

Bridge Battle

Location: The Fort

Description: Two armies stand on either side of a broad river. With only 3 bridges of different sizes available to cross, each army must defeat their enemy and capture their flag.

Victory Conditions: Capture the flag (blue or yellow triangle) of the opposing side. The army that does this in the shortest amount of time wins if there is a tie.

Repeat / Iterations: 4 times, switching sides each time

Weapons:

| | |
|--------------------------|--|
| Standard rapier weapons: | YES |
| Combat Archery and RBGs: | YES (10% max of total army size) on the 2nd and 4th iterations only |
| Spears: | YES (10% max of total army size) |
| Two handed weapons: | YES |
| Small Shields: | YES |
| Large Shields: | YES |

Lives: unlimited

Death From Behind: Yes

Time: 20 minutes

Physical Set Up: There are 3 bridges across the river. The goat path is about 4 ft wide and has no walls (yellow lines). The pedestrian bridge is about 10 ft wide and has short side walls (about 2-3 ft tall) (red lines). The covered bridge is 20 ft wide and has side walls (about 4 ft tall) (greenlines). Each bridge is approximately 20 ft long.

The res points for each side will be set at the farthest corners of the battlefield, each approximately the same distance from the bridges as the others.

The target flags will be set approximately 40 ft back from the edge of the river on each side, roughly centered between the res points and at least 20 ft from any physical obstacles, like fort walls.

Starting Points: At either res point for your side.

Special Notes:

The river is deep (blue lines). Rapier combatants will drown if they step foot in the river. Combat peers and royals can cross the river on their knees

Rapier Combat Archery and RBGs will only be allowed in the zone around the pedestrian bridge and only in the 2nd and 4th iterations of the scenario. The line will be marked on the ground to indicate this zone. Shooters can cross the line over into the non-archery zone while carrying a bow, crossbow, or RBG, but cannot fire. Ammunition may only be fired from inside the archery zone in such a way as to not cross the line into the non-archery zone. Fighters in the non-archery zone that are hit by projectile ammunition can ignore the shot.

