNDAY BATTLES
## Muster 10:00AM / Battles Start 10:30AM

***SUNDAY - BATTLE 1: WOOD RESURRECTION***
**Field Layout:** Same as 30 minute resurrection, resurrection points maybe relocated depending on numbers.
**Time Allotted:** 2 hours or unless fighters are done earlier.
**Victory Conditions:** Being tired and not able to fight.
**Victory Points:** Zero