

Town Battle

Location: Between the Fort and Hastings Field

Description: A sleepy town lies between 2 armies, not knowing the carnage that awaits. Each army will battle for possession of the town and all its buildings.

Victory Conditions: Have possession of more houses than the enemy at the end of time. Possession of a house means one army has more fighters inside than the other.

Repeat / Iteration: 4 times, switching sides each time

Weapons:

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

Lives/Resurrections: unlimited

Death From Behind: Yes

Time: 15 minutes

Physical Set Up: 5 metal frame "houses" about 10 ft x 10ft with 2 openings each will be set up four in a square shape and one in the middle. The one in the middle will have a low wall around it with openings on each of the 4 sides.

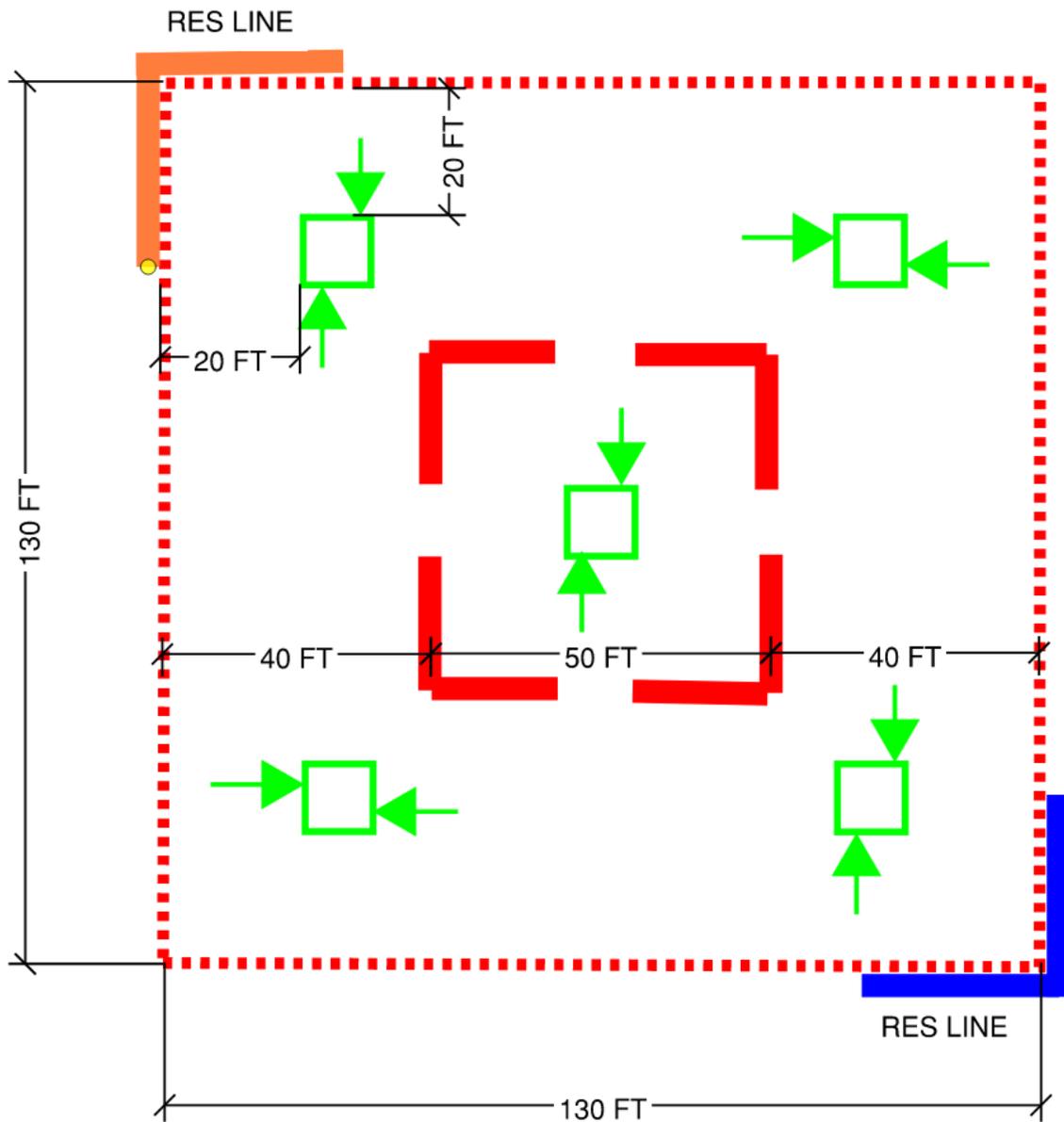
Resurrection point will be a line at opposite corners of the field.
Armies will switch sides each iteration.

Starting Points: Anywhere behind the resurrection line.

Special Notes: Straw bales will function as low walls. You can fight over them, but do not jump on to or over them. Do not move the straw bales.

Marshals' Notes:





The field (red dashed lines) is approximately 130 ft x 130 ft
 Each house (green boxes) is 10 ft by 10 ft approximately. They will be separated from the sides by about 20 ft. The one in the middle will be centered in the field. Doors (green arrows) on the houses will alternate which direction they will face.
 The solid red lines are low walls made of straw bales.
 Res lines (orange and blue lines) will be centered on opposite corners of the field.