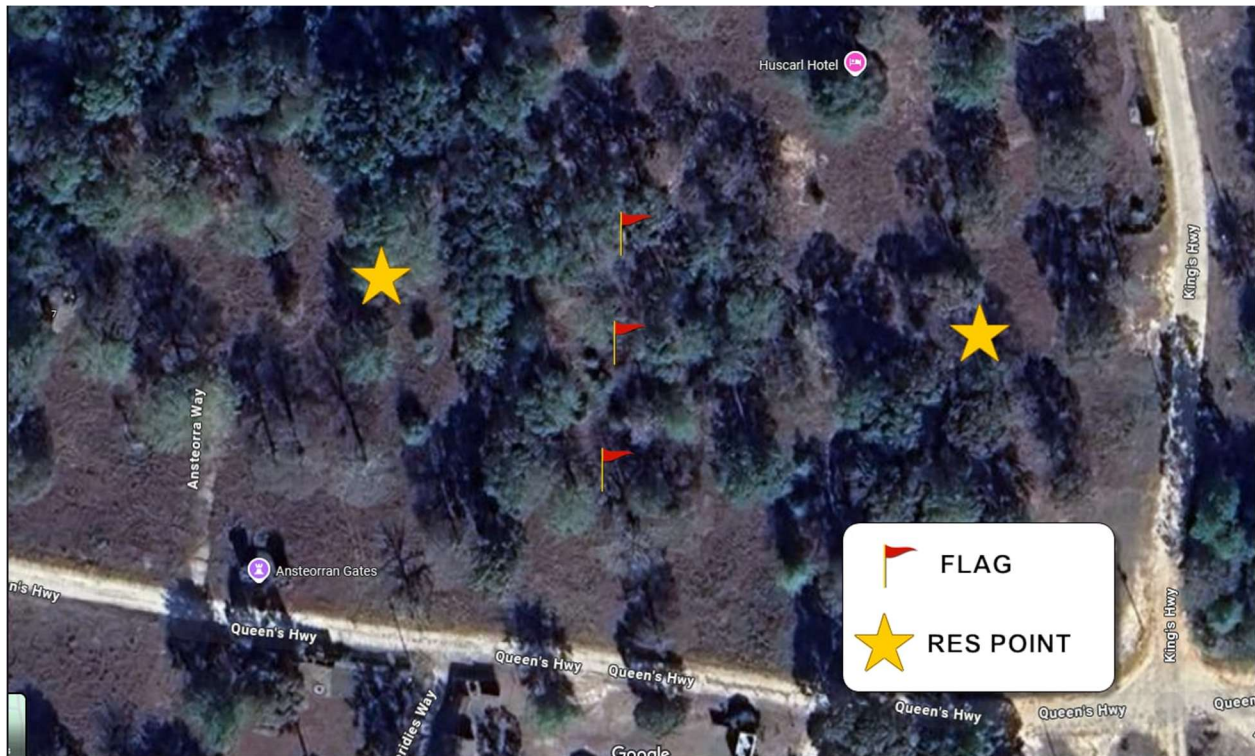


# 2025 - Rapier - Ravine Battle

## Physical Layout:



The field will be divided long ways, with fighting perpendicular to King's Highway ( 'along the V', not 'down the sides' ).

Three flag poles will be placed along the centerline of the field.

Resurrection points will be placed equidistant from the center line.

## About the Battle:

Upon a field of contest, divided lengthwise and stretching across a ravine, the forces of Ansteorra and Trimaris gather to test their mettle. The field, marked by three flagpoles aligned along its centerline, will bear witness to the shifting tides of battle. Each side lays claim to their portion of the ravine, with their resurrection points set at the far reaches of their zones.

Conventions of safety guide this conflict: rapier spears, death from behind, knee walking, running, and two-handed swords are disallowed. The engagement begins with each army holding their ground, yet the true prize lies along the centerline, where three flags stand as the beacons of dominance. The central flag marks the heart of the ravine, flanked by the other two equidistant from the center and the field's boundaries.

Here, strategy intertwines with endurance. A fighter must always keep their army's flag aloft, held firmly by hand, for no artifice of ties or counterweights may secure it. At intervals, the flags raised in glory are recorded, marking the ebb and flow of supremacy. Each side may dispatch a swift runner to observe their standing, yet the battle's outcome rests on the accumulation of these tallies.

For the duration of the struggle, victory is not won in a single moment but through steadfast resolve and control of the banners. The side with the greatest count of tallies etched upon the ledger shall claim the laurels of triumph, their deeds immortalized in the chronicles of this storied field.

## Scenario Description:

### Conventions in Effect:

**Rapier spears, DFB, knee walking, running, and two-handed swords are not permitted for safety reasons**

### Scenario Details:

This scenario consists of a single 45 minute res battle. Initially, each side occupies one portion of the ravine, with Ansteorra occupying the west portion of the ravine, and Trimaris occupying the east portion of the ravine. At the very back of each zone is a resurrection flag. There are three flags along a line perpendicular to a line between the resurrection flags. The middle flag will be placed in the bottom of the ravine, with the remaining two flags equidistant between the middle flag and the edge of the playing field.

The flagpoles will have flags on a rope representing the two armies. While controlling a flag, an army must detail a fighter to keep their flag raised. Flags may not be tied, counterweighted, or otherwise secured in place and must be held by hand.

### Victory Conditions:

Every 5 minutes throughout the battle, the raised flags will be documented by a tally sheet. Sides may send a runner to check that chart any time they wish. The winner of the battle will be the side with the most tallies.