

# War Events – Battle of the Dens: Lucky Thirteen

## **Bridge Battle for the Booty:**

**Battle Type:** Class Bridge Battle

**Synopsis:** The water level is high, forcing everyone to travel to the event by boat. Several ships find a lonely island at roughly the same time, and an epic multi-part bridge battle begins for the treasure left on that island.

**Game Rules:** The game is a five-man team tourney. No more than four teams will fight at once, with teams being chosen randomly from those entered before the game begins. Multiple battles will be done, with winners from each of the individual games going on to fight in the final bridge battle.

The centre island will be roughly 30-50 feet in diameter, with 20' bridges arcing out from them, leading to 15x15 ships. Due to physical constraints, this area will be marked off with rope.

Any player fully placing a foot down outside of the roped off area will be declared dead by a Reeve, having fallen into the water and drowning/being torn asunder by sharks.

Teams must fit into the following restrictions:

- \*Teams are five people; less is acceptable, but no more than five per team
- \*No more than 1 bow per team
- \*No more than 2 spell casting classes per team, and no more than 1 of any one spell casting class per team

Each team's Nirvana will be behind the far side of their ship. When coming alive after their death count (150 count for this game), players are required to step onto their ship from the back wall, and shout "Alive."

Rounds will be played for 20 minutes. The object of the game is to bring as many "Booty Tokens" (there will be 10-20 in the centre of the island, roughly 1x1) as possible onto their 'ship.'

Opposing teams may raid a ship and take a Token for themselves. A player may only carry one Token at a time, and must not be holding anything else in that hand.

Tokens are considered game items, and therefore may not be teleported or placed within a circle of protection.

When time is called, the team with the most items on their ship wins, and will advance to the next round if any.

The leader (chosen by the group) of the overall winning group becomes one of the team captains of the Capture the Flag game on Saturday, with their "first pick" being their teammates. This team captain will have the ability to choose their set of bases (Eagle's Point or Nathaniel Base). The second-place group will choose a leader within their ranks and that individual will become the second team captain, with their team already being chosen. This team will get the remaining base. The winning group gets first pick of remaining players.

## **Caravan Battle:**

**Battle Type:** Militia Caravan Battle

**Synopsis:** Now laden with treasure, caravans are trying to cross dry parts of Wolvenfang, trying to return to Wolvenfang proper. As the caravans make their way across the scenery, they are attacked by others wanting the treasure.

**Game Rules:** This game is played using the Militia Ruleset. Players are allowed to use any combination of mundane weaponry, armour, and missile weapons. Red weapons used in the game will destroy shields in three hits, and Bows will deal 3 points of damage to armour.

Players wishing to participate will be split into three as-equal-as-possible teams; bow ratios will apply. The game will then involve playing three twenty minute rounds, with a brief break in between.

Each round, one team will be the Caravan Defenders, while the other two will be the Caravan Attackers.

*Caravan Attackers* have effectively infinite lives, and have no respawn time. They must return to the 'Attacker's Nirvana,' where a Reeve will note down how many attackers have been killed.

*Caravan Defenders* also have effectively infinite lives, and have no respawn time. Similarly, a Reeve will note when they die, and keep a running total. If their death total should somehow reach 100 before the end of the round, the round will immediately end. The Defenders will also have in their possession a melee siege weapon, a polearm which will require three otherwise unoccupied players to operate and will act as a siege hit on contact.

The object of each round is for the Defenders to push or carry their cart/treasure box (a physical cart or chest will be provided) as far across the field as possible by the end of the round. The objective of the Attackers is to stop this.

There will be no limitation on how the object can be moved, but be forewarned that it will be something that will require more than one person to push/pull. Please keep your own human limitations in mind when trying to complete this task.

The Defending team who makes it the furthest across the field will be declared the winning team.

## **Battle of the Dens Capture the Flag:**

**Battle Type:** Class Capture the Flag Battlegame

**Synopsis:** Fighting over what's left of Wolvenfang after the flood, the various factions try to establish dominance.

**Team Picking:** When signing in, each player will indicate whether they are interested in playing Capture the Flag; if they are interested in doing so, they are allowed to choose one other player with whom they would like to be paired. If the other player chooses them back, that pair will definitely be placed on one team. Team captains will be determined by the Bridge Battle (see above); the team-picking will alternate starting with the winning team captain choosing their first pick (team of two or two individuals, as desired) until all players have been chosen.

**Game Rules:** The game is scheduled to be played for 6 hours during daylight on Saturday. Two teams will face off against each other, each holding guarding a flag. One team will be using Eagle's Point, while the other team will be using Nathaniel's Treehouse. New names will be used this year to fit in with the story. This year will also introduce a neutral Nirvana, as explained below.

### **Scoring**

- 1 point deducted when a player loses all their class lives
- 1 point deducted when a player switches classes (note if a player is out of class lives he may switch classes without an additional penalty)
- 20 points will be added for capturing the other team's primary flag
- Points can also be scored in the control zone as follows:
  - Holding the zone for 10 minutes earns a team 1 point.
  - Holding the zone for another 10 minutes earn a team 2 more points.
  - Holding the zone for another 10 minutes earn a team 3 more points.
  - All sequential 10 minutes a team holds the zone earns them 3 more points.

## Flags and Bases

- Each team will have one flag throughout the event
- Each flag must be placed at same location, at ground level, in the appropriate base, throughout CTF
- When holding a flag, it must be the only thing in that hand
- If flag is hit while holding it, the flag must be dropped immediately
- To capture, you must bring enemy flag to the fixed location of your flag and touch their flag with yours. Your flag must be present for a capture to count.
- When returning a flag after a capture, proceed with no weapons. You may not be harmed on either way of your trek.
- If you retrieve your own flag before the enemy successfully captures, it must be returned to the base it belongs to immediately
- Flags may never be thrown. They may be handed off however.
- Flags are unaffected by magic and class abilities, thus cannot be teleported or entangled, though an entangle ball that hits the flag would still affect its holder.
- Please note that many abilities and spells cannot be used within twenty feet of flags or bases (ex sanctuary, commune). Bases are considered walls and everything inside them. The Rules of Play will be following strictly here, so some Fixed Enchantments can be used inside bases and near flags.
- If a person can squeeze through the walls without damaging them, they are allowed to at their own risk.
- Each base must have two opening large enough for any Amtgard player to easily walk into and have easy access to the flag from such an opening.

## Control Zone

- New this year, there will be a control zone in between the bases that can be held for extra points
- Two markers will be there (one for each team) and a reeve will be stationed here permanently
- When one team has their marker up, the reeve begins scoring time. Points are scored as above (in 10 minute increments), where holding the zone for long stretches at a time brings advanced reward
- Before putting up your team's marker, you must ensure to take down the other team's marker, if it is up.
- When a marker is lowered, time is reset, even if it is lowered for just an instant. As such, the next 10 minute period scored by either team will be worth just 1 point.

## Death and Lives

- When you die, you must return directly to Nirvana. Once there, notify the reeve and begin your 300 count. Must return to your base, inform the reeve stationed there and shout alive (loud enough to be heard fifty feet away) to come to life. Stay in Nirvana while dead.
- While counting, you may eat and do other out of game actions but do not talk to live players in any way that would influence the game
- If you switch classes, then switch back to the same class later on, you return with the same amount of abilities used and lives lost and incur the penalty for switching.
- You cannot switch to the same class to regain your abilities. You must cycle through your lives to do so.

## RP

- Your chance to RP and influence the quest in this game will come during your death count in Nirvana. If the Nirvana reeve (and other supplementary reeves present) are not busy while you are dead, they may treat you to some RP.

## Miscellaneous Rules

- All players must be wearing their sash at all times. Taking off your sash indicates that you have left combat and are on your way to get food, go back to your tent, etc. A player returning to the game must wait out a death count before coming back into play. This will not result in the loss of a life. Note: A player may not remove his sash in order to avoid a situation from which they are about to die. If a player tries this, they die.
- Each team may take prisoners by subduing them and tying them up. Amtgard rules of captives apply. No captive can be denied water or the chance to use the washroom. Once they are done they must return to the captive state.
- After a battle, you may ask the other team to have your projectiles back, but you must wait until the battle is over. After receiving your projectiles, you must return to your base. If you die and want your projectiles back, make sure not to interfere with the game while retrieving them.
- If you find a loophole in the rules, don't abuse it.
- The reeve's decision is final!

Only Sir Nathaniel will have the power to make any changes to the above before or during play.

## Company Battle

**Battle Type:** Ditch game

**Synopsis:** A tradition, all present companies will field during this ditch battle game, and fight it out to determine who is on top this weekend.

**Game Rules:** The game will be the standard 1-hour flag-capture company ransom, with the following clarifications:

- \* Interested companies must have at least three members present in order to field
- \* Participating companies must supply a proper flag. Someone's pants, a strip of fabric and the like will not be acceptable. A Militia flag will be provided.
- \* Each company must provide a ransom, to trade for their flag should it be capture. As a guideline, a real-world value of \$20 is appropriate. Please keep all "service" oriented ransoms appropriate for all ages and legal.

- \* Flags must be kept visible, and if asked, you must answer whether you are holding any flags or not.
- \* No suicides.

## **Battle of the Dens Tournament**

**Battle Type:** Ditch single-elimination best two-out-of-three open tournament.

**Synopsis:** A fairly standard open tourney.

**Game Rules:** Participating players will be randomly placed into brackets, and will fight in best two-out-of-three rounds. Winning players will advance to the next round, while losing players will be eliminated.

The weapon style of the tourney will be open. Only up to one item per hand will be allowed in the ring per player. Players are allowed to switch their chosen style between rounds, but following the above limitation.

## **Quest**

**Battle Type:** Class quest

**Synopsis:** With the water level rising, in order to salvage the Duchy, something must be done to end the source of this plight. (Which is probably global warming.)

**Game Rules:** To be determined by MaA Calin.