

Hold the Flags

Location: Ravine

Description: Two armies fight for control of the ravine. Each side vying to capture the three flags. Victory goes to the one who can maintain possession for the longest.

Victory Conditions: Get the most points for possession of the flags.

Repeat/Iterations: 2 times, switching sides each time.

Weapons:

Standard rapier weapons:	YES
Combat Archery:	NO
Spears:	NO
RBGs:	NO
Two Handed Weapons:	NO
Small Shields:	YES
Large Shields:	NO

Lives: Unlimited

Death From Behind: No

Time: 25 minutes each time. Holds will stop the clock.

Physical Set Up: There will be 3 flags set up in the middle of the ravine. Each will be roughly equidistant to either res point and to each other. See map at the end.

Starting Points: One res point will be set up at the bottom of the ravine and one at the top of the ravine for the other. Both armies must start the scenario behind their res point.

Special Notes: No knee walking. No running at all. No two handed weapons.

To gain possession of a flag, one fighter must pull on the rope to lift their flag color. The fighter must keep pulling on the rope to keep their flag up. Fighters can trade out who is holding up the flag. If you raise the color of the other army, it counts for them, not you.

The counting of possession of the flags will be set up to occur at

5 random times during the course of the scenario, including at the end. There will be no announcements of when this will happen.

Either army can send a runner to the “counting” marshal to see how many tallies they have.

Marshals' Notes:

- One marshal set up with a camera in a location where they have good visibility of all three flags. At approximately every 5 minutes (plus or minus 90 seconds), the marshal will photograph all three flags. They will note with tick marks who had possession of how many flags. The tick marks will be totalled at the end of the scenario. To avoid signaling to the armies when possession counts, the marshal may randomly pretend to take a picture.

