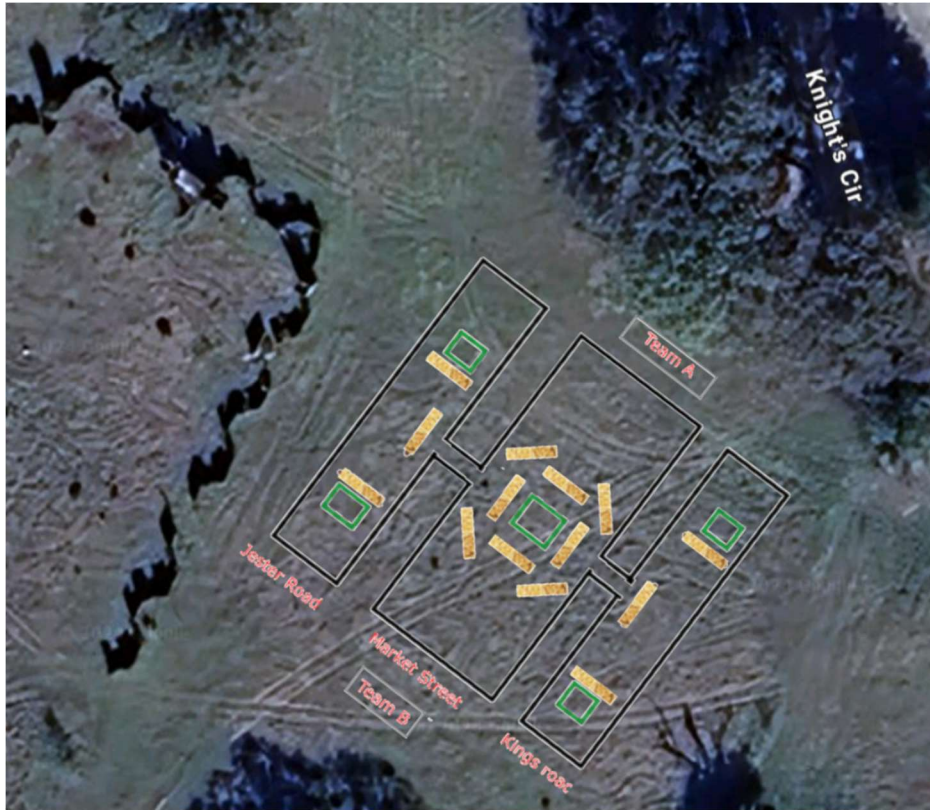# Missile Battle

Shorthand Description: T R J C S F

About the Battle:

The Siege of Twin Keeps

Prepare thy armor and nock thy arrows, for the legendary Siege of Twin Keeps is upon us! This year's armored missile battle unfolds amidst a bustling medieval township, with teams vying for glory and dominance in a fierce clash of strategy and skill. Two valiant armies shall take their places on opposing ends of the battlefield, each sworn to defend their keep while laying siege to the enemy's.

At the heart of this contest stand the great target boards, one adorned with 6-inch plates, each worth two points, and the other with 12-inch plates, each valued at one. These coveted marks are guarded by the "No Play" zone—a sacred ground where no warrior may tread.

For 10 minutes, brave combatants will engage in a resurrection battle, clashing thrice in total for the ultimate war point. Armed with missile weapons, siege engines, and sturdy shields, each side must deploy cunning strategies, fortify their positions with pavises, and strike with precision. The pavises, once placed, form unyielding bastions of defense but beware—siege engines can shatter them into ruin!

With the call of Lay On, warriors shall surge forth, their arrows seeking enemy hearts and unguarded targets. The battlefield teems with life, as shield carriers defend their comrades, pavises provide fleeting sanctuary, and siege engines rain destruction upon the bold. Resurrection points hum with activity, with fallen fighters returning to the fray every 30 seconds to renew their assault.

Victory Awaits the Bold:
Each round concludes when one side lays waste to all enemy targets or when time expires, leaving the side with the highest score triumphant. The spoils of war belong to the team that claims two out of three rounds, their valor etched into the annals of history.

Raise thy banner high, muster thy courage, and let the battle commence!

Physical Layout:

This year's armored missile battle will be using the town layout. The target boards will be set up at the resurrection points labeled "Team A" and "Team B" on the map. A 10 foot semi-circle "No play" zone will be marked out on the ground in front of each target board. No combatant may enter the No Play zone. There will be 2 sets of targets. One is on board 6" holes with plates. Each target is worth 2 points. One is a board with 12" holes with plates. Each target is worth 1 point.

Scenario Description:

❖ Play time length: 10 minute resurrection battle.
❖ Repetitions: 3 times. There will be an absolute minimum break between repetitions to reset the field.
❖ Two teams start on opposite ends off the field
❖ All missile and siege weapons can be used in this battle. Any standard carryable shield can be used.
❖ Each side may not have more shield carriers than missile combatants.
❖ Prior to lay-on, teams can place pavises or other allowable defensive items on their half of the playing field.
  ➢ No items may be placed in the no-play zones in front of targets
  ➢ Items placed on the field are locked in place for that round and cannot be moved nor collapsed.
  ➢ Pavices must be placed far enough apart to allow participants to walk between.
  ➢ Siege engines can destroy pavises.
❖ At lay-on teams can move throughout the playing field attacking the opposing side, including shield carriers, using available obstacles and pavices (if any) for defense and attempt to shoot the target on the opposite side of their starting area while also defending the goal on their side from being shot by the opposing team. If a side shoots out all target points, the round is over.
❖ No participants closer than 10 feet of the goal (to prevent burying the target)

❖ Resurrection points will be at the corners of the playing field (outside of the field) on their team's side and resurrections will occur every 30 seconds during the round and will be indicated by a short whistle burst from the timekeeper.

      ➢ They may re-enter anywhere along on their team's half of the field

Victory Conditions:

The war point will go to whichever side wins 2 out of the 3 rounds. The winner of each round will be decided by the side that shoots out the most targets on their battle board according to the point descriptions above. If a side shoots out all of the targets on their board, the round ends immediately with that side as the victor.