

Ravine Battle



Shorthand Description: T R J C FS

Battle Description:

The ravine shall soon become a crucible of valor and fate, where the stalwart forces of Ansteorra and the resolute warriors of Trimaris shall meet in fierce contest. This narrow battlefield, stretching long from west to east, is bound by steep slopes to the north and south, with a treacherous gully carving its heart. Ancient trees stand sentinel over the field, their boughs offering scant shelter, while heaps of debris and shattered earth promise peril to those who venture within. The air shall hum with the twang of bowstrings, though no arrow may stray beyond the bounds of honor, sparing the gathered throng who watch this fateful clash.

Each host shall take their place —Ansteorra guarding the western reaches, and Trimaris holding fast to the east. At the rear of each army's encampment, resurrection banners shall flutter, their sacred charge to restore the fallen and return them to the fray. Three banners of contention shall lie between the hosts, their possession the measure of triumph. The central standard shall stand in the ravine's hollow, while the others shall be set within fortified houses at the field's distant flanks. Marshalls, impartial stewards of fate, shall watch over these standards, their timepieces ready to record the ebb and flow of dominion.

For one full hour, the ravine shall thunder with the clash of steel and the cries of warriors, as each side presses forward with might and cunning. The banners shall be won and lost, the tides of battle ever shifting as valor and strategy dictate. Each heartbeat of control shall be counted by the marshals, their devices tallying the moments of supremacy. When the sun marks the hour's end, the side that hath claimed the banners the longest shall be declared victorious, and the war point shall be awarded unto them. Thus, the ravine shall bear witness to a struggle worthy of the annals of legend, where glory and honor shall be hard-won in the crucible of war.

Physical Layout:

Generally the ravine has a long axis west to east (around 500 feet) and a very short axis (around 100 feet) north and south. A gully runs along the long axis with slopes to higher ground on the north and south sides. There are several stands of trees that are usually fought around, and often piles of debris down in the gully. Archery can only be aimed inwards, and is not supposed to be directed towards the spectators.

Scenario Play:

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. Each flag will be in the middle of one of the pipe houses. The battle will be one hour long. For each flag, there is a marshal who has two time-pieces; one for Ansteorra and one for Trimaris. When the marshal determines that a side has control of his flag, they start their time-piece, and it begins counting up the time. If control is lost, they stop that time-piece. If the other side then takes control of the flag, the marshal starts the other side's time-piece.

Victory Conditions:

At the end of 1 hour, each marshal in charge of a flag will compare the times on their time-pieces. The side that has held the flag longest, will be awarded 1 point for holding that flag. Whichever side has the most points, will win the War Point for this battle.