

# Champions (Armored and Rapier)



## Champions Battle (Tournament)

Prepare for a spectacular display of medieval martial prowess as the Kingdoms of Trimaris and Ansteorra meet on Champion's Field in a fierce and honorable contest! This grand tournament will feature two divisions: Armored Combat and Rapier Combat, each highlighting the skill and valor of the most elite fighters in the Known World.

### Tournament Format:

- **Armored Combat Division:** 15 valiant armored fighters representing the Kingdom of Trimaris will face off against 15 mighty armored champions fighting for the Kingdom of Ansteorra.
- **Rapier Combat Division:** 15 dexterous and skillful rapier duelists from Trimaris will duel against 15 graceful and cunning blades from Ansteorra.

These brave combatants hail from many kingdoms across the realm, yet for this day, they fight under the banners of Trimaris and Ansteorra, battling for the glory and honor of their chosen side.

### The Stakes:

Victory in each division will be determined by the number of individual champions who emerge triumphant. The Kingdom that secures the most victories in **Armored Combat** and **Rapier Combat** will earn the prestigious **War Point** for that division.

## **Join Us in Celebration:**

Witness the clash of steel, the elegance of blade work, and the unyielding spirit of chivalry. This tournament promises to be a breathtaking spectacle that celebrates the traditions of honor, skill, and camaraderie among the kingdoms.

**Who will prevail in this epic battle? Trimaris or Ansteorra? The answer lies in the hands of these valiant champions!**

## **Physical Layout:**

This field is typically between the castle and the kingdom pavilions. Usually there is not a formal list field setup, but an area with the crowd for barriers. Principal kingdoms will ensure attending Crowns have a good location to view the field.

## **High Level Description:**

The Gulf Wars Champions battle is a series of 15 individual bouts between selected champions from each of the principal kingdoms and their allies. The fights will be run sequentially with single bouts (1 victory only) until all 15 bouts are completed.

## **Scenario Description:**

### **Champion Selection Rules**

The kingdoms of Trimaris and Ansteorra will be given 15 champions to select in armored, and 15 champions to select in rapier. From each 15, the crowns of Ansteorra and Trimaris may select no more than 3 members from their kingdom of the peerage fighting order for that style of combat, and no more than a total of 6 persons from their kingdom total. The other nine positions will be filled from the allied kingdoms with only sitting royalty and heirs to be excluded from selection. The 15 armored champion bouts will happen first, and then the 15 rapier champion bouts will occur.

### **Combat Description**

The very first Armored bout will be between the King's Champions of Ansteorra and Trimaris. The very first rapier bout will be between the Queen's Champions of Ansteorra and Trimaris. All following fights will have been communicated to the person running the list and heralds prior to procession. With the announcement of each bout, the following two combatants will be told to make ready.

### **Victory Conditions:**

Whichever side has more points than the other at the end of the 15 bouts shall be declared to have won that warpoint for that style.

## Notes for the Crowns:

- It is of paramount importance that this proceeds quickly and smoothly. As such, the Crowns of Ansteorra and Trimaris will meet Sunday morning prior to the procession and plan out the combat. All 30 matches will be decided in advance the morning of the battle.
- The Crowns of Ansteorra and Trimaris will communicate to their kingdom and allies the names of the persons actually fighting prior to the beginning of the procession.
- The Crowns will make sure that all the combatants for the next fight will be announced and asked to 'Make Ready' when the fighting pair is called.