Rapier Scenarios for Estrella War XXXVI (2020)

Field Set Up

The Wooded Field will be set up with an open area in the center, bounded by “walls” on either side. Along the wood line on either side of the open area, several points will be designated as the only entry/exit points to the woods. The field will have designated resurrection points and other locations as dictated by the scenarios.

The Open Field will be set up with a town on one end, a castle on the other, and a cliff side ledge between them. Before the castle is a vast chasm with several bridges in various states of repair spanning it.

On day one, the Army will move through the woods, scouting and seeking advantages over their adversary before reaching the more civilized areas of Land.

On day two, the Armies will attempt to take towns along their avenue of approach, gaining supplies as they advance. To reach the capital they will need to fight through the narrow pass of Schnepyllae, before laying siege to the Keep.

“Standard Weapons” are defined as weapons used in tournament; they include rapiers and other single-handed swords, daggers, 2-handed swords, rigid parries, and soft parries. Use of this will be defined by scenario.

“Special Weapons” are defined as melee only weapons; they include rapier spears/pikes, rubber band guns (RBG), and combat archery. Use of this will be defined by scenario, and ammunition that is dropped/placed on the ground or misfired is considered spent for that until the beginning of the next scenario.

Battle Bonuses

Overall Victory in a scenario gains the General of that Army an advantage that may be used in a future scenario. Some Battle Bonuses must be used in specific scenarios; some may be used at the General’s discretion.

- The Victorious General may select their Army’s initial set up, either to Attack or Defend first, in a specific scenario.

- Bonus Resurrections x 3 (three resurrections for individuals—NOT the entire army) to be used at the General’s leisure (May be “issued” in the form of a Poker Chips)
  - A Res Chip allows ONE additional Resurrection for any ONE fighter. The General may use them for other Fighters even when they (the General) has been Killed.
  - The Res Chips carry over from day to day and may be used in any Limited Res Scenario.

- Bonus Special Weapons to be used in future scenarios
  - Spear – 1 more spear on the field to be used in any appropriate scenario
  - RBG – 2-3 more rounds, to be used in any appropriate scenario
  - Combat archery – 4-6 more rounds, to be used in any appropriate scenario
Sequence

Friday, Feb 21, 2020 – Broken Field

- **Mixer – Foxes and Hounds**: 10-15 minute warm up, Unlimited Res
- **Scenario 1 – Woods & Tunnels**: 30-45 minute battle, Limited Res
- **Scenario 2 – Take the Woods**: 30-45 minute battle, Unlimited Res
- **Scenario 3 – Clash at the Gates**: 30-45 minute res battle, Limited Res

*Total Time for Friday: 2 – 2½ hours*

Saturday, Feb 22, 2020

- **Mixer – Scouts in Conflict**: 10 minute warm up
- **Scenario 1 – Enter & Control the City**: 30-45 minute battle, Unlimited Res
- **Scenario 2 – Cliffs of Schnepopyleae**: 30-45 minute battle, Limited Res
- **Scenario 3 – Seize the Keep**: 60 minute battle, Limited Res

*Total Time for Saturday: 2 ½ - 3 hours*

*Each day is 2 ½ hrs – 3 ½ hrs of fighting plus downtime so expect 4+ hours at the field. Schedule fighting 10am-2pm.*

*Goal is to limit breaks between same scenario to 5 min and different scenarios to 10 min.*

**Friday, Feb 21, 2020**

Muster and inspections will be at 9:30am at the Rapier Marshal’s Point on the Battlefield in the Wooded field. Fighting starts at 10am

**MIXER: Foxes and Hounds – Order of Defense vs the World.**

**DESCRIPTION:**

The Defenders of the Land have deployed scouts on their borders to warn of invading forces. And they are coming… The Invaders conduct reconnaissance in force and have brought war hounds to aid them… Now the Scouts are become the foxes in a vicious game of life and death.

**FIELD CONDITIONS:**
A wooded field battle. MoDs will take up positions anywhere on the far side (opposite of the Marshal’s Point) of the field. All terrain and buildings are in effect and these areas can only be reached via the Tunnels (see Woods and Tunnels.)

Hunters and Hounds will wait, 1 Hunter for every 2 or 3 Hounds, on the near side (closest to Marshal’s Point) of the field.

NUMBER OF BATTLES FOUGHT:

1; we will fight until the time has elapsed

TIME:

Fought for a total of 10-15 minutes

STANDARD WEAPONS ALLOWED:

Masters of Defense – Weapons of Choice

Hunters – Single sword

Hounds – Single dagger

SPECIAL WEAPONS ALLOWED:

None

OPTION FOR LOW MOD NUMBERS:

MoDs may employ Spears and RBGs; No more than 10% of the opposing force rounded up to the nearest whole number in combined spears and RBG rounds.

RESURRECTION:

Yes; See Special Fighting Conventions

SPECIAL FIGHTING CONVENTIONS:

No Death From Behind. This is a warm up to get yourself limber for the day of combat, not a test of how sneaky you can be.

MoDs may voluntarily join in groups up to 3 (no more than 2 spears). If more MoDs are forced together by overwhelming odds, so be it.

Hunters prefer to fight alone to gain their trophies—though they may have up to 3 Hounds. Up to 3 Hunters may join together to fight similar groups of MoDs

Hounds may continue hunting prey even without a Hunter to guide them, no more than 3 groups of hounds may join together (9 total). (They do not die with their Hunter.)

Resurrection:
o Yes, Unlimited
o Fighters will move to their respective starting sides of the field and resurrect before returning to battle.

VICTORY CONDITIONS:

· There are no Victory conditions other than enjoyment of the fighting and bragging rights.

BATTLE BONUS:

· None

SCENARIO 1: Woods and Tunnels

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 the conflict in their favor. A tunnel network has been located with a cache that could aid either side.

Can your forces muster the wherewithal to control the cramped hollow places beneath the earth?

FIELD CONDITIONS:

· A control the flag scenario in which each side will attempt to control flags for as long as possible, while preventing their opponents from doing the same.

· Woods Battle. The Woods are divided into three sections: The open area in the middle (including the starting and resurrection points for each army,) and the tree lines on either side.

· Near each side’s starting line and in the center of the field there will be entrances, clearly marked, to the path through the trees. These are the tunnels. These are the only points where fighters may enter or exit the trees unless they are dead.

· The center of the open area will be marked with flag/flags that may be turned. Each army will attempt to turn the flags to their color and control them for as long and as often as possible.

· Marshal’s will observe the flags color at undisclosed pre-determined intervals, as identified in a random draw of envelopes by the Crowns, and teams will receive a point for each flag that is their color.

· Teams will start at opposite ends of the field. 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.)

NUMBER OF BATTLES FOUGHT:

· Three (3)

TIME:
· Fought for a total of 30-45 minutes. Every 10-15 minutes (or when one side is wiped out) armies will switch sides and the field will be reset.

STANDARD WEAPONS ALLOWED:
· Weapons of Choice

SPECIAL WEAPONS ALLOWED:
· No

RESURRECTION:
· Yes; limited. Each fighter has TWO (2) resurrections.

SPECIAL FIGHTING CONVENTIONS:
· Tunnels may only be entered and exited through designated points (except for dead fighters.)
· For safety reasons, fighters will NOT run inside the wood lines; they may run in the open area between the wood lines so long as stop running when they come within 10 feet of an enemy combatant.
· Scenario win conditions are to turn and hold the flags, with the objective being to seize and keep control of the flags for as long as possible.
· Flags may be turned back and forth by the Army that controls them.

VICTORY CONDITIONS:
· The side that holds the flags in the center for the highest count will be declared victor.
· If one side kills all of the other side in any round, they will be awarded additional points equal to all flags on the field added to any points already received. These points are added based on one count interval, regardless of how much time remains in the scenario.
· This battle may NOT end in a tie. In the event of a tie, the final fight will resume and the Armies will fight to the last fighter standing. That side will be the Victor.

BATTLE BONUS:
· Bonus Resurrections x 3 (three resurrections for individuals—NOT the entire army) to be used at the General’s leisure (May be “issued” in the form of Poker Chips)
· Bonus Special Weapons to be used in future scenarios
  o RBG – 2-3 more rounds, to be used in any appropriate scenario

SCENARIO 2: Take the Woods

DESCRIPTION:
WAR sweeps the lands. No one is really sure which faction started it, but does that really matter? Skirmishing in the borderlands has erupted and the factions are fighting for strategic lands.

Each army will have a single Banner located in their headquarters near the res point. The armies will each start in their own headquarters and must plant their own banners on the enemy’s territory in order to gain intelligence, capture territory, and win bragging rights.

FIELD CONDITIONS:

- A plant the banner scenario in which each side attempts to plant their banner at a designated point in enemy controlled territory.
- Woods Battle. Each side will have Res Point at opposite ends of the field approximately 30 feet from their Headquarters (banner start point), where they will begin.
- In the center of the field, two points will be marked; each side will attempt to plant their banner in the point farthest from their res point.
- The tunnels may only be entered via designated points. The “walls” remain in place but they may be passed through freely to reach the center of the field.
- “Walls” are infinitely high and cannot be seen over, or around.

NUMBER OF BATTLES FOUGHT:

- 1 (Special Field Reset Conditions)

TIME:

- Fought for a total of 30-45 minutes.
- Each time a banner is planted; we will break for water if necessary, reset the field, switch sides, and go again.
- Every 10 minutes, if no banners have been planted, we will break for water, reset the field, switch sides, and go again.

STANDARD WEAPONS ALLOWED:

- Weapons of Choice

SPECIAL WEAPONS ALLOWED:

- RBGs – Yes (20% of the Enemy Army force rounded up to the nearest whole number); rounds and RBGs “die” on the final life of the gunner.

RESURRECTION:

- Yes; Unlimited

SPECIAL FIGHTING CONVENTIONS:
For safety reasons, fighters will NOT run inside the wood lines; they may run in the open area between the wood lines so long as stop running when they come within 10 feet of an enemy combatant.

The Banner may be carried by a single fighter with one hand free, any secondary must be passed off or secured on the fighter’s person, i.e. hung from belt/slung over shoulder. The Banner may be used as an off-hand defensive item. **No one** carrying a Banner may move faster than a walk in any region of the battlefield.

Banners may be passed between any fighters capable of carrying it, (see above).

If the fighter carrying it is killed, they may pass it off to the first fighter on their team capable of carrying it, (see above), on the most direct route back to their Headquarters. If no one is able to take the Banner, the dead fighter must return the banner to their HQ before going to Res.

Banners may NOT be thrown.

Banners may NOT be dropped and left behind.

Banners may NOT be captured.

RESET CONDITIONS: Each time a Banner is planted, time will pause, points recorded, the field will be reset, water and electrolytes consumed, teams will switch sides, and battle resume.

VICTORY CONDITIONS:

- The army with the most Banners planted after the time limit will be declared victorious

- This battle may end in a tie; no battle bonus is awarded in the event of a tie.

BATTLE BONUS:

- Bonus Resurrections x 3 (three resurrections for individuals—NOT the entire army) to be used at the General’s leisure (May be “issued” in the form of a Poker Chip)

- Bonus Special Weapons to be used in future scenarios
  - Spear – 1 more spear on the field to be used in any appropriate scenario
  - Combat archery – 4-6 more rounds, to be used in any appropriate scenario

**SCENARIO 3: Clash at the Gates**

DESCRIPTION:

The easiest way into the city is through the front door, right? Well that is if the front door is open. This one is not.

The final gate, the last obstacle on your path to the Land, stands before you, locked. Oh—and so does an opposing force who seeks to escape into the Land as well.

FIELD CONDITIONS:

- A control the flag scenario in which each side attempts to gain control of the Gates and hold them for several minutes.
Woods Battle. Each side will have Res Point at opposite ends of the field. Res Points will be moved closer to the walls, roughly equidistant from the Gate.

In the center of the field there is a Gate, represented by a single switchable flag, located on the western edge of the open area. A (infinitely high) walled ramp/bridge leading to and contains the Gate. The ramp is wider at its open end, narrower at the Gate. The Gate and the ramp leading to it may only be reached by travelling through the tunnels. The Gate may only be reached by crossing the bridge on one side.

Each army will start within approximately 30 feet of their Res Point.

NUMBER OF BATTLES FOUGHT:

3+ (Special Field Reset Conditions)

TIME:

- Fought for a total of 30-45 minutes.
- Each time the Gate is controlled through time or killing off the other side, we will break for water, reset the field, switch sides as necessary, and go again.
- After 15 minutes, if neither side has gained control of the Gate, the fields will be reset and armies will switch sides, etc

STANDARD WEAPONS ALLOWED:

- Weapons of Choice

SPECIAL WEAPONS ALLOWED:

- Combat Archery – Yes; divided equally (6 Arrows + Up to 20% of the Enemy Army force rounded up to the nearest whole number); arrows/bows “die” on the final life of the archer.

RESURRECTION:

- Yes; limited. Each fighter has TWO (2) resurrections.

SPECIAL FIGHTING CONVENTIONS:

- Scenario win conditions are to “break the gate,” with the objective being to seize and keep control of the Gate itself. This may be accomplished by turning the flag and maintaining control for a period of time; or by wiping out the opposing force.

VICTORY CONDITIONS:

- The Gate must be held by 1 side for 3-5 minutes (TBD by RMIC, RMT, and the Generals before the beginning of the battle.
- If neither side holds the gate for 3+ minutes, the side that held the Gate the longest will be Victorious.
· This battle may end in a tie; no battle bonus is awarded in this event.

BATTLE BONUS:

· Bonus Special Weapons to be used in future scenarios
  o RBG – 2-3 more rounds, to be used in any appropriate scenario
  o Combat archery – 4-6 more rounds, to be used in any appropriate scenario

Saturday, Feb 22, 2020

Muster and inspections will be at 9:30am at the Rapier Marshal’s Point on the Battlefield in the open field, fighting starts at 10am.

MIXER: Scouts in conflict!

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 an enemy. Coming together in a deserted town on the outskirts of the Land, the mercenary scouts are determined to wipe out everyone else.

FIELD CONDITIONS:

· An open field battle wherein the town is used. Teams of 5 will be formed and may start anywhere on the field. No team can contain more than two DWS, Masters of Defense, or equivalent (exceptions can/will be made by the Marshals as needed.)

NUMBER OF BATTLES FOUGHT:

· 1; we will fight until time has elapsed.

TIME:

· Fought for a total of 10-15 minutes

STANDARD WEAPONS ALLOWED:

· Weapons of Choice

SPECIAL WEAPONS ALLOWED:

· None

RESURRECTION:
· Yes; See Special Fighting Conventions

SPECIAL FIGHTING CONVENTIONS:

· No Death From Behind. This is a warm up to get yourself limber for the day of combat, not a test of how sneaky you can be.

· Teams may not ally with each other, and must engage other teams they come into standard engagement distance

· Resurrection: Fighters will Resurrect in place
  
  o Fighters will move out of engagement and give obvious signal they are “Dead” (flip their blades and kneel, etc)

  o They will make a standard count of 15 seconds out loud, (1 Mississippi, 2 Mississippi, etc), rejoin their team, and resume fighting

VICTORY CONDITIONS:

· There are no Victory conditions other than enjoyment of the fighting and bragging rights.

BATTLE BONUS:

· None

SCENARIO 1: Enter & Control the City

DESCRIPTION:

Your forces have fought their way through the dense forests and finally breached the Gates to the Land. Your objective is within sight.

Now you only have to defeat the forces defending the city to gain knowledge of the route to the Keep.

FIELD CONDITIONS:

· A control the flag scenario in which each side will attempt to control flags for as long as possible, while preventing their opponents from doing the same.

· An open field battle around and in a small city. A city with a number of buildings (5-7); the largest building in the center will have 2 openings, and several others with one opening each scattered throughout.

· Some buildings will have a Flag in them that may be turned Red or Blue. Additional flags will be placed in the open on opposite ends of the field, opposite each team’s res point

· Teams will start on opposite corners of the town/field

TIME:
Fought for 2 rounds for 15-20 minutes each. We will take a water break, switch sides, and fight for a total of 30-40 minutes

STANDARD WEAPONS ALLOWED:
- Weapons of Choice

SPECIAL WEAPONS ALLOWED:
- Generals may equip their armies with special weapons equal to 30% of the opposing force rounded up to the nearest whole number. The special weapons may be any mix of the following, with no 1 special weapon type being more than 20% of the opposing force.
  - Combined Special weapons in any combination may only equal 30% of the Enemy Army max
    - Spears – Yes (Up to 20% of the Enemy Army)
    - RBG – Yes (Rounds Up to 20% of the Enemy Army); rounds/RBGs “die” on the final life of the gunner.

RESURRECTION:
- Yes, unlimited

SPECIAL FIGHTING CONVENTIONS:
- Scenario win conditions are to turn and hold the flags, with the objective being to seize and keep control of the buildings for as long as possible.
- Flags may be turned back and forth by the Army that controls them.
- Marshal’s will observe the flags color at undisclosed pre-determined intervals throughout the scenario, and at the end of each round, a count will be taken of what the state of each flag is; awarding points accordingly.
- Winner is the army that has the most points at the end of the 30 minute res.

VICTORY CONDITIONS:
- The side that has the most points at the end of both rounds will be the winner.
- This battle may end in a tie; no battle bonus is awarded in the event of a tie.

BATTLE BONUS:
- The Victorious General may select their Army’s initial set up, either to Attack or Defend first, on the Cliffs of Schnepopyleae
  - The Victor gains Intelligence
    - The General gains the knowledge of the Goat Path in the Cliffs of Schnepopyleae, in order to bypass the Cliffs. The General may take advantage of this knowledge 5 minutes into the next scenario.
SCENARIO 2: Cliffs of Schnepopylae

DESCRIPTION:

Having fought your way through and past the City, and having found the most direct route to the Keep, you now come face to face with the daunting Cliffs of Schnepopylae. A single pass, a steep cliff on either side, is the only land path to the Keep protecting the Land.

It is no wonder your adversary has selected this location to defend against your army’s advance…

FIELD CONDITIONS:

- A reach the banner scenario in which each side attempts to reach and take the flag at the objective point in enemy controlled territory. The Objective point is a stationary banner, planted
- An open field battle. One side of the ledges are sheer walls up, with no way to scale them. The other side is a sheer drop off hundreds of feet to the rocks below.
- There is a Goat Path that leads across the chasm to the far end of the field opposite of the Objective point
- Attackers start just on the cliffs, outside the city.
- Defenders start in the marked assembly area.

TIME:

- Fought for 2 rounds for 15 minutes each. We will take a water break and switch sides and fight for a total of 30-40 minutes

STANDARD WEAPONS ALLOWED:

- Weapons of Choice

SPECIAL WEAPONS ALLOWED:

- Spears – **Attackers ONLY** (20% of the Enemy Army force rounded up to the nearest whole number)
- Combat Archery – Yes; divided equally (6 Arrows + Up to 20% of the Enemy Army force rounded up to the nearest whole number); arrows/bows “die” on the final life of the archer.

RESURRECTION:

- Yes; limited
  - Defenders get 2 Resurrections
  - Attackers get 3 Resurrections

SPECIAL FIGHTING CONVENTIONS:
· The Victor of Scenario 1 may take the Goat Path after *5* Minutes have elapsed in the scenario. The Goat Path is discovered by the Attackers *10* minutes into the scenario, whether or not they won Scenario 1.

  o This Goat Path may only be used when on the Attack.

  o Defenders may not guard the path or leave troops in their assembly area for the first 5(10) minutes of the scenario.

  o Defenders may only defend their assembly area once Attackers have come across the path; they may not follow it back or even block it, as they are unaware of it or how to reach it

VICTORY CONDITIONS:

· The Objective is to reach the Banner on the far side of the Cliffs and pull it completely from its position.

· The Army that reaches the Banner on the far side of the cliffs in the shortest time is declared the Victor.

· This battle may NOT end in a tie. In the event of a tie, ALL special weapons are removed, the final fight will resume, and the Armies will fight to the last fighter standing FROM THE POINT THEY ARE AT (position on the field and number of resurrections remaining.) That side will be the Victor.

BATTLE BONUS:

· The Victorious General may select their Army’s initial set up, either to Attack or Defend first, in Seize the Keep

· Bonus Resurrections x 3 (three resurrections for individuals—NOT the entire army) to be used at the General’s leisure (May be “issued” in the form of a Poker Chip)

**SCENARIO 3: Seize the Keep**

DESCRIPTION:

You have fought your way through the Enemy and now your objective is within your grasp. Now you only have to successfully lay siege to the keep and defeat the defending forces. And it is time to bring out the BIG GUNS…

FIELD CONDITIONS:

· A reach the banner scenario in which each side attempts to reach and take the flag at the objective point in enemy controlled territory. The Objective point is a stationary banner, planted beyond the gates of the Keep.

· An open field battle with a Keep, an expanse of ground, and a chasm spanned by a single well-maintained bridge and a pair of decaying bridges (barely stepping stones) traversing the abyss. A single flag is positioned inside the Keep—the Objective.

· Attackers will start on the opposite side of the Chasm than the Keep. Their res point is opposite the bridge
Defenders may begin anywhere on the side of the Chasm with the Keep. Their res point is in one corner of the keep.

TIME:

- Fought for 2 rounds for 30 minutes each or until the objective is achieved.
- Marshals will call a hold at the 15-minute mark for a 5-minute water break. Fighters will ground their gear wear they are when the hold is called.
- At the end of the first round (30 minutes), we will take a 10-minute water break and switch sides for the second round.

STANDARD WEAPONS ALLOWED:

- Weapons of Choice

SPECIAL WEAPONS ALLOWED:

- RBGs – Yes (20% of the Enemy Army force rounded up to the nearest whole number); rounds and RBGs “die” on the final life of the gunner.
  
  - **SWIVEL CANNON RBG: Attackers Only** - may bring forth a Swivel Cannon(s) from the Edge of the World if they so choose.
    
    - It will have a limited number of rounds provided. These rounds do not count against the 20% of the regular RBG rounds, and Bonus RBG rounds may **NOT** be given to Swivel Canons
    
    - The Swivel Cannon(s) may be moved by 2 fighters and **MAY** cross the well-maintained Bridge but **NOT** the decaying bridges
    
    - Fighters carrying the Swivel Cannon(s) may **NOT** run
    
    - Defenders may kill Swivel Gun Teams, capturing the weapon, but do not know how to use the weapon. Defenders may **NOT** move a captured Swivel Gun or the rounds. Any Attacker may operate the swivel cannon(s).

RESURRECTION:

- Yes; limited
  
  - Defenders get 2 Resurrections
  
  - Attackers get 3 Resurrections

SPECIAL FIGHTING CONVENTIONS:

- Fighting on the Rocks: The spires of stone jut up from the abyss. Any fighter that is legged on the rocks may sit, kneel, or post on the stones. Any fighter stepping off the stones will stumble and fall to their death.
· The side that reaches the objective point inside the Keep will be victorious. If both sides reach the objective, the attacker that reaches it in the shortest time will be the Victor.

· This battle may NOT end in a tie. In the event of a tie, the final fight will resume and the Armies will fight to the last fighter standing. That side will be the Victor.

VICTORY CONDITIONS:

· The Objective is to reach the Banner in the Keep and pull it completely from its position.

· The Army that breaches the Keep and reaches the Banner in the shortest time is declared the Victor.

BATTLE BONUS:

· None. This is the culmination of 2 Days of War and the Victor of this Scenario will be declared Overall Victor

· If this scenario is a Draw, There is NO Victor on the Rapier Field—or everyone wins for having fought.

Swivel Cannon Construction

Google docs link:
https://drive.google.com/file/d/1Q5o2tkmPjNw0oJqcB88hoeSJnnkRpR35/view?usp=sharing

Rapier Combat Archery Arrow Construction

Google docs link:
https://drive.google.com/file/d/11prfJCCsqVYUzAk--qb63aUZsAtfqV7F/view?usp=sharing