

2025 Armored - Fort



Shorthand Description: T L J CA S FS

Description:

To His Esteemed Peers, Fellow Nobles, and Keepers of the Realm,

From the hand of Sir Roderic of House Valenwyne, penned amidst the grim tumult of siege within the bastion of our newly constructed stronghold, I relay the dire circumstances and tumultuous play of events that now unfold beneath the heavens. May these words find you in good stead and inform you of our struggle to withstand the onslaught.

Our fortifications, though stout in intention, remain incomplete in their entirety. The masons' progress hath rotated the orientation of our new walls, and there stand three entrances to the keep, each varying in strength and vulnerability. The main gate, anchored upon the eastern façade, boasts a resolute block construction and serves as our primary barrier against the invader's malice. Upon the southern flank lies Alexandria's Breach, a precarious opening hastily devised of hay bales, which leaves us with but a six-foot span of weakness. To the north lies Darius' Breach, a wider chasm, eight feet in breadth, similarly formed of hay bales, which doth compromise our line. These flaws, borne of haste and necessity, bespeak our vulnerability, though mayhap in time the stonemasons might redeem these breaches with mortar and stone.

The trial is to be waged twice, each side tasting the bitter draught of defender and assailant alike. Ours is a contest of resilience and guile, a limited resurrection battle wherein each defender rises anew but four times, at the sanctified ground within the keep's heart. For the attackers, resurrection is granted every third minute at their forward encampments. The combatants are arrayed thusly: the attackers no closer than fifty feet to the walls, the defenders cloistered within. As the skirmish begins, the gates and breaches remain sealed, though time conspires against us. At intervals, the ramparts yield to decay. Five minutes into the fray, the Main Gate falters. By the tenth minute, Alexandria's Breach crumbles, and at the fifteenth minute, Darius' Breach succumbs. After twenty minutes, the hay bales of Alexandria's Breach may be scaled, and by the twenty-fifth minute, the hay bales of Darius' Breach may likewise be traversed. Thus, the bastion is laid bare to the ingenuity of our adversaries, who may storm the keep through any aperture or ascend the hay-baled walls.

Victory, cruel mistress that she is, grants her favor to those swiftest to claim the castle and extinguish the defenders' light. To seize the keep, the attackers must eliminate all defenders and assail the resurrection point, halting the rebirth of our brethren. If neither side prevails ere the forty-fifth minute, the trial ends in stalemate, with honor shared in halves. An additional stratagem lies within: marks within the castle may be struck by siege engines, hastening the attackers' success by lessening the time required to breach our defenses.

Thus, with ink and lament, I chronicle our plight. The winds howl with the war cries of our foes, and the banners of hope hang tattered. Pray, let your hearts dwell upon our endurance, and may these words guide those who would assay such trials in years to come.

In the Grace of the Realm,
Sir Roderic of House Valenwyne
Defender of the Keep

Physical Layout:

The layout this year may vary from description based on construction of new fort progress. Below are estimations based on current information. An item to note is that the orientation of the new fort walls has rotated. There will be 3 entries to the castle. The main gate is on the East face, an opening surrounded by block walls made of block. On the South face is Alexandria's breach, which has a single opening, created from temporary hay bales with an opening that is 6 feet wide. On the north side will be the breach of Darius created from hay bales, measuring 8 feet wide.

Scenario Play:

This scenario will be run twice, with each side playing both the role of the attackers or the defenders. This year it will be a limited resurrection battle. Each defender will have

4 resurrections (5 lives), and can resurrect at will in the center of the castle (shown on Map in red). The attackers can resurrect every 3 minutes, provided that they are at one of the two resurrection points (shown in red on the map) at each 3 minute mark (total of 19 resurrections-20 lives). At the start of each run, the attackers will be arrayed outside the castle, with all attackers no closer to the walls than 50 feet away. All defenders must start in the inside of the castle.

At the lay on, the attackers and defenders may commence with the siege. The main gate and side breaches will be considered closed at the start of the battle. To simulate the effects of siege, at 5 minute intervals the castle will become weaker.

The weaknesses will follow this order:

1. @ 5 minutes after start -> Main Gate Open
2. @ 10 minutes after start -> Alexandria's Breach opens
3. @ 15 minutes after start -> Breach of Darius opens
4. @ 20 minutes after start -> Attackers can climb over Alexandria's Breach hay bales
5. @ 25 minutes after start -> Attackers can climb over hay bale sides of Breach of Darius

Attackers may now attempt to enter through any of the three entry ways (Main, Alexandria Breach, Breach of Darius, and over hay bales)

Victory Conditions:

Victory in the castle battle will be accorded thusly:

- Whichever side takes the castle the fastest will be awarded the point. Taking the castle will consist of killing all defenders and reaching the defender resurrection point. Defender resurrection point can be overrun ending defender resurrections.
- If by some remote chance neither side takes the castle in 45 minutes, the battle will be declared a tie, and the points will be split in half.
- There will be targets marked inside of the castle for which each successful striking of the target with siege engine ammunition will reduce a fixed amount of time from the attacking sides time.