

## **RAPIER COMBAT SCENARIOS FOR ESTRELLA WAR XXVIII**

### **WHAT ARE WE FIGHTING FOR?**

*GOLD OF COURSE!* In each scenario over the course of the war there will be gold involved. This could be finding it, moving it, taking it, or ransoming some noble for it. In the end the Army with the most gold wins!

### **THURSDAY BATTLES Battles Start at 1:00 PM**

#### ***Thursday - Scenario 1: Let Anarchy Rule***

*Rumors of plenty of gold to be had in the area has attracted many fighters from various realms. The Landowners have hired a group of Elite fighters to take control and ensure their profits.*

FIELD SETUP: The open field area

SPECIAL WEAPON STYLES ALLOWED: None

CAPTURE/RANSOM: Not Allowed

SPECIAL FIGHTING CONVENTIONS: Elite Fighters are Defenders of the White Scarf or other Kingdom Rapier Equivalent. The Opposing Force is everyone else.

DESCRIPTION/STARTING POSITIONS: Elite Fighters may start anywhere on the field while the opposing force will begin on the Northern edge of the field.

VICTORY CONDITIONS: This battle will last 5-15 minutes depending on the numbers in each group. If the Opposing Force is able to eliminate all of the Elite Force in the allotted time both sides will be awarded a second "Surgeon" in the next scenario.

#### ***Thursday - Scenario 2: The Surgeons and the Gold OR The Deadly Easter Egg Hunt***

*With the withdrawal of the Landowners and their forces the Fighters divide into factions. The Queen of Atenveldt, her Royal army, and their allies find themselves at odds with many visitors over who gets the gold.*

FIELD SETUP: The Woods.

SPECIAL WEAPON STYLES ALLOWED: None

CAPTURE/RANSOM: Allowed

SPECIAL FIGHTING CONVENTIONS: This is a resurrection Battle with the following conditions. A dead fighter must stay where he/she was killed. (They may move a small distance to get into shade.) Dead fighters are resurrected by the touch of the "Surgeon" who must come to them. Each Team must designate their surgeon to the RMT before play starts. Surgeons can be killed and cannot be resurrected.

DESCRIPTION/STARTING POSITIONS: Fighters start at their designated team collection points. There will be 200 gold pieces hidden throughout the forest. If a fighter is killed with gold on him, it can be taken. All Gold must be taken to the Teams collection point to be counted.

VICTORY CONDITIONS: The team with the most gold wins. This battle will last until all the gold has been found.

#### ***Thursday - Scenario 3: Control the Forest, Control the Gold***

*Having found all the gold laying on the ground the factions are convinced that there must be more. Whoever can gain control of the forest will have the opportunity to find the rest.*

FIELD SETUP: The wooded area will be used. Seven control flags will be placed around the field. Each side will have a designated resurrection point.

SPECIAL WEAPON STYLES ALLOWED: Rubber Band Guns. RBG's cannot resurrect with the fighter. Gunners must change to rapier upon first death.

SPECIAL FIGHTING CONVENTIONS: Resurrected fighters may enter play anywhere on the edge of the forest, so long as they do so in a safe manner.

CAPTURE/RANSOM: Allowed

DESCRIPTION/STARTING POSITIONS: Fighters start at their designated Resurrection point

VICTORY CONDITIONS: The battle will be fought as three 20-minute sequences. There will be a short break between each sequence. The field will NOT be reset between sequences and fighters resume from where they were at the start of the break Captives will be counted and released by the marshal throughout each 20-minute sequence and ransomed at the beginning of each break. Marshals will score control of the flags silently and on a schedule known only to the marshals. 5 pieces of gold will be awarded for each flag controlled. Victor is the force with the most gold.

## **FRIDAY BATTLES**

### **Battles Start at 10:00 AM**

#### ***Friday – Scenario 1: Gold Gone Wild***

*Too much gold. Too much wine. The factions have gone to all-out battle. No quarter shall be given or taken in this battle to the last...*

FIELD SETUP: Open Field.

SPECIAL WEAPON STYLES ALLOWED: Rubber Band Guns.

CAPTURE/RANSOM: TBA

SPECIAL FIGHTING CONVENTIONS: None.

DESCRIPTION/STARTING POSITIONS: Fighters start on their field edge.

VICTORY CONDITIONS: This battle will last 10 minutes or until all of one side has been eliminated. One piece of gold will be awarded for each opponent killed to each team.

#### ***Friday – Scenario 2: Raiding the Castle***

*The Landowners fearing Her Majesty and the other fighters abandoned their castle in a hurry. They only took what they could carry. One force quickly took control of the castle. Then they went out looking for more. The other team is taking advantage of their mistake*

FIELD SETUP: The Castle and River will be used. The side with the most coins at the beginning of this battle will start as the “Owners” outside of the castle in the open field. The “Looters” will have a resurrection point in the castle. The rightful “Owners” will have a resurrection point in the open field. There will be eight treasure chests in the castle. One will start “full”. There will be a designated “exit” point on one side of the city area.

SPECIAL WEAPON STYLES ALLOWED: Rubber Band Guns.

CAPTURE/RANSOM: TBA

SPECIAL FIGHTING CONVENTIONS: Resurrecting fighters re-enter play at their resurrection point. Only one chest can be filled at a time. It takes 30 seconds to “fill” an empty chest with loot. A marshal will be in the Castle to time this with a stopwatch. Moving Chests:

1. Moving a chest requires two fighters, each with a free hand on the chest. Once picked up, they will not pass the honor of carrying the treasure chest to anyone else. If one bearer is killed, they can resurrect. The other bearer and the chest can be moved as if they were a legged fighter. If both bearers are killed, the treasure is lost.
2. Chest bearers may not move faster than a brisk walk, no running or jogging. Also, the river rocks are too treacherous and the river can only be crossed via the causeway
3. Any chests that have both bearers killed or that successfully exit the field should be returned to the manor exactly like a resurrecting fighter. The resurrected chest can then be filled and carried off again. Members of the “Owner” side may not capture or move chests.

DESCRIPTION/STARTING POSITIONS: Looters may start anywhere in the castle. Owners start at their resurrection point in the open field.

VICTORY CONDITIONS: This battle will run for 20 minutes. Sides will then swap and run it again.

Every chest that is successfully escorted out of the city will award the Looters 10 pieces of gold.

### ***Friday – Scenario 3: The Treasure Ship***

*Having gathered as much gold as they could and wanting to live to enjoy it one of the factions has acquired a ship and put their treasure on it. Can they get away with it?*

FIELD SETUP: The ship and harbor will be used. The team with the most gold will have the choice of being the defending or attacking team first.

SPECIAL WEAPON STYLES ALLOWED: Rubber Band Guns.

CAPTURE/RANSOM: TBA

SPECIAL FIGHTING CONVENTIONS: None.

DESCRIPTION/STARTING POSITIONS: There will be a large ship in the harbor. 1/3 of the fighters of the defending team will start on the ship. The attacking team may purchase up to 6 long boats for 10 gold each. Each longboat can carry up to 15 fighters, 10 of which are oarsmen. Oarsmen must have one free hand to hold the boat. The attacking team starts on the harbor beach with their long boats. The remaining 2/3rds of the defending team will start on the north end of the open field. They cannot proceed to the harbor until one of the attacking longboats engages the ship or one of the attacking team crosses the river.

VICTORY CONDITIONS: This battle will run for 20 minutes, until the ship is captured, or the attackers are eliminated. Sides will then swap and run it again. The attacking team will gain 100 pieces of gold if they successfully take the ship.

## **SATURDAY BATTLES**

### **Battles Start at 10:00 AM**

### ***Saturday – Scenario 1: I'll Huff and I'll Puff and I'll Blow Your House Down***

*Having gained the greatest part of the gold one faction has hold up in a fortified castle. The other Faction has decided to bring out the big guns and take some of it back.*

FIELD SETUP: The castle and river will be used. The team with the most gold will have a resurrection point in the castle. The other team will have a resurrection point in the open field.

SPECIAL WEAPON STYLES ALLOWED: Unlimited Rubber Band Guns and Cannon. No Gleaning of Ammo.

CAPTURE/RANSOM: TBA

SPECIAL FIGHTING CONVENTIONS: Resurrecting fighters re-enter play at their resurrection point.

The attacking team can purchase barrels of gunpowder for 20 gold pieces each. An ignited barrel of gunpowder can blow open a castle gate and kill everyone within 10 paces. Three hits with a bullet will ignite a barrel of gunpowder.

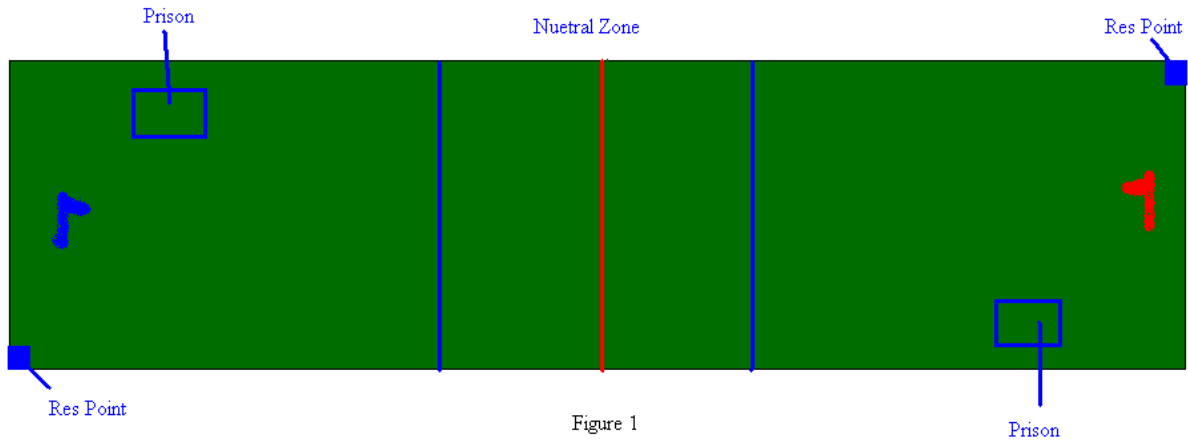
DESCRIPTION/STARTING POSITIONS: Defenders may start anywhere in the castle. Attackers start at their resurrection point in the open field.

VICTORY CONDITIONS: This battle will run for 20 minutes or until one side is annihilated. The attackers can gain 100 pieces of gold if they succeed in taking the castle.

### ***Saturday – Scenario 2: Capture the Flag***

*Having established their territories in the forest the opposing factions now spend their time trying to take what they can from each other.*

FIELD SETUP: The wooded area will be used. The field will be marked as shown in figure below.



SPECIAL WEAPON STYLES ALLOWED: None.

SPECIAL FIGHTING CONVENTIONS: The object is to capture the opponent's flag and take it back across the centerline. Opponents that have passed the neutral zone into the other's territory may be taken prisoner as per Capture Conventions (IV.C) above regardless of rank. Prisoners will be held in the prison. Ransoming is not in effect during this scenario. Prisoners can be freed by a free team member touching them. Freed prisoners and their rescuer must cross into the neutral zone before they can try to capture the opponent's flag. Resurrecting fighters re-enter play at their resurrection point.

DESCRIPTION/STARTING POINTS: Each team can start anywhere within their own territory.

VICTORY CONDITIONS: This battle will be for 2 hours. There will be a short break after each flag capture when the field will be reset and fighters resume from their own territory as at the beginning. All prisoners will be released. Each team will be awarded 30 pieces of gold for each successful flag capture.