

# 2025 - Armored - Open Field



*Shorthand Description: L J C S*

## **Battle of the Sloping Field!**

Upon these grounds where valor meets strategy, a contest of arms is set to unfold. The field, a narrow expanse stretching from the eastern highlands to the western lowlands, vast in breadth. Dappled with ancient stands of trees, it promises both peril and sanctuary to those who tread its soil. Here, the honor of soldiers and Kingdoms shall be tested in a series of five clashes.

At the outset, the victors of the Champions' Battle claim the eastern highlands, leaving the western lowlands to their foes. With each successive engagement, the armies pivot upon the field like the turning of a great wheel, their positions rotating to lend no advantage too long to any force.

Archery, thrown weapons, and the might of siege engines are all called upon in this martial dance, and yet, no respite shall be granted for the inspection of munitions between bouts. Five battles shall rage, each a crucible of courage, ending only when one side stands alone upon this ground.

Victory is measured not by fleeting triumph but by sustained dominion. The side that claims at least three of these contests shall hold the coveted War Point and etch their name in the annals of this grand melee. For honor, for glory, and for the roar of the crowd, let the Battle of the Sloping Field commence!

## Physical Layout:

Runs long ways east to west, with the east end of the field being substantially higher than the west end. The field is approximately 400 feet long and 200 feet wide. There are several stands of trees that are usually fought around. Archery should only be aimed inwards, and is not supposed to be directed towards the spectators.

## Scenario Play:

This battle is run 5 times. The first battle will start with the armies lining up on the west and east ends of the field. The side who won the Champions Battle will get the west end (downhill) of the field. For all subsequent battles the armies will rotate clockwise 90 degrees. Archery, thrown weapons, and siege is allowed in all battles. There will not be ammo inspection between battles. Regardless of points, all 5 battles will be fought.

## Victory Conditions:

Each battle is to the last fighter standing, and is worth 1 point. Whichever side gets at least three points wins the War Point.