

Escort the Treasure

Location: Open Field

Description: One army must get its gold through to safety to pay its fighters. The other army must try and stop them.

Victory Conditions: The attacking side must get the treasure chest from their starting zone to one of the 2 gates on the sides of the field. The army that wins an iteration in the shortest time, wins the scenario if there is a tie.

Repeat /Iteration: 4 times, switching sides each time.

Weapons:

Standard rapier weapons:	YES
Combat Archery:	No
Spears:	No
RBGs:	No
Small Shields:	YES
Large Shields:	NO

Lives: 3 lives / 2 resurrections

Death From Behind: Yes

Time: 20 minutes or until victory conditions are met.

Physical Set Up: The open field will be approximately 130 ft x 150 ft. Each army's resurrection zone and starting point will be 50 ft long and centered on the 130 ft sides of the field. The gates will be 20 ft wide and centered on the 150 ft sides.

Starting Points: All combatants must start the iteration behind their respective resurrection zone.

Special Notes: The "treasure chest" is a wood box that must be carried by 2 fighters. If a fighter carrying the treasure is killed, they must loudly and clearly yell out "DEAD" to signal to the other fighter that they must stop moving. The chest cannot be thrown or dragged. The entire chest must cross the line of the gate to win.

Any fighter can carry the treasure chest. The fighter must pick up the chest by one of the 2 available loops. The hand on the loop

must either be: empty; holding a dagger; holding a small buckler less than 12 inches in any direction; or holding a cape.

