Estrella War XXXII Treaty

Hard Suit Scenarios

General Conventions

It is the intention of the Principal Kingdoms to allow no more than 15 minutes between the scenarios, and when possible no more than 10 minutes. To ensure this:

On Friday and Saturday, each army shall be mustered on the field before 10:00 AM and battles shall begin at 10:00am promptly. Fighters or army not on the field at this time shall not enter until the next battle.

Battles will begin when stated, at the sounding of an air horn.

Three short blasts will signal fifteen minutes to lay-on.

Two short blasts shall signal ten minutes to lay-on.

One short blast shall signal five minutes to lay-on.

Lay-on shall be one long blast with a verbal "lay-on!" from the Marshals.

Each principal Kingdom shall provide a banner which will be used to show the muster point for each army. After “lay on” is called in each battle, the muster banners will be moved, if needed, to their location for the following battle.

If Their Royal Majesties find a severe imbalance in the size of the armies, they may choose to correct it.

Combat Archery Weapons shall be allowed in designated scenarios,

Society legal thrown weapons shall be allowed in all scenarios.

Siege weapons shall be allowed in designated scenarios and can be used against personnel and siege engines but shall have no effect on buildings or terrain.

All structures and terrain are “what you see is what you get”. If a wall, hay bale, or tree can be fired over or around, then it is allowable. [POSSIBLE EXCEPTIONS BEING WALLS OF BUILDINGS IN TOWN using hay bales]?

Armor Standards

1. Armor standards for each combatant shall be of their Kingdom of residence. Society minimum requirements, and the minimums stated in this policy, will be strictly enforced.

2. All combatants on the field must have a current Estrella War Inspection Sticker displayed on their helm to indicate their armor has passed inspection for combat at that Estrella War. Fighters must report to Marshal’s Point to receive their armor inspection stickers. Hours and location for Marshal’s Point shall be published in the event gate book.

Weapons Standards

1. Spears shall not exceed nine feet in length. No Mandrake tips on any 2 handed mass weapons or on spears.

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2. Combat archery weapons and projectile standards must conform to Society standards.

3. Thrown weapons must resemble a period weapon (i.e. no “pork chops” or other goofy weapons)

Friday:

Armies of the outlands and their allies have crossed into Atenveldt lands, and Valiant King Casca leads his forces to meet his most Noble cousin Bela King of the Outlands. The armies first come against each other upon the broad fields Twin Moons lush lands of many riches.

Scenario: Open Field

Description: An open field battle fought between armies of Atenveldt and Outlands with guests and allies as equalizers for numbers.

Starting Positions: One army will start on the east edge of the open field and the other will start on the west edge.

Victory Requirements: Last man standing

Number of battles fought: Best 3 of 4. 4th battle will be fought unless one side wins 3 consecutive battles. Winning side gets to choose to attack or defend town first.

Allowed Weaponry: All weapon types will be allowed.

Missile Weapons: Thrown, CA allowed every other battle (1st and 3rd battles), no siege

The small village of Altenburg is once again on the front lines as the armies of the Outlands and of Atenveldt vie for control of this vital strategic point.

Scenario: Town Battle

Description: Attack and defense of a town consisting of 5 buildings. Will be run twice and attackers will have unlimited resurrections. Defenders must hold the buildings for as long as possible but are not required to be in the buildings. With one resurrection point (need to state where it is N, S ect)on the field.

Starting positions: Defenders in town Attackers outside but must form as one army until lay on.

Victory Requirements: The army that takes possession of all 5 buildings with at least one soldier in it and no enemy the fastest time.

Number of Battles: 2

Allowed weapons: All

Missle Weapons CA in 1st and 3rd battles, Thrown in all, no siege

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The woven bridge of Friendship is all that stands in the way of the Outlands march to Atenveldts mighty fortress of Granite Keep and the trade routes watchtowers.

Scenario: Double Bridge

Description: Double bent bridge battle

Victory Requirements: Possession of 50% of bridge at 30 minutes or to last man standing. Winner of most battles chooses to attack or defend castle first following day.

Number of battles fought: 2

Allowed Weaponry: All weapons will be allowed.

Special Notes: Only the bridge itself has no projectiles. The army areas on each end are eligible targets.

After a long day of war the armies come together with each person striving for excellence and glory seek out challengers to fight in single combat for the sheer joy of combat.

Scenario: Battle of the 5

Description: Melee teams meet to do battle under the conventions of the battle of the 5 to determine the champion.

Location: Town Square

Saturday:

Trade routes through the woods are being threatened by the opposing armies and the watch towers must be secured.

Scenario: Towers in the Woods

Description: 2 towers will be in the woods one north of center and one south of center both will have flags in them to show which sides controls them. This is a resurrection fight until one side controls both towers, or fight goes over 15min time limit after the 15 minutes is up fight continues to last man, or both towers are captured.

Starting Points: Armies will start on the north and south end of the woods. Armies will switch sides every battle. Resurrection points will be at Starting points.

Victory conditions: Battle will continue until one side controls both towers. Control of the tower is 10 fighters in the tower and no opposing troops in Tower.

Number of Battles: 3 of 4 unless one side wins 3 in a row.

Allowed weapons: 6 foot and under only.

Missile Weapons: CA in every other battle, Thrown weapons in all, Siege in all.

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The battle has finally come to the Mighty fortress of Granite Keep high in the Mountains of Atenveldt. Much will be decide this day of days as never 2 such armies have so greatly strove for the same prize.

Scenario: Castle with Sally port

Description: The castle has a front gate, a gate protected by a bent causeway leading to it, and a breach point in the wall. The attacking force will have unlimited resurrections and the defenders have none. Wall can be breached with Siege weapon fire 5 strikes through the siege target.

Starting Points: 1 army starts inside the castle. Army outside must deploy in front of castle 50' from the castle and causeway.

Victory conditions: Battle will be fought 2 times the winner will be the side with the fastest time taking the castle. Castle is considered taken when all defenders have been defeated. The winner will choose the starting position for the woods battle.

Number of Battles: 2

Allowed Weapons: All weapons will be allowed.

Missile Weapons: Thrown, CA, and siege in both fights.

All-out war has broken out across Atenveldt from the rivers to the towns even mighty fortresses are engulfed in War's flame.

Scenario: Fields of War!

Description:

The battle field will consist of the Castle the Bridges and the town. 30 minute limited resurrections (rez's at 10min,20min,30min) All terrain is in play walls are walls doors are doors if you can fight over it you may fight over it though you must use doors and gates to enter and exit buildings. The river is in play though its entire length is fordable all fighters must walk while in the river no running or trotting or anything other than a walk. (River bottom is unsafe for horses bearing any weight ;))

Starting Points: Armies will start on the west and east side of the field and will swap sides each battle. Resurrection point will be at the army's starting points with a marshal timing the resurrections at 10, 20, and 30 minutes.

Victory conditions: There will be 3 flags placed on the field 1 flag will be placed in the castle 1 will be on the bridge and one in the town. Each flag is worth 1 point. If sides are tied at end of 30 minutes fight will go to last man standing. Control of the flag is 10 fighters on the flag. Flags do not count as controlled unless there are 10 fighters around it even if it is behind current battle lines.

Number of Battles: 2

Weapons Allowed: 6 foot and under first battle all weapons in 2nd battle,

Missile Weapons: Thrown in both, CA in 2nd all weapon fight. Siege in both.

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For all of our recently lost friends, let us come together for fun and friendship.

Sunday:

Scenario: The 1st Lycurgus Cup

Description: The 2 armies have come together in friendship after a gallantly fought conflict to play an ever popular game of get the peasant to safety.

Field will be set up east to west with a 30 foot wide goal built on the east and west sides. A 50gallon plastic barrel (the peasant) will be placed in the center of the field. This will be a 2 hour resurrection fight with resurrections happening every 5 minutes (can be shortened if there are small numbers of people)

Starting Points: Armies will start on the east and west side of field. Resurrection points will be set up on the north and south side of the field with flags to show what side they are for. There will be a marshal timing resurrections at each point.

Victory conditions: The side with the most points at end of 2 hours will be the winner of the Lycurgus Cup. Points are scored by moving the barrel (peasant) into your goal. The Barrel will be placed back in the center of the field after each goal. While barrel is reset each army must return to their half of the field roughly 10 yards away from the barrel. Barrel may be moved by kicking it and carrying it only those wearing full gauntlets may carry it NO THROWING THE BARREL!

Weapons Allowed: All Weapons will be allowed.

Missile Weapons: CA, Thrown weapons. No siege.

Rapier Scenarios

Field Set Up

The Open Field will be set up with a castle, river/moat with a bridge and stepping stones on one end; a pair of ships and several islands will be on the other end. A town with several buildings will be in the center of the field.

The woods will be set up with a building in the center for certain scenarios; otherwise the field will have designated resurrection points and other locations as dictated by the scenarios

Sequence

Thursday, Feb 25, 2016

- Mixer – Every Blade for themselves: A 10 minute warm up
- Scenario 1: Battle on the High Seas -- A 20 minute limited res battle
- Scenario 2: Loot the Castle -- A 50 minute res battle
- Scenario 3: Rescue Your Leaders -- A 30 minute res battle

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Total Time for Thursday: 2 – 2½ hours

Friday, Feb 26, 2016

- Mixer – Scouts on the Border: A 10 minute warm up
- Scenario 1 – Paying Homage A 30 minute res battle
- Scenario 2 – Bring Me a Prize: A 50 minute battle
- Scenario 3 – Fields of Gold: A 30 minute res battle

Total Time for Friday: 2 – 2½ hours

Saturday, Feb 27, 2016

- Mixer – Creatures from the Depths: A 10-15 minute warm up
- Scenario: A 60 minute continuous, phased limited res battle

Total Time for Saturday: 2 ½ hours

Thursday, Feb 25, 2016

Muster and inspections will be at 12:30PM fighting starts at 1:00PM at the Rapier Marshal's Point on the Battlefield in the Open field

Mixer: every blade for themselves

Decription: forces are gathering along the border, building strength. The border zones, traditionally no-man's land, have become the crossing point for those traveling to join forces of both sides along the border. Unaware of who is friend and who is enemy, it is safest to assume all are enemies. Think of it as a target rich environment…

Field conditions: a woods battle. Fighters may start anywhere on the field, either in the woods or the open areas between the wood lines.

Victory conditions: there are no victory conditions other than enjoyment of the fighting and bragging rights.

Number of battles fought: 1; we will fight until the time has elapsed

Time: fought for a total of 10 minutes

Weapon styles allowed: single sword only

Rbg allowed: no

Resurrection: yes; see special fighting conventions

Special fighting conventions:

- no death from behind

- no teams may be formed. If a fighter comes within engagement distance of another, they must fight them.
- fighters will resurrect in place

O fighters will flip their blades and kneel (or otherwise give obvious signal they are “dead”)

O they will count to 20 seconds, stand, find an opponent and resume fighting

Battle bonus:

- none

Battle **Points:** 0

Scenario 1: battle on the high seas

Description: naval conflict is common among competing nations—and can lead to open warfare if captains are not careful... Closing within boarding distance, you and your shipmates will take the enemy in hand to hand!

Field conditions: fighters start on their ships. Gang planks have been thrown between the fighting vessels so the armies may board the opposing ship. Any fighter that falls off will be crushed by the buffeting ships or drowned in churning waters.

Barrels have fallen from one of the ships and nimble fighters may leap between to reach the enemy ship—this goes both ways! Any fighter that is legged will fall; fighters that fall will be crushed by the buffeting ships or drown in churning waters

Victory conditions:

Burn enemy ships:

- the battle will be fought for until one side has burned the other’s ship
- there will be a short break between each sequence where fighters can take a breather. The field will be reset between sequences, and fighters will switch sides to resume fighting on board fresh ships
- marshals will score the flags at the end of each round. Total flag count may be announced during each break.

Number of battles fought: varies

Time: fought for a total of 20 minutes

Weapon styles allowed: any

Rbg allowed: no

Resurrection: yes, limited

Special fighting conventions:

- all fighters may resurrect once

- resurrecting fighters re-enter play at their resurrection point, located on their ship.

Battle bonus:

- the victor will choose which side to start on and start with 2 chests full in scenario 2: loot the castle

Points: 1 for each flag burned.

Scenario 2: loot the castle

Description: the fortunes of war are fickle. An overly ambitious governor has sent his army to neighboring lands to expand his power in these uncertain times. Yet in their absence, a rival faction seized his stronghold to fund similar campaigns. They are looting his manor for all they can before his army returns in force…

Field conditions: a castle and moat battle in which the looters will have a resurrection point in the castle. The rightful owners will have a resurrection point in the open area on the landing in front of the ships.

Fighters start within 30 feet of their res points. (this will not be marked; fighters are expected to behave with honor and integrity.)

There will be a number of treasure chests in the manor. One will start "full".

There will be a designated "exit" point on one side of the city area; this is the only location looters may take chests.

Victory conditions: the scenario will be run twice, with each army taking a turn as both looters and rightful owners. The looters that steal the most treasure (capture the most chests) will be declared victors.

Number of battles fought: 2

Time: fought for a total of 50 minutes; a break will be taken after 20 minutes and the field reset for the armies to switch sides.

Weapon styles allowed: any

Rbg allowed: yes (20% of the enemy army); rounds and rbgs do not "die" until expended

Resurrection: yes

Special fighting conventions:

- thrown weapons scenario: this scenario will be run using thrown weapons provided by the rmic and rmt.

- 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 manor to time this with a stopwatch.

- "it's my charge". 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 and continue fighting. The other bearer and the chest can be moved as if they were a legged fighter. If both bearers are killed, the treasure is spilled and lost.

- "those things are heavy!" 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 gatehouse.

- "i found another chest!" 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.

- stepping stones

O stepping off the stones results in the death of the fighter; they may return to the res point

O the stones are slippery. Fighters legged on the stepping stones slip, are swept away, and are considered "dead." They may return to the res point

Battle bonus:

- the most successful looters' will choose which side to start on in scenario 3: rescue your leaders.

- the victorious general gains a number of additional res chips (tbd) to be used at their pleasure. A res chip allows one additional resurrection for any one fighter. The general may use it even when they have been killed. The res chips carry over from day to day and may be used in saturday's scenario: invasion of the isles.

Points: 1 for each chest carried off the field.

Scenario 3: rescue your leaders.

Description: your leaders, confident in their own abilities, became complacent. On their journeys to the about the countryside, they carelessly allowed themselves to be captured. Fear not, as personages of great import, they won't be killed. But they will be…questioned vigorously.

Field conditions: fighters may start anywhere within 30 feet of their own resurrection point (this will not be marked; fighters are expected to behave with honor and integrity); generals will start imprisoned on the opposing army's side of the field as far away as reasonably possible from their res point.

Victory conditions: when the first general reaches their resurrection point, that side shall win the round.

Number of battles fought: 1-3 for the total time limit

Time: fought for a total of 20-30 minutes

Weapon styles allowed: any

Rbg allowed: yes (rounds equal to 20% of the enemy army; rounds and rbgs do not "die" until expended)

Resurrection: yes

Special fighting conventions:

- spear scenario: general's may choose to replace 3 rbg rounds with 1 spear/pike. Spearman may resurrect only 3 times; thereafter the spear/pike is left off the field and they may return with swords, daggers, bucklers, and the like. (rmic and/or generals from both sides may opt to change the number of resurrections for spears at their discretion.)

- a spear may not be given to the rescued general for their use.
- generals and commanders are gathered with the rmt at the beginning of the battle
- generals are then “captured” and held at a prison until they are broken out

O generals must walk back to their res point—they may not run—along whatever path their rescuers choose

O generals may not speak or give commands; they are exhausted from their ordeals. They may only explain what they are allowed to do and not do, as necessary.

O generals may be armed (they’re exhausted, not dumb) from what the rescuers are carrying. Rescuers may not carry “extra” weapons and defensive items for the general; rather they must surrender one of their own. Fighters sacrificing weapon(s) for the general may not become unarmed themselves by doing so.

- if they are “killed” outside of the prison, the general must remain in place until one of two things happens:

O the general may be recaptured. General must be escorted back to the prison

O the general may be treated by rescuers (resurrected in place). General is re-rescued by one of their own fighters and resume their escape.

O in either case, the general retains any weapons given them by rescuers.

- if they are “legged” outside of the prison, the general must remain in place until one of two things happens:

O the general may be recaptured. General must be escorted back to the prison

O the general may be treated by rescuers and regain the ability to walk. General is re-rescued by one of their own fighters and resume their escape.

O in either case, the general retains any weapons given them by rescuers.

- if all the rescue party is killed but the general survives, the general may make their way back to safety on their own. Generals do not require an escort and may be released to walk back to safety on their own at any time
- resurrecting fighters re-enter play at their resurrection point.
- stepping stones

O stepping off the stones results in the death of the fighter; they may return to the res point

O the stones are slippery. Fighters legged on the stepping stones slip, are swept away, and are considered “dead.” They may return to the res point

Battle bonus:

- the most successful rescuers will start with one stake already ringed in the first battle of scenario 3: paying homage

Points: 1 point for each time your general is rescued.

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Friday, Feb. 26, 2016

Muster and inspections will be at 9:30am fighting starts at 10am at the rapier marshal's point on the battlefield in the wooded field.

Mixer: scouts on the border.

Description: both armies have gathered intelligence and hired mercenary scouts to spy out where their enemy has mustered its forces. Unfortunately the mercenaries all want to be the only team of scouts to return and reap the rewards for their work. So everyone is assumed to be an enemy. Coming together in an abandoned border town, the mercenary scouts are determined to wipe out everyone else.

Field conditions: an open field battle. Teams of 5 will be formed and may start anywhere on the field. The keep and the ships are in play; the islands are not. No team can contain more than two dws or equivalent (exceptions will be made by the marshals as needed.)

Victory conditions: there are no victory conditions other than enjoyment of the fighting and bragging rights.

Number of battles fought: 1; we will fight until the time has elapsed

Time: fought for a total of 10 minutes

Weapon styles allowed: any

Rbg allowed: no

Resurrection: yes; see special fighting conventions

Special fighting conventions:

- no death from behind
- teams may not ally with and must engage other teams if they come into standard engagement distance
- no joint teams may be formed with other scouts. If a team comes within engagement distance of another, they must fight them
- fighters will resurrect in place

O fighters will flip their blades and kneel (or otherwise give obvious signal they are "dead")

O they will count to 15 seconds, and rejoin their team, and resume fighting

Battle bonus:

- none

Points: 0

Scenario 1: paying homage

Description: times have grown desperate and two kingdoms are on the verge of war. Factions on both sides are grasping at any advantage as internal politics and backstabbing could swing control of the kingdom in their favor. A dark prophecy has surfaced about several shrines. Driven by desperation, your

armies have been sent with orders to be the first to pay homage to the gods (or demons?) Of all the shrines. But are your leaders on the side of war or peace?

Field conditions: a woods battle in which 7 stakes will be placed around the field. Each team will have 7 rings. Teams will start at opposite ends of the field. Each team must try to put one ring on each stake. Fighters may start anywhere within 30 feet of their own resurrection point (this will not be marked; fighters are expected to behave with honor and integrity.)

Victory conditions: a round ends when one team has ringed all 7 stakes or one team is annihilated

Number of battles fought: varies

Time: fought for a total of 30 minutes; each time one side successfully rings all 7 stakes, the field will be reset.

Weapon styles allowed: any

Rbg allowed: no

Resurrection: yes; limited (see special fighting conventions)

Special fighting conventions:

- rings may not be removed once placed on a stake
- fighters will not run inside the wood lines; they may move at a fast trot in the open area between the wood lines.
- limited resurrection: each fighter may resurrect and return to the battlefield only twice. After being killed a third time, a fighter is out of that round of the scenario

Battle bonus:

- the victor may choose which side to start on in scenario 2: bring me a prize
- the victorious general will gain a random bonus due to the intelligence gathered (examples include additional rbg rounds in those scenarios, an extra res in appropriate scenarios, etc). This bonus may be used in a future scenario of the general's choosing and the rmic's discretion

Points: 1 point for each stake ringed for each side.

Scenario 2: bring me a prize

Description: war sweeps the lands. No one is really sure which faction won, but everyone knows war is coming. The real fighting has not yet begun and the leaders of both armies know having idle troops only begs for…issues. Wanting to keep their fighters occupied, and hoping to gain prestige and bragging rights as well as potential intelligence, the leaders of each army have demanded a trophy be taken from the enemy camp.

Each army will have a flag located in their headquarters (this is not the res point.) The armies will each start in their own headquarters and must retrieve the enemy's flag from their headquarters. To gain intelligence and win bragging rights they must return the enemy flag to their headquarters.

Field conditions:

- a capture the flag scenario in which each side will attempt to bring the enemy's flag back to their own base—hopefully while keeping their flag.

- woods battle. Each side will have a headquarters between the wood lines and a separate res point located within the woods. Their flag will be located at their hq and must remain there unless removed by the enemy. Each army will start within approximately 30 feet of their own hq. (this will not be marked; fighters are expected to behave with honor and integrity.)

- open field battle. Each side will have a headquarters between the river and the sea and a separate res point located on their side of the field. Their flag will be located at their hq and must remain there unless removed by the enemy. Each army will start within approximately 30 feet of their own hq. (this will not be marked; fighters are expected to behave with honor and integrity.)

Victory conditions:

- each time a flag is captured, "hold" will be called and the field reset.

- the army with the most points after the time limit will be declared victorious

Number of battles fought: 1 (special field reset conditions)

Time: fought for a total of 50 minutes. Each time a flag is captured, we will break for water, reset the field, switch sides as necessary, and go again.

Weapon styles allowed: any

Rbg allowed: yes (20% of the enemy army); rounds and rbgs do not "die" until expended

Resurrection: yes

Special fighting conventions:

- thrown weapons scenario: this scenario will be run using thrown weapons provided by the rmic and rmt.

- fighters will not run inside the wood lines; they may move at a fast trot in the open area between the wood lines.

- the flag may be carried by a single fighter with one hand free. The flag may not be used as an off-hand defensive item. Anyone carrying a flag may not move faster than a walk in any region of the battlefield.

- if the fighter carrying it is killed, the flag is left at that point. Flags may be dropped and left (such as if the fighter carrying it is killed or deserts it in the face of overwhelming odds.) In either case, any fighter with a free hand from either side may pick it up and carry it from that point; it may be returned to its original headquarters (and nowhere else) or continue on its journey into enemy territory.

- reset conditions: each time a flag is captured the field will be reset, teams will switch sides, and battle immediately resume.

Points:

- 1 points for each time the enemy flag is captured.

- 1 points for having your own flag at your own hq when the enemy flag is captured.

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Battle bonus:

- the victorious general gains an extra surgeon res chip to use as they see fit in the next scenario.

Scenario 3: fields of gold

Description: your forces have heard of magical fields, covered with gold that mysteriously fell from the sky. Your forces have been sent to collect the money to help offset the cost of war efforts

Field conditions: fighters may start at their own collection point. There will be 200-ish pieces of gold hidden throughout the forest.

All gold must be taken back to the collection point to be counted. Once at the collection point, the gold is safe from the opposing force.

Any fighter killed must drop their gold or hand it over to their killer.

Victory conditions: the battle lasts until all the gold has been collected; the side with the most gold will be the victor.

Number of battles fought: 1

Time: fought until all the gold is collected—for roughly 30 minutes

Weapon styles allowed: any

Rbg allowed: no

Resurrection: yes; see special fighting conditions

Special fighting conventions:

- this is a resurrection battle with the following conditions.

O a dead fighter must stay where he/she was killed. (they may move a small distance to get into shade.)

O 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.

O each side will have 2 or 3 surgeons, depending on numbers.

- surgeons can be killed and may be resurrected.

O surgeons will be given a surgeon res chip and must surrender it to a marshal for their first resurrection. Surrendering this surgeon res chip allows them to continue resurrecting fighters.

O resurrecting without this surgeon res chip means they may not continue healing others.

Battle bonus:

- commander gains a number of additional res chips (tbd on the field) to be used at their pleasure. A res chip allows one additional resurrection for any one fighter. The general may use them even when they have been killed. The res chips carry over from day to day and may be used in invasion of the isles.

Points:

- 1 point per 20 pieces of gold collected
- 1 additional point for the side with the most gold

Saturday, feb 27, 2016

Muster and inspections will be at 9:30am fighting starts at 10am at the rapier marshal's point on the battlefield in the open field.

Mixer: creatures from the depths!

Description: life at sea is harsh and unforgiving, with bad food, bad water, the rum always running low, and the harsh justice and demands of the ship's officers.

And after all of that, monstrous creatures swim up from the depths and attack your ship!

Field conditions: a ship battle wherein a single ship is used (it is possible to make the two ships into one to expand the deck.)

The crew, consisting of mod & ws and equivalent, will start on the ship. They may use whatever weapons they choose.

The monstrous, gross, creatures from the deep, everyone else, will start in the water, no closer than 30 feet from the ship. They may be armed with single sword or dagger only. Tentacles (a semi-rigid, soft parrying device may be supplied…)

Victory conditions: the scenario ends when one side has been wiped out.

Number of battles fought: varies; fight until the time limit has been reached.

Time: fought for a total of 10-15 minutes

Weapon styles allowed: varies (weapons of choice for mod/ws; single sword or dagger and tentacle for creatures)

Rbg allowed: no

Resurrection: no

Special fighting conventions:

- no death from behind
- there is no running in the water or by the disgusting sea creatures at all
- the crew may run on the ship (but not into engagement.)
- disgusting sea creatures must enter the ship via established openings in the deck railing; they may not climb over barriers. Though they may attack over the waist-high walls.

Battle bonus:

- none

Points: 0

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Scenario 1: invasion of the isles

Description: you have fought your way through and now your objective is within your grasp. Now you only have to defeat the forces defending the docks, battle through and take control of the town, and successfully lay siege to the keep.

This scenario is a single, long battle that takes place in 3 phases across the open field.

Phase lines will be marked. Phases will change under the attacker's movement across these phase lines. Any defender not already killed at that point, will "stay" in the previous phase until killed and they return to their new resurrection point.

Phase 1: take the docks

Field conditions:

Attackers start on their ship, at the gunwales chomping at the bit to begin their assault. They have not broken out their powder yet, most of it being held in reserve. But they have no problem using their boarding pikes and spears on the defenders.

Defenders start at the flag they are defending. The defenders are fighting a delaying action, hoping to hold the overwhelming enemy forces for as long as possible. They have a limited supply of powder and ammunition and will (hopefully) use them wisely…

Gang planks have been thrown onto the docks.

Weapon styles allowed: any

Rbg allowed: varies; (see special fighting conventions)

- attackers have come with boarding pikes and may use spears. Spears resurrect with their fighters
- defenders will have rbgs with a number of rounds equal to 10-20% of the attackers' force. Rbgs and rounds die with their gunner

Resurrection: yes; limited (see special fighting conventions)

Special fighting conventions:

- limited resurrection:

O attackers will have unlimited resurrections in this phase.

O defenders have no resurrections in this phase. Once they have died, they move to their start point for phase ii

- spear scenario: this phase of the scenario will use the sca approved spears/pikes.

Objective:

The attacker's objective is achieved when they have turned the flag at the end of the field.

The defender's objective is to delay and prevent the attackers from succeeding for as long as possible.

Crossing the phase line:

When the flag has been taken and any living attacker crosses the phase line, phase ii begins and all attackers are immediately subject to limited resurrection.

Defenders are not subject to phase ii limited resurrection until they are killed and sent to their new res point

Phase 2: control the town

Field conditions:

Attackers have taken the docks and are advancing on the towns surrounding the keep. Attackers have left their boarding pikes behind but have come with guns.

Defenders start at the far end of the town, up to and inside the closest building(s).

The defenders are still fighting a delaying action, but the attackers have spread across the countryside and their numbers are not quite so overwhelming.

Weapon styles allowed: any

Rbg allowed: varies; (see special fighting conventions)

Resurrection: yes; limited (see special fighting conventions)

Special fighting conventions:

- limited resurrection:

O attackers will have 3 or 4 resurrections in this phase. Once they have exhausted them they move to their resurrection point and remain there until the start of phase iii

O defenders will have 1 resurrection in this phase. Once they have exhausted them they move to their start point for phase iii

Objective:

The attacker's objective is achieved when they control all the flags in the town simultaneously for not less than 10 seconds. Flags may be turned by both sides prior to this.

The defender's objective is to delay and prevent the attackers from succeeding for as long as possible. The defender may end the scenario and declare victory by wiping out the attackers.

If the rmit determines the attackers have met their objective, a hold will be called and the flags will no longer be able to be turned by the defenders.

Crossing the phase line:

When the town is controlled and any living attacker crosses the phase line, phase ii begins and all attackers are immediately subject to limited resurrection of phase iii.

Defenders are not subject to phase iii limited resurrection until they are killed and sent to their new res point. Defenders are considered to have left the field if they cross the phase line towards either the ship docks or the keep.

Phase 3: seize the keep

Field conditions:

Attackers start anywhere in the town on their side of the river; defenders begin at and outside the gates of the keep

Both sides have broken their spears and expended much of their powder in battle

There are no spears in this phase and the attackers have only limited siege weapons at their disposal.

Both sides will have thrown weapons available; any thrown weapon that ends in the moat or on the rocks is lost and may not be recovered

Weapon styles allowed: any

Rbg allowed: yes. Attackers

Resurrection: yes; limited (see special fighting conventions)

Special fighting conventions:

- limited resurrection:

O attackers will have 3 resurrections in this phase. Once they have exhausted them they move to their res point for phase ii and off the field

O defenders will have 2 resurrections in this phase. Once they have exhausted them they move to their res point or off the field

- thrown weapons scenario: this scenario will include thrown weapons provided by the rmic and rmt.

Objective:

The attacker's objective is achieved when they control the flag in the keep

The defender's objective is to delay and prevent the attackers from succeeding for as long as possible. The defender may end the scenario and declare victory by wiping out the attackers or by lasting past the time limit of the scenario.

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Victory conditions: scenario ends when the attackers control the flag inside the keep. Or the attackers have been annihilated by the defenders

If both sides complete the scenario and take the keep, the side that does it the fastest will be the victor.

If neither side completes it, the side that gets the farthest will be the victor.

If the sides get to the same point without completing the scenario, it will be declared a draw.

Number of battles fought: 2, each army will attack and defend once.

Time: fought for a total of 60 minutes; a break will be called at 20 minutes and 40 minutes for hydrating.

When the first side wins or the time elapses, the teams will switch sides and field will be reset

Points: 5 points for controlling both flags. 2 points for wiping out the enemy forces.

All images are very rough. The res point on the ship, in the keep, etc, would have to be placed according to space on the field.

Estrella War Archery

1st Annual Estrella War Traditional Shoot

Based on the Hereford Round shot in England. Hereford Rounds shot at a 122 cm / 48 in. multicolor face; the scoring is 9,7,5,3,1. Shoot will consist of 24 Arrows at 50 yards, 48 at 60 yards 72 and 80 yards.

Groups will be as follows…

You will declare which you are shooting for at the beginning of the shoot. Period can compete in Open Hand bow if they choose but then they are NOT also in Period unless they shoot another set a scores… Same for Crossbow

Period Bows with self-nock arrows.. Men and Women

Long Bows, Flat bows and Horse ect.. They can have a shelf but no a cutout.

Crossbows Men and Women (if we get enough of both period and other I will add a new Group the following year)

Hand Bow Men

Hand Bow Women

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Places will be based traditional British Longbow Society (BLBS) system (most hits, highest score (of those who did not achieve most hits), and most golds (of those who did not achieve most hits or highest score.

Competition will be held Wednesday, Thursday or Friday each day.

If you shoot it over more than one day score sheet will still be turned in each day and held by myself or another official.

Hosted/ Purposed by Lord Ivarr Haukr

Estrella War 2016 Children's Archery

Schedule and activities for children's archery.

Thursday: 10:00 am-Noon

1:00 pm -3:00 pm

Friday: 10:00 am – Noon

1:00 pm – 3:00 pm

Saturday: 9:00am – Noon

As before, Thursday and Friday is for teaching rules, range etiquette and target practice using standard target faces. Saturday morning there will be a tournament with 1 winner going to each of the following age groups; Ages 5 -7, 8-10 and 11-13

Note: Children or youth older than age 13 are welcome to come and shoot with the younger kids but may find it too slow or boring and are encouraged to shoot with the adults.

Scenarios for the tournament will be a wizards and warriors theme.

The winners will receive a scroll presented by a crowned dignitary on the range at Noon on Saturday after the tournament.

Loaner gear for this activity will be provided by the Baronies of Atenveldt and SunDragon as in years past.

Hosted/Purposed by Lady Edeline de Diekirche

Basic Schedule for adults

Tuesday; Morning - Opening the practice range

Wednesday Morning - Opening practice Range and Ivarr's Special shoot - Royals opening official Scenarios range

Thursday Morning - Defend the Empire shoot. Afternoon - Queen's Champion Shoot

Friday - Game of Thrones: War of the Five Kings prize shoot

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Saturday – Morning : The Princess Bride qualifying shoot. Afternoon - The Estrella Championships (Zombie Race)

The following are the Arts and Sciences categories Estrela War 32:

Bookbinding: A pre 17th century. Item that demonstrates the process of physically assembling a book. This includes a number of folded or unfolded sheets of paper or other material with and/or attached book cover. The item may be decorated with an appropriate aesthetic display as the entrant chooses, however, the focus of the entry needs to be on the binding process. Documentation should include all materials used and a detailed description of the process. Include specific time period or region and appropriateness for the material.

Heraldic Display: A pre 17th century display on which a person or group's SCA specific heraldry (or elements of), is uniquely represented. While items in a display must fit within a 6' sq. space, the display shall be judged on its heraldic aesthetic and not on its medium. Documentation should include all materials used and a detailed description of the process. Include specific time period or region and appropriateness for the material.

Brewing: A pre 17th century process to make beer, ale, or mead by steeping, boiling, or fermenting ingredients into a potable non-toxic alcoholic beverage. All items should be presented in a ready to be sampled format and have been completed in the past two (2) years, and all entrants for this category must be 21 years or older. The focus of this category being the brewing process, documentation should include all materials used and a detailed description of the process. Include specific time period or region and appropriateness for the material. This is not a demonstration category.

The following Selection have been made for Estrella 33 Art and Sciences Categories;

- Archery- may include bows, arrows, or armor (Has been selected for Estrella war 33)
- Middle Eastern Dance (Has been selected for Estrella war 33)
- Painted fabric (Has been selected for Estrella war 33)