

2025 - Rapier - Open Field



Shorthand Description: L J C S

Battle Description

Upon a field of valor, stretching from the rising sun to its descent, where the eastern heights command a vantage over the western vale, a battle of honor and arms shall unfold. Here, amidst scattered stands of ancient trees—natural bastions and stratagems alike—the warriors of opposing banners prepare to clash.

From the eastern summit, the victorious champions of prior contests survey their advantage. Yet, the west, though lowly in stature, shall not falter, for its defenders wield cunning and resolve. The Gulf Wars' decrees hold sway, permitting death from behind—a dagger's whisper to the unguarded—and the might of spears, sparingly granted, whose tips may turn the tide of war.

Trials of arms shall play out in sequence, and the banners shall rotate with each bout, altering the fortunes of vantage and the paths of strategy. Each engagement, fierce and final, ends only when the last warrior stands, for the fallen who cross the field's sacred bounds—by blade's push or their own retreat—are counted among the dead.

Victory lies not in a single skirmish but in the dominion of two. The honor of the War Point shall crown the side that claims supremacy in the trilogy of combat, etching their deeds into the annals of this hallowed fray. Courage shall meet cunning, and strength shall clash with stratagem, as the warriors gather upon the field where fate's hand awaits to decree the victor.

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.

Scenario Description:

Conventions in effect:

Death from Behind: Allowed in accordance with the Gulf Wars Conventions

Spears: Allowed, 1 of every 10 combatants may carry a spear

Scenario Details:

This battle is run 3 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 180 degrees. Regardless of points, all 3 battles will be fought. Any fencer stepping out of bounds will be considered dead. Causing an enemy to retreat out of bounds is considered a valid tactic.

Victory Conditions:

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