

# Armored - Bridge



Shorthand Description: T L J C S F S

## About the Battle:

### The Battle of Three Bridges

Upon a field divided by the semblance of turbulent waters, three great bridges stand as the theater for a trial of might and cunning. The central bridge, a bastion of conflict, spans most greatly in width, flanked on either side by narrower crossings. These low-wall bridges, marked by hay bales or ropes, are separated by treacherous no-man's-land. At their heart lies the painted "glory zone," a sanctified space where warriors' fates shall be decided.

The battle is waged in five rounds, each lasting ten minutes. Upon the bridges, the clang of steel, the hum of arrows, and the thunder of siege engines will echo. Combatants may clash boldly atop the walls, yet should any limb or weapon fall into the waters below, their journey ends, and they are struck from the fight.

Victory demands mastery of the glory zones. At the stroke of ten minutes, a bridge fully controlled by one side yields its point. Should warriors from both sides persist within the glory zone, a grim duel ensues, purging all others until a single side stands triumphant.

With no respite for the inspection of ammunition, each clash unfolds unbroken, relentless in its pace. The bridges themselves hold sway over the War Point, their control translating into precious tokens of triumph. A total of 15 points is at stake, but it is the side that first amasses eight that shall be hailed as victors.

Here, amidst the crossings of fate, where warriors tread the line between strategy and savagery, the Battle of the Three Bridges shall etch new legends into the pages of history.

## Physical Layout:

There will be three bridges. The bridges will have parallel edges, and the center bridge will be 27 feet wide, while the side bridges will be 18 feet wide. The bridges are representative of a low wall bridge and will be delineated by a line of hay bales one bale high or tug ropes. There will be 18 feet between the bridges. The center point of the three bridges will be marked with spray paint on the hay bales and on the ground. A line will also be marked on either side of the center line at a distance of nine (9) feet. The area between the two 9 foot lines will be referred to as the glory zone. A start line will be marked 18 feet back from the ends of the bridges.

## Scenario Play:

This battle will be run 5 times. For each battle, both sides will start behind their respective start line. Thrown weapons, combat archery, and siege will be allowed in all battles, and can shoot in any direction, down bridges, across bridges and across the water. Combatants can fight on the wall however they like, but if they put a weight bearing limb or weapon into the water area, they are dead. Each battle will be 10 minutes long, with the clock being stopped for injury holds. At the end of 10 minutes, the side that controls the entire glory zone of each bridge will be declared the victor of that bridge. If the bridge is contested (defined as both sides having combatants within the glory zone), all combatants outside of the glory zone will be removed from play, and the combatants inside the glory zone will fight till the last man standing. No ammo will be inspected in between battles. Combatants can fight on the wall however they like, but if they put a weight bearing limb or weapon into the water area, they are dead.

## Victory Conditions:

Each bridge controlled will equal one (1) point, for a possible total of fifteen (15) points. The first side to score eight (8) points wins the War Point.