

Thane Lenalin's

Version 1.1



Book of Battle

Preamble and Disclaimer

The following content is the product of my time and experience as a game runner, reeve, and holder inside Amtgard. During this time I've got countless help and advice from my peers and fellow fighters and non-fighters alike. You will find these people cited in front of relevant games in yellow. If it weren't for these people many of my hiccups and mistakes wouldn't have been caught before this step. This game book will not teach you how to make new games. This game book is more focused on running them and how to run them. Please seek Sir Gorin's Book of War if you'd like to see how to make your first game.

Next, it would also be wrong to say I also didn't use the resources of The Easy Guard website to help codify some of the timing and mechanics in this book. For those who do not know, this is a great handbook-like website for Amtgarders and it even has a class breakdown feature! Please check out that site as well since it is a tool and a resource for our niche as well as this game book.

Additionally, every battle game in this book was play tested at least 2 times with the attendance mentioned in the game's title block. The timers, respawn times, win conditions, etc were all tested by me, and those referenced to be our preferred ways to run that game. However, please feel free to adjust as you see fit to best match or balance your field! After all, game running is an art and a science (heh pun). More importantly, just because it worked/wasn't abused here does not mean it won't happen or be an issue in your field.

Lastly, it would also be good to mention my intentions with this book. Over my time with Amtgard I've played a great diversity of games from various players new and old. During that, i've come to experience that over time parks tend to gravitate to the same 4-5 games, terrains, and basic mechanics. Moreover, champions tend to be the only ones to run them! We can all agree everyone should share in the responsibility so everyone gets to play! Moreover, this gamebook is meant to make the art of choosing a battle game a little more streamlined but not mean the same 4 or 5 games. Though you may find them here nonetheless, feel free to also snag a fun terrain or mechanic from those pages and try them out and adjust them! Simple terrains can radically alter the feel and flavor of a battle game! With these tools, I hope to spark some imagination and creativity for players to come up with their stuff too! These are especially for helping new players take up the mantle of game runner or champion and while I also would like to reference Sir Gorin's Book of War for how to build your own battle game, I would hope these games give you a good feel for how games should develop and what faux pas to avoid when making them!

Dedications and Credits:

Across this book, there are many things that wouldn't have been able to happen if it wasn't for the help of these individuals. Whether they made a game to go in this book, helped edit the book, helped me come up with the concepts of this book, or similar. These are the reasons they're on this page.

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This Book is E-viewable as well from your phone, tablet or computer!



Definitions and Keywords

- Game Titles: Will always be in the top left of the game write-up.
 - T = a training game. Meant to help new players understand the mechanics
 - D = means the game is designed with the standard Ditch Rules as the Ruleset
 - M = means the game is designed with the standard Militia Rules as the Ruleset
 - A = means the game is designed with the Standard Amtgard Rules as the Ruleset
 - Usually, also means can be played with any sub-rule set such as D or M
 - QA = Quest ruleset (if applicable)
 - A number is always present like (6-10) or 6+. This means the game is designed for that quantity of players with equally balanced teams

Alternate Tips:

Many of the things I could go on to say are already covered in the beginnings of Sir Gorin's Book of War. All physical copies of this Game Book will be made with a copy of that book, with his permission. I would do a disservice to restate so much of it here, moreover, I'd like to add a tips list so players can quickly refer to them for quality-of-life things both as a champion and game runner.

1. When planning games try to lay down one terrain and reuse it. Especially true when introducing players to new terrain. Many games can be more fun when a new terrain is added to them. It greatly changes the flow of the game. This also speeds up the setup time, announcement, and explanations and if it will be a repeat terrain it also helps players get to know it better. This is a good way to start if you want fields with multiple terrains in the long term.
2. Have the Most updated RoP open and on hand before the game starts. Know that if you click the hot dog (the 3 dots on the top right) most smartphones have a quick search feature. Just type a part of a phrase or a word for what you're looking for and it will jump to where it's found. If digital, open the .pdf before you go out. You'll thank me. If paper, keep tabs for each class or for the abilities section as that's most common!
3. While our game can sometimes be competitive, don't forget to reward players who roleplay, perform amazing feats, and do other noteworthy things. This game is about fun and quality of Life should always be a factor of encouragement we foster.
4. Additionally, on rewarding players, This tool is underused as conventional play is supposed to be fun as well as competitive. This can also be true for players who feel wronged or heated in confusing moments. Now, this doesn't mean rewarding bad behavior or anger, Moreover, it means if you see a player who is generally confused or

feels taken advantage of try to bring in the relevant parties if nearby and talk. Don't stop the game unless it's really bad as this brings attention and anxiety to many. Most problems stem from a misunderstanding of the verbiage and intention of the RaW. Think why do we go through so much effort to clean up verbiage? Haha, but if you deem it a genuine misunderstanding then have both players tap in at base alive as they were to resume or if a misunderstanding occurs then inform them when appropriate. Especially before they misuse a critical ability like fighting after death. Many arguments in our game wouldn't happen if people stopped to talk for 2 seconds in person. We're all here for a good time after all!

5. Feedback and the need to feel right versus the ability to be wrong. Ultimately we're all human. (I think lol). When adopting new mechanics, or running games, you will countlessly get feedback or people telling you you're wrong on something. Which you may very well be. It's okay to be; we're all learning. This 70-100 page rule book can be a LOT. Don't be afraid to look toward your more experienced players or players affected by a ruleset niche the most and ask questions. Armor rating question? Ask a warrior. Casting question? Ask a caster. If someone second guesses you, double-check your information and reassure them kindly. We all want to play this game for fun and getting what seems minor details wrong can have a major impact on those of that niche. Try to respect that.
6. Rules call at the moment: sometimes you don't know the exact verbiage of a rule, frequency, or aspect of a rule off of the top of your head. So this prompts you to make an in-the-moment call. Taking an in-game moment to rummage the rule book is a bad idea unless you're ABSOLUTELY sure where it's found. Otherwise, make a call to the best of your knowledge or inform the player you'll be double-checking either after the match or round. Whichever is more appropriate at that moment. Don't leave their team down a guy and be forced to fight a 5v4 because they forgot what you can do in the sanctuary. Instead, make a quick call that's fair to both parties or the most accurate to your information, and then let them resume. Then sort it out before the next round or get with them with the correct verbiage ASAP.
7. Player arrives late /leaves early: as often as we wait and gather up there is always that one person who rolls in like thunder last minute screaming "I'm in" or vice versa a player who joined for the roster and maybe even played the first round dips because they really didn't have enough time to play but they chose to or more usually the game runs longer than expected. This forces you to do a few things. Firstly, with late arrivals, it depends on when they get there and what their kit is. A monk that needs to grab a sash and pole is not a 6 point plate warrior. Additionally, if they have arrived at the first half of the explanation process or before team picks usually let them hop in. Otherwise, consider

asking them to wait for a round or be a neutral enemy when they're ready. Otherwise, let the game run while they're getting ready. Then either put them on a team or have them guard an objective or undo the progress of either team as a neutral. It is worth noting if you slap them onto a team, follow uneven balance suggestions or be ready to move players around as it can throw off the balance if you designed the teams without them in mind.

Holding Size and How I'd Handle it

Everyone knows that when attending a park there is usually a specified number of players at each park. It fluctuates between summer and winter but generally remains the same for about 6 months. These amounts are specified by the game as Shire (10 or fewer players), Barony (8-20), and dutchy (15-30)

I am very well aware these are not the definitions used throughout the game for these standards. They are my interpretation of the number of combatants and one of the ways I organize the number of players and recommendations for games. So you can say these are just the way I classify them for games. Generally, each field and game size runs into different primary issues. Now I can't tell you exactly every problem out there, moreover I can mention common problems I've faced in each, how I addressed or overcame them, and hopefully help you the end user in the process.

Shires 10 or fewer

Shire games or games with 10 or fewer fighters tend to have more issues with balance, timers, and game diversity. With only Shire numbers, you tend to have issues with a couple of really skilled players, a couple of medium, and some newer players. You tend to have 1 armor hog or a really good caster. Maybe even only 1 person is fully level 6. You get my point. You also run into issues where not enough people show up on time or games don't work because rounds end too fast with full-timers on magic. Ultimately the thing to remember is the game book is not balanced based on 5v5. The rule book is designed for one of each class to fight each class. While generally, I don't like to touch timers in small games I will bump them down slightly. Like 45 for Death, spell balls at 30, and everything else normal. The way I balance the armor hog is I tend to always place his counter on the enemy team if I can. Etc. I get into balance more in my balancing section.

With shires, you need to make sure players who are equally able to get a game objective are on both teams. You'll get games where there are five archers and one fighter or seven bards and one Monk now how do we go about balancing that? A good idea is to try to split them up as evenly as possible or have a neutral character whose Sole goal is to be overcome by any one

team to achieve the goal. The goal is to slow the game down so neither team wins three rounds in less time than it took you to set up. Additionally, With fewer people per side, fewer things are stopping a player from achieving a goal. Good battle games should always require teamwork, strategy, some skill, and a little flavor or spice. So if one person can solo win a game it's less fun for everyone. Additionally, the win or loss of the game shouldn't be able to be determined by 1 team fight if able.

Lastly, sometimes you get games where there are only 4 or 5 people there. In games THAT small, don't be afraid to play as well as reeve. Sometimes games need players and so long as everyone generally knows the rules it can be healthier to join the game as a player and reeve when you see something. Generally, it's still pretty easy to reeve while playing at this small. Just in smaller games consider bumping down death and Spell ball timers, especially if there is a large skill gap or level gap.

Barony - tend to be 8-20 players

The Barony aka games with 8-20 players on average. These are the most common in most lands and are the hallmark of standards that games see. The game begins to run more smoothly as this number is more along the lines of what the game is balanced for. It begins to see some of the issues Dutchies see commonly but it also tends to be the most self-balancing in games. Barony's biggest issue is that the number of players fluctuates greatly day-to-day and some game designs don't work. Some mechanics that work wonderfully at the Shire don't work at a Barony. More players equal more competition and more people trying to prevent a game object from being scored. Baronies, in my experience, also suffer from game growth issues between the Shire and Barony or upper Barony and dutchy. Be sure to be ready to adjust your game to the number of people who do a show and don't be too stuck on an idea if not enough don't. This is also where you may start needing additional Reeves (1-2 including you). Try your best to not stop the game and use a simpler scoring mechanic. For example, the king of the hill traditionally works great if you have 10 or fewer people. But if you've got 20 in varying states or combat it can be a pain to track, count, or let alone reeve. This is where I'd change how the objective is scored for instance from Shire to Barony.

It is always worth being careful about adjusting on the fly and try not to adjust a game halfway through if you don't have to. Sometimes it's better to just let the game end and jump into another one and do better. Listen to your players and their feedback. After all, it's their fun too.

Dutchy - tend to be 15-30 players

Dutchy's suffer from many things but the same idea could be a lot of fun especially because this is what the games are designed for. However, there are many assumptions that we need to address such as who's on what team? In smaller games such as the Barony or the Shire call outs for teams aren't needed as most people can recognize faces if not classes or armor. But when it's this big 15 to 30 it tends to be much more difficult to remember who's on your team. I tend to aim for flagging tape or headbands to denote teams at this level. You also run into a greater issue of needing Reeves as well as more players asking rules questions because some gray areas may come up that wasn't a problem at their Park. This is where we as game runners must either bring up the ROP then and there or make a call at the moment and tell the player I'll look into it more when the game is over unless the effect is game-breaking or game-stopping. However, it's always a good idea to be well-informed and what the rules mean or say before running games. Other issues you may run into are things like too many of one class. An example of this is one of every class plus seven bards. Now as much fun as that sounds... let's not if we can. It can still be fun, it's just going to be a way different game and you'll probably want to avoid terrains with instant kill effects because shove is per Life.. which leads me to the next thing, terrains.

In smaller games or medium games, terrains can add a lot of flare or fun that is otherwise not used. With Dutchie-level games, more players are going to abuse or use the Terrain you make. Well, not inherently a problem and in fact, one of the goals of terrains is to be used making sure both teams have equal access to using the terrain is key. Such as if there's a wall Terrain where a person may not pass normally make sure both teams have an equal amount of Scouts or casters that can use teleport to circumvent that terrain. Next in Dutchy little games or upper-level Barony, you begin to run into issues of congestion and specifically congestion of people, bodies, and equipment. Things like a bridge where players are told to stand and push are fun mechanistically but now when a player dies they stand in front of active combatants swinging swords, throwing projectiles etc. Not to mention the limited floor or floor space in general.

Dutchy-level games become very cluttered and unsafe. This is not to mention expensive as one bad foot placement could ruin a sword or Arrow. In bigger games, more equipment becomes more of a problem as the games commence. Traditionally, cleaning up between rounds is up to the game Runner but in these games, I would recommend that you do. Also, it's not a bad idea to try to allow players to take a step out of combat on such a bridge or choke point without punishing them to make a way for living players so long as they do so in a way that is keeping Safety First not stepping towards friends because it's meta.

Lastly, with bigger games such as upper Barony or Dutchy, you'll run into situations where simple is better because a lot more moving parts mean a lot more to remember especially in the heat of the moment. I tend to run simpler games and remove complex mechanics when I get above 15 players. That doesn't mean you can't slowly introduce complexity it's just good to be more gradual. This could be an example of where you would stage terrain effects and slowly build upon them once you've set out earlier. There are many issues with dutches battle games but the thing to remember is to keep it simple and keep it intuitive.

Now that I've said all that

Notice something? Every single size overlaps the previous to some extent. This is by design and intention because, to be frank, they do in real life too. You have to make the call when a game is moved more toward Barony or Dutchie or even Kingdom-level status. These adjustments should be well thought out before being carried out, but I hope these guidelines help you know when to make that call and how. There are many things I'm even still learning and it would be good to always listen to what others have to say because no matter how cool the game is in your head, if the people you made it for aren't having fun what's the point? Always be ready to change as needed and run a game that people enjoy. At the end of the day, that's what's important. Also, don't be afraid to let somebody else run a game even if it's not the way you want to run it. Many people want to help and know the rules well enough to referee but don't know how to do game design. Alternatively, many people want to run games but don't know the rules well enough to adjudicate them as well. Show up for their support and to be a co-ref and give them advice, but don't force them to play or run things your way. They may even fail, but give them your support and they'll do better next time. As game runners, we must do our best to let everybody get a chance to have fun and do what we can.

Game Concentration

Game concentration refers to the concentration of players and player flow. An easy example is if there is a lake in the center of the game players will avoid it. This pushes out Concentration and causes clumps around the lake in whatever direction the objective is. It's important to understand this flow as it will greatly impact high and low-level play. The potential for Concentration also affects team balancing. Think of a field fight with two teams as circles. Each person is a circle within that circle. How do those groups cluster? The most obvious of these are fast players versus slow players. Speedy players tend to separate and run off and tend to

orbit allies or team fights if not B-line for the objective. Players in 6-point armor tend to have allies come to them and have enemies move away (unless they have responses to that armor). Players without armor can attract combatants but a 6 point armor person usually does not unless it's a caster or someone who is feeling feisty.

Concentration also plays a factor in what type of players you see on the field which is important for choosing a good game, terrain, or mechanic. Choosing a great game is still sometimes a failure to the wrong crowd. Crap tons of armor in the summer? Maybe don't run a CTF objective or an objective with excess running is meta, as an example. Cater to your audience and make them happy and you'll be happier.

Small games - in small games Concentration tends to worry more about stagnation. Especially in the colder months. You don't want everyone freezing to death in the winter with full-count Iceballs or Death Counts. In smaller games, there is less action as well as reaction. Players won't warm up as much. It's good to consider reducing your counts for Death and Spell balls in small games. Rarely ever do I decrease verbal counts though as 15 seconds isn't worth 10 seconds of talking. It greatly nerfs magic. There are times when this is needed. Not usually though.

Overall focus on involvement. Reward good behavior with faster death counts and let players come alive sooner if they die valiantly or take a hard call. Make sure both teams have armor or neither, as this affects team push or pull. No shield means it's easy to get stabbed. The field of Battle is also smaller so your scope can be too. Some game mechanics also work only with fewer people. Such as if you have a mobile base a team carries. In smaller games, it's not that hard to track who's dead and alive if enemies want to prevent that base movement. However, in Bigger games, this can be a walking nightmare and is a cardinal sin of design.

Big games - don't usually touch timers. What's more important here is coming out of more terrain than normal. Scope out potential hazards while setting up larger areas. Be aware that players may run where you don't think they will if you don't tell them not to. Big games tend to be less stressed by armor or no armor. Archer or no Archer. But they tend to have "swing" effects where, like a pendulum, some games can snowball on a moment's victory. So with very large games be careful doing games that focus on player scores that don't reset a round or aren't tallied at a set time. As scoring in other ways becomes very difficult in these game types. They can be done but are difficult. Additionally, consider flagging tape headbands or similar team markers.

As players frequently change teams in our games it can be hard to remember allies and enemies. In larger games terrains greatly affect player position and epicenter. As does geography. These force players either around them or in them and this affects the push and pull

of the game. This is good to be ready for. Be careful you don't make any field of combat too narrow as it can be confusing, over-stimulating, and outright dangerous in the case of projectiles on the ground or people swinging poles or sticks with little to no clearance. Remember: there should always be enough distance for melee in every angle.

Lots of casters? This means lots of control spells, spell balls, and timers. Ultimately players that are not casters will feel like they're playing the Hokey Pokey when it comes to spells. It also means lots of field control and terrains that activate based upon States favor more of the casters and less of the melee Fighters. It's good when you see a ton of casters to get a good note on which subclass each person is taking. During such games, an off-balance of stick or melee combat can be broken. Likewise, if you accidentally put all the same subclasses on a team together. While it can be a great meme it's not necessarily great for battle game quality.

A team of Aon Druids will be a lot more stick heavy than a team of Summoner Druids. Additionally, if you put a team of warding Healers with Summoner Druids it can get redundant as people fight over who to enchant and how. Not to mention if no one's got a dispel because they're all Healers or bards. This would be a good game to consider, regardless of size, consider implementing half counts on spell ball timers but not verbals. If you half-count the verbals the game will be a lot more about who took more sticks and a lot less about who's the better caster. Not every spell is made the same, and not every class is given those abilities that don't rely on timers in the same way and it's not balanced to be so. Always make sure to account for that when choosing such decisions in balancing and what game to play.

Also, note a third-level caster is not even half as Diversified as a six-level caster and it's good to note and separate such players unless their skill level is that good or unless other factors must be accounted for such as speed in certain games like ring the bell.

Lots of armor? If there is a gross amount of armor then consider what style of casters and fighters you have on the field. If everyone is armored it's just a normal game slowed down a bit. Players tend to stick around the warrior if they're more armored and this makes things more of a line fight. Less Armored and they tend to push players around more as people skirt them. In game design, remember armor is like stop lights. They direct the flow of traffic. This is at least true until you factor in casters.

When you factor in armor in choke points or narrow objectives, think about how this will affect the gameplay speed. If too narrow and no one can answer the armor then the game can take a while to get through rounds. Especially if that armor is on an objective. This could make the game almost unwinnable if no one else has a response. Always try to put answers on both teams to help with the Breakup and flow.

Lots of New players? In games with lots of New players, consider having a larger area accessible for all mechanics with fast spawns. Also, consider an extra reeve or 2. Everyone should stop to explain an effect if unknown to them but it can be hard when there are a lot of people in an area. Free for all helps new players fight new players so they get some fun and use their abilities. You'll notice in this run that the experienced players will start to move and target experienced players and new players will target new players. Everyone leaves having gotten more from it.

However, in games where you cannot do that, you'll want more room for the new player. Maybe a player of that guild to help show them around the class before the game or during it. Try to give the new player more breathing room and grace as they learn. If they constantly get swamped, offer quick counts or tap-ins at the base. As far as design goes, try to keep things simpler if you can if a large turnout of new players happens. They already need to learn 75+ pages of rules let alone your terrains and mechanics.

Choke points/bridge games: During many games, you will notice that players group up in a sort of line fight method. Especially true if magic or casting is at a minimum. This is the classic team fight. However, this usually breaks down pretty quickly especially if magic is around. This turns into very congested and sometimes confusing fights. This is inherently dangerous, confusing, and frustrating. We must always try to mitigate those issues. Normally when a player dies they are not allowed to move AT ALL otherwise they cannot be resurrected unless their corpse is summoned. This is problematic in games with objectives or choke points. The classic example is bridge games or king of the hill. Inherently these always lead to super close quarter matches already. Now we've told them when they die to stand in the way? Additionally, archers aren't aiming for the dead players but if a dead player suddenly stands up they may take a full arrow shot to the front or back of the head well within 20'. Always err on the side of fun and safety for everyone involved, not just one side.

With the instance of King of The Hill, when the game is at the descriptor portion of the game tell players when they die on the hill, to take a couple of steps out of the hill and to crouch when they die. Where it is reasonable to stop for safety. This is their new death location. Even if this does bring a player toward their allies. However, I encourage you if you see someone abusing this negatively remind them it only exists for safety and to please stop. Otherwise, walk straight back to base, hand on head, dead. This way everyone is out of the way, and safe and fighting is clear and less congested. Bridges? Have people step out of combat into the water or off the cliff depending on the terrain you've got the bridge over. Lastly, make sure players traversing with heavy arrows use abilities like Reload to get their gear on death, and do so as

safely as possible. I encourage you to help if you are able. Fewer arrow hazards and fewer people are confused about why a living enemy player is grabbing arrows. Always encourage safety first. Bridge games are also great to add heat to small games or make players have to overcome something to get an objective.

Balancing Battle Games (Explained)

As with many things you will want to adjust any one of the games I've written up and designed to better suit you and your park's preferences. Whether big or small, all casters, no casters or ditch or roleplay focused. Every game in this book can be changed to suit your needs. But this all comes down to the overall balance. You want everyone at the end of the day to have fun, feel like they had an impact, and that even though they lost or won that it was hard fought. While not always going to happen. This would be a good thing to strive for.

All good battle games require equal parts of teamwork, competition, and roleplay in some facet or another. It's best when designing a game to keep these things in mind. Additionally, when a battle game is decided upon it is also good to give players a heads-up so they bring the gear they'd like to see. This is important so that you don't wind up with a lot of players who are winging it with a minimum kit. Players who are surprised by a battle game last second won't be prepared to succeed and won't have as much fun. Plus telling them late encourages players to scramble for gear and they will change their kits a ton during team picks which is harder to balance. So best make things crystal when announcing. Also, armor takes at least 10 minutes to put on so keep that in mind too.

Armor, polearms, and shields

First off, this is the most common and obvious next to casters. While all of the items on this list play a part it's good to keep track of these perhaps first. Especially armor. In our game armor is battlefield sustainability and allows players without allies to somewhat play more aggressively whereas less armored players play more cautiously. In team fights, players with armor tend to be the center of attention and this is for good reason. They can tank more hits. While players with pole arms can deal more damage without committing to receiving them in melee. Shields tend to be the broker between the two of these mechanics. When balancing a team you should be sure to try and have an equal amount of these three. When balancing armor remember that the first and fourth points of armor are the most vital. The location of armor is also important. No leg armor means their ability to push is limited but their sustain is still increased. Only leg armor is the opposite of this. This is because of polearms. Leg them and leave them as a fighting style exists for a reason. Any team functions better by having more blades swinging for longer. The rest of the mechanics hinge on this idea. Poles can easily cause a wound or kill with little effort and often are called the Drive to a push or flank. Shields help moderate both of these by creating a shelf where players line up and square up and this is where we get the concept of line fights from. Shields also help keep someone from getting ganked by projectile fire or pole stabs. So they tend to be on point. When one team has all of the armor don't be surprised if they crush the opponents and

everyone complains. The order of precedence here tends to be Armor is most important, then poles or greats, and lastly shields overall. See stick ability for more about how this breakdown works

Casters

Especially true in v8, casters can be powerful since they get to diversify so well to any given situation or game. Now the higher the level of caster the more this is true. Generally, a caster is less powerful than other martial classes of the same level until level 3. Then the caster tends to exponentially outperform martial classes in diversification and adaptability. Casters also can be a super heavy stick or low stick and so it's good to remember and consider what types of casters you see stepping on your field. While mirroring is a good rule of thumb, a team with a dervish bard, AoN druid, and Evoker wizard is going to be a lot more forward-heavy than a battery bard, summoner druid, and generalist wizard. It's good to remember the basic idea of each caster and then balance based on that. Casters control to shut down and prevent armored opponents or damage from occurring outright. Moreover, they tend to be squishy, to a point. That's why many subclasses are featured in backline play and only some are forward-aggressive play. It's always good to see what style of casters are on the field and mirror not only styles and levels but consider what casters counter which martial classes when balancing. Every class should have an answer from either team.

Game types

In certain game types, you'll see a major imbalance in athleticism and armor. In offense objectives or "Go Grab the thing" style games you'll see the fast runners' usually monk or Barbarian, can be impossible to balance sometimes. In defense games or games like king of the hill or hold the point armor reigns king as all enemies are forced into your melee distance and minor damage only annoys not kills. In games with mixed or multiple objectives, it's good to remember that teams will play to their strengths ideally and so try to always target player breakdown by the number of runners and number of Defenders. This is factored by armor like the first point. But many non-stick-focused players shine in offense games because of overall athleticism. But if you put all of the Defenders on one team you'll likely not see a team score or if they do it will drag out until accident, skill. Or endurance factor out. This factors in players who can and cannot stay on point for defense games. If only one side has all of the flankers and ranged attacks and the other armor and defense then it will not be a very balanced game. Always remember that it sucks to do a 400-meter in armor.

Terrains

One important feature of game types is funnels, perimeters, and sometimes class abilities. In games with max boundaries and close quarters, armor is the king as armor push will matter more. In funnels like bridges or across the water, ranged weapons are king. In games with lots of open fields or walls and fields, skirmishers or low armor will be king-like casters. There will also always be a class that can use or abuse a terrain more than another and it's good to always factor that into game design and team picking.

Using a terrain should be encouraged as that increases RP, strategy, and teamwork by itself but both teams should be equally able to do so.

Smaller games

In smaller games, you will see Speed matters more and players cycle. One armored person can be a wall with little to stop them and a caster can easily off-balance a field if they take the right list and try. It's an unfortunate truth that our game is designed for big team play with a minimum of 1 of each class playing against the same enemy team. So it's always good to make sure critical abilities are always able to be answered by the other team. If it's a bridge game, for instance, both teams should have some sufficient range fighters. Should one side have a summoner druid giving out candy, the other team should have dispells or equal magics. However, this isn't always the case as small games these things are limited. So in this case you take a similar out-of-hinge ability that they don't have an answer for if able and give it to the opposite side. Though this isn't always going to work as Skill levels are a thing. Don't be afraid of swapping players mid-game as you see fit for the quality of life of games. Players will understand.

Bigger games

In Bigger games, things can be easier to balance but there are a lot more factors to keep track of. After all, there are a lot of factors in total. In Bigger games, it's easier to mirror teams, where possible, and then sort out odd numbers or non-answers as you see fit. I tend to stay away from 2 headed hydra for big games because fundamentally 2 headed hydra is designed to be in one team's favor in one way or another. I would encourage the reeve(s) balance and also ask your park battle masters who are experienced fighters to give you feedback.

Skill level and style

Ultimately you will run into situations where some players are better at fighting with boffers and others are better at using their class abilities. While we all pursue both at the same time it's an inevitability of the game. Sometimes certain games can be overwhelmed by one team having better stick fighters and others by one team having such good stacks of abilities. Some players also play primarily one part of their class more than others and so when mirroring it may also be a factor you offset these styles with similar abilities. Example: a back-line druid who only took a dagger and a front-line monk with only Florentine is a good combo. But if both players tend to be back line, either their team's back line or the other teams it leaves team comp high and dry even if classes are mirrored at the team pick. Imagine starting a 4v6 team fight. So understanding where people play is important too. Some change how they play greatly in their class too! Always try to pick players in bundles or a buddy system when team picking.

Odd numbers

This one can be major no matter what class they play. Even a peasant can move an objective and due to the earlier concept of more blades swinging at the other team, one more person can make a huge impact even if unskilled or low-ability play. Armor tends to be a good factor against this and so does polearms. But it's also fun to ask a skilled player to just play as a neutral enemy and to attempt to murder everyone haha don't be afraid to adapt a game to fit your group!

Balancing Battle Games (in short)

- Even # of combatants per team? Odd #?
- Heavy armor?
- Does the class pool lean heavily to one side? Does one player have all of one aspect of the game?
- Even or odd number of casters?

Armor, polearms, and shields

- # of players less than 3 points vs # over. Multiple 5+ points?
- Greats on one side or both? Are both crushing/breaking?
- Does one side have a ton of projectiles or shields? Be sure they're not on the same side

Casters

- # of casters above level 3: mirror teams or pair against fully kitted level 6 players if able
- # of casters below 3: comparable to martial but be sure to spread the crowd control, buff magic, and dispells evenly if able.

Game types

- Defense: does one team have all the armor or armor buffs? All the shields?
- Offense: are the runners or more athletic players evenly distributed?

Terrains

- Too much ranged on one side in a choke point type game?
- Is one side heavy with players who ignore a terrain or are less hindered by it? (Think ability to ignore or take damage while traversing it)

Smaller games

- Are top players present? Attitudes and team comp preferences of players present?
- Small group synergies, how would their skill set solve this problem? Is that potential equal?

Bigger games

- Does no one side have all the best fighters or all of any category?
- Is it symmetrical? If asymmetric can both teams compensate somehow?

Skill level

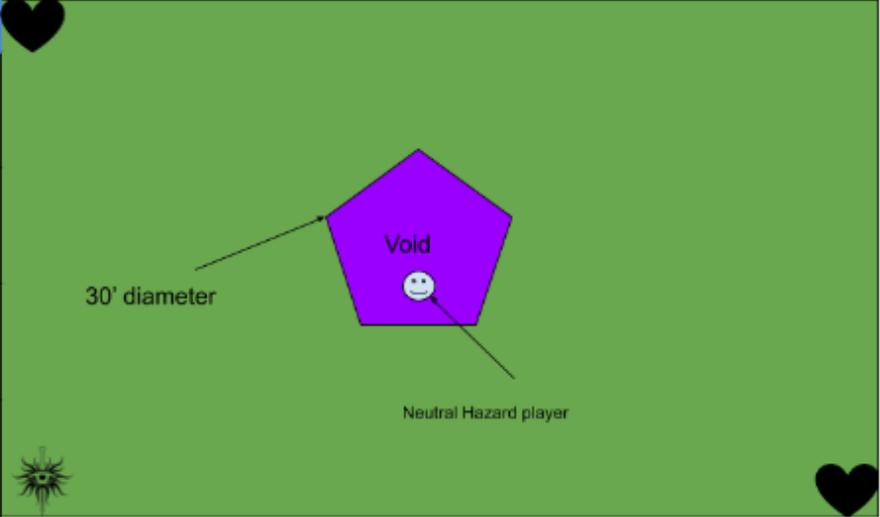
- Do both teams have an equal number of front and back-line players?
- Do both teams have an equal number of melee fighters, ranged and non-melee or close?

Odd numbers

- How might one additional player on a side unbalance this game?
- Does that inequality have to exist for the game? Do they want to be neutral?
- Where can the lower number side gain an advantage to account for one more player? Closer to a choke point or stacked with more armor?

Battle Games: Smallest to Biggest

Ragnarok + Goblin A 6-10	
Death:	Joined team at a spawn.
Timers:	Normal; spell balls halved
Duration:	3 rounds of 5 minutes
Objective:	Last One standing



The diagram shows a green rectangular arena with a 30-foot diameter. In the center is a purple pentagon labeled 'Void'. Inside the pentagon is a small white circle with a smiley face, labeled 'Neutral Hazard player'. A line points from the text '30' diameter' to the left side of the arena. Another line points from the text 'Neutral Hazard player' to the smiley face icon. There are black heart icons in the top-left and bottom-right corners of the arena, and a sun-like icon in the bottom-left corner.

2 man eternal rules. This game mode calls for 4-5 spawns roughly 25' away from each other in a circle or similar. Players are put into teams of 2 to start. Every other team is their enemy. Should they die they then go to the nearest base and announce "one!" the next player to come and say "Two!" at that base is now their new teammate. They cannot be attacked or attack enemies for 15 seconds. Discourage anyone who puppy guards players leaving spawn. This is how conventional 2-man eternal runs. In this game, players will do combat to see who's the best Duo. To aid in mixing things up there is a neutral player who is bound by a void terrain. This player gets a bow, throwies, or barrage spell balls of the game runners' choice. Their only goal is to get kills and encourage teams to mix. They can be killed and affected by abilities as normal but they and their equipment are restored after 15 seconds. This is the Goblin. They are encouraged to yell "Pop" for reasons only veterans will get. The void terrain kills anyone else who steps into it regardless of if they're insubstantial or not. After 5 minutes Ragnarok will be called. The goblin takes his lunch during Ragnarok and doesn't attack. Currently, Dead Players

come alive. By themselves or with a partner. Count down 10 seconds out loud and at 0 every player is now in the fair game for combat. Last one(s) standing win.

Ragnarok + Goblin CTF A 6-10 (+1)	
Death:	Joined team at a spawn.
Timers:	Normal; spell balls halved
Duration:	3 rounds of 5 minutes
Objective:	Most points

2 man eternal rules. This game mode calls for 4-5 spawns roughly 25' away from each other in a circle or similar. Players are put into teams of 2 to start. Every other team is their enemy. Should they die they then go to the nearest base and announce “one!” the next player to come and say “Two!” at that base is now their new teammate. They cannot be attacked or attack enemies for 15 seconds. They must count the last 5 seconds out loud and remain 10ft from enemies during this time. Discourage anyone who puppy guards players leaving spawn. This is how conventional 2-man eternal runs. In this game, players will do combat to see who’s the best Duo. To aid in mixing things up there is a neutral player who is bound by a void terrain. This player gets a bow, throwies, or barrage spell balls of the game runners' choice. Their only goal is to get kills and encourage teams to mix. They can be killed and affected by abilities as normal but they and their equipment are restored after 15 seconds. This is the Goblin. They are encouraged to yell “Pop” for reasons only veterans will get. The void terrain kills anyone else who steps into it regardless of if they’re insubstantial or not. After 5 minutes Ragnarok will be called. The goblin takes his lunch during Ragnarok and doesn’t attack. Currently, Dead Players come alive. By themselves or with a partner. Count down 10 seconds out loud and at 0 every player is now in the fair game for combat. This time there is a flag. All the different bases should be different colors of a cone or look different for this version to work. Call out a cone and that is where the player must take the flag to capture it. The flag requires a free hand but otherwise doesn’t hinder the player. It cannot be hidden from other players.

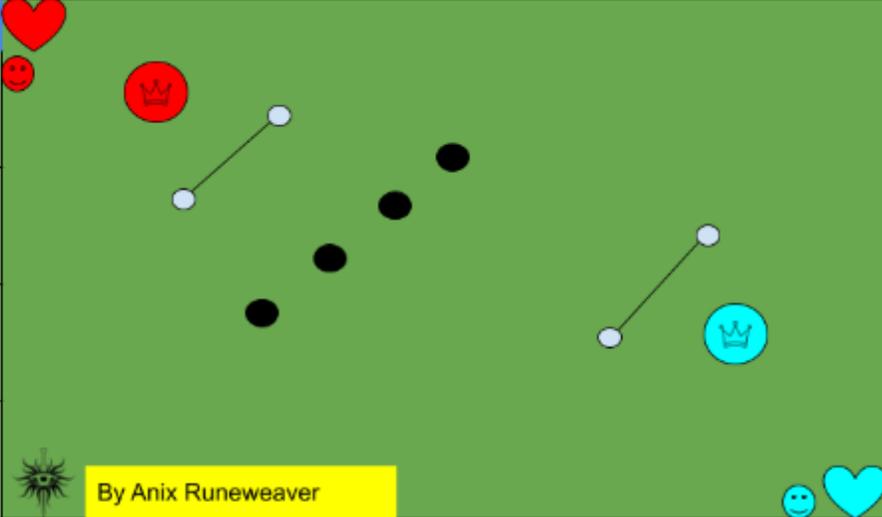
General Ring The Bell A 6-20	
Death:	60s on death or jailbreak; 30s if below 10 players
Timers:	Normal; (if below 10 players balls 30s)
Duration:	15-20 minutes
Objective:	First to 10 or alternate best 2 of 3

Not many people outside of Amtgard have played this staple, but it is a classic in pretty much all boffer sports. Both teams have a “bell” usually represented by a medium shield. It can be whatever size, but try to be sure both are the same size. This can be represented by anything that can be hit and seen at 20’ that isn’t easily confused with equipment. A point is scored when a player runs up and strikes the shield with a weapon’s strike legal surface. Players with polearms must strike within the distance of the courtesy padding of their weapon. Your goal is to hit the enemy team’s bell. When that player does this they die immediately. From there you have 2 options as a game runner. 1.) round reset on a ring. Best 2 rounds out of 3 wins. This is easier to reeve 2.) first to stock count the first team to 10 wins. This game should not have a refresh unless 3 rounds occur or more than 15 minutes elapse.

Thane Kormac’s Ring the bell (optional Rules)

These rules only apply to the second option aka the stock games of Ring the Bell. Players who ring the bell may not ring with Great weapons, when a bell is rung that player is removed from the game for their death count and may return from the state only at nirvana aka their home base. They are dispelled and healed. This format is best for when there are vast games of Ring the Bell. A druid casting heart of the swarm or a good healer can be an offset in big games of this type without this rule's edition.

For Whom The Bell Tolls 6-20	
Death:	30s on death or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	Shatter enemy VIP



Adjust death and spell ball count to 60s when above 11 players. Similar to Ring The Bell. This game has 2 bell-like structures. These are propped or dangled from a tree branch or any way you can support them so that they stand up on their own. I've used cones that must be hit and knocked over or a shield dangling from a tree. Players must stand behind the line and throw the score balls at the objective. If a shield, a hit counts as a point, if a cone they must knock it over to count as a point. If they score a point it can follow the same rules as Ring The Bell. however, whenever a point is scored the team that got scored has their VIP lose a life. The VIP must stay inside the scoring zone and plays as per peasant rules but they get a shield. They may block score balls and even puppy guard. VIPs are pro-magic and cursed. A team's VIP Score balls are small or heavy thrown weapons that are marked out by the game runner. They must be distinct and visible from other equipment. These score balls VIP is immune to damage from anything besides the score ball. Don't abuse this

Scoring zone rules:

1. Only VIPs can be inside the scoring zone.
2. No other players may be inside the scoring zone.
3. The VIP cannot hide behind infrastructure if any is present.
4. Is a 20' box with a bell in the middle.
5. Must be 20' away from a base.

VIP rules:

1. Can throw the score balls (cannot catch them) at people or allies
2. Is always in an out-of-game state that only the score balls ignore.
3. Receive wounds from score balls like they would from normal thrown.
4. Has 3-5 lives depending on the number of players.

Score ball rules

1. Are treated as heavy or small thrown AND as a game objective at all times.
2. Can injure players as normal

3. Must knock over a cone to score a point or hit and deflect off of the score shield if a shield is used.
4. Can kill or wound VIPs like normal.

Duel Delivery A 6-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up

This staple is called Heavy Object. Referred to as HVO later in the book. Traditionally, a medium shield is used and a certain number of people need a free hand and may heel-toe or walk while carrying this object when the number of free hands is met. I refer to this as “Heavy-Handed x” where x is the number of hands to move it and how fast can they move it. Generally, it’s 4 free hands to walk or 2 to heel-toe but it’s your call as a game runner. Once the object is FULLY in the scoring team's capture point they win that round. Best 2 rounds out of 3. Notes:

You usually want the object to be harder to move the more players you have. For 15-20 players I do 4 free hands to move the object to walk AT ALL. but in smaller games, 2 and heel-toe is recommended otherwise the game can take a while. For this version, you need heavy-handed 2 to heel-toe and 4 hands to walk normally.

Unlike normal HVO this one requires a team to have both HVOs captured to win. HVOs can be moved even if they’ve already been placed in a capture zone. In the small gameplay, I encourage jailbreaks in case of balance issues at the game runner's discretion.

Death Ball A 8-35	
Death:	30s on death or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	First to 3 or 2 up

Adjust death and spell ball count to 60s when above 11 players, Each team has a captain or VIP. They have 3-5 lives depending on the number of players. If the captain is to die in any way besides the death ball they are made frozen for a death count and do not die. This can be released. The death ball ignores the VIP's frozen state. In the center is a circle that only the captains can go into. Inside of this is a rock or very large distinct thrown weapon. This weapon is a siege weapon. Only the captains may use it. Anyone killed by the siege weapon has that death count halved. Only the captains can hold or touch the ball deliberately. No passing to your VIP, but people trying to keep it out of a street or in the bounds of play is an obvious exception the game runners should note. When a VIP dies from the death ball the round resets.

Classic King of The Hill A 6-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up

This staple is one almost everyone has played even before Amtgard. So I'll spare details: A team must occupy the space for a total time. They only "score" this time while the hill remains uncontested. Contested means a living enemy or player of an opposing team is standing inside the hill. Dead players or players in non-combatative states (stunned, out of the game, frozen, and insub) do not count as a valid contest.

Reminder all players must announce when they leave a state unless an ability is equivocal. Such as "I return to the physical world" or "The Earth Releases me" More players mean less time. My recommendation is 1 minute for 15+ players, 1:30 Minutes for 10-15 players, and 2 minutes for 10 and less. Best 2 rounds of 3

Note:

It is possible to play this game with multiple teams! If done this way split teams evenly, make them all equidistant from the hill, and instead of scoring time they need to hold it for a duration to get points. Most points win. These are fun alternatives. If you split up teams though be sure to have an easy and intuitive way for people to see who's on what team! Flags, headbands, or color strips besides enchantment strips all serve this purpose so long as they're visible from 20'!

Game Note:

This is how traditionally it is done. I have run this game and have had various issues with both the clarity of the contest and the safety of this traditional rule set. What I've done in this stead to make this easier to reeve and safer is to play instead of contesting the hill, a team must capture a node for a time period by touching it and counting out loud usually to 10 or 15 saying "capturing 1, capturing 2, etc" until done. Then after they have done this I'll flip the cone to a different color. Then every minute on the minute or at other predetermined times (both timings have pros and cons) I will submit a score point. Most points at times end or first to a total count of points.

This way you have less worry about the contest (no hokey pokey), less chance to frustrate players, and due to the nature of the timing, no one feels inclined to rush center objectives or power slide in.

Classic Flag Capture 6-20	
Death:	60s on death or jailbreak; small game 45s
Timers:	Normal; small games Balls 30s
Duration:	15 minutes
Objective:	First to 3 or 2 up

This is another poster classic most people have played before Amtgard. There are hundreds of ways to play this game so see some of the modifiers below! Traditionally, each team has a flag that is 20' away from their spawn. This is your team's flag. The opponent has the same flag on the other side. This is the flag you want to capture and bring back. Both flags have a score zone or cone around or next to them. To score a player must go and get the opposing team's flag and bring it back to this score zone. You need to have your team's flag at the base to score. To carry a flag you need to have a free hand and make sure it's very apparent you have the flag. No hiding it. You can grab and run it, or grab it and walk off, but never hide in your garb, behind a shield, or behind your back. Winning shouldn't feel cheated by the enemy team. Once a flag is scored reset the round and put the flags back.

Alternates:

Push flag - you have to bring your team's flag to the enemy team's score zone. This version makes the person with the flag need 2 free hands to carry the flag.

Juggernaut flag- the person with the flag when they die they are dispelled and affected as per lost rather than dying. This is treated as an avoid death trigger for death trigger effects.

Classic Heavy Object A 6-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15-20 minutes
Objective:	First to 3 or 2 up

This staple is called Heavy Object. Referred to as HVO later in the book. Traditionally, a medium shield is used and a certain number of people need a free hand and may heel-toe or walk while carrying this object when the number of free hands is met. I refer to this as “Heavy-Handed x” where x is the number of hands to move it and how fast can they move it. Generally, it’s 4 free hands to walk or 2 to heel-toe but it’s your call as a game runner. Once the object is FULLY in the scoring team's capture point they win that round. Best 2 rounds out of 3.

Notes:

You usually want the object to be harder to move the more players you have. For 15-20 players I do 4 to move the object to walk AT ALL. but in smaller games, 2 and heel-toe is recommended otherwise the game can take a while.

You can mix it up as well. One team attacks and one team defends. Then switch sides kinda like Overwatch. The side with the best defense time wins in this format.

Classic VIP A 6-20	
Death:	60s on death or jailbreak. VIP 3-5 lives
Timers:	Normal
Duration:	15-20 minutes
Objective:	First to 3 wins or 2 of 3

Another classic is VIP or regicide. This is a Team Deathmatch that continues until the chosen player dies the chosen number of times. Usually, team captains pick or are the VIP. Bigger games mean more lives for the VIP. I don't recommend less than 3. Both teams should know who the other VIP is. The game runner may allow it to be changed between rounds but otherwise, they stay the same throughout. No one should ever be surprised.

Each team fights as normal but the VIPs may remain standing and dead or return to their base to come alive. They do not have death timers, simply a life stock. If Rez'ed they treat it as a continuation of the same life. Life stock only goes down if they respawn at nirvana. After 10 seconds the VIP must return to Nirvana and can no longer be rezzed.

Note:

Sometimes I add an area where the VIP gains enlightened souls or give it to them outright (if they're a monk I give them Stone Skin or bark skin). It's a known fact that our game has a lot of ranged verbal kill spells or a VIP without armor is sometimes way more of a liability than another. Use your best judgment when making these calls. Alternatively, I will create separate criteria where a team needs to corner and kill the enemy VIP in a certain way to get a kill. Otherwise, the VIP doesn't die and is frozen for a death count or similar.

Battery Base A 6-14	
Death:	45s on death or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	First to 20 charges

Adjust death and spell ball count to 60s when above 11 players, This is a training Game but is fun none the less. The center is a zone much like the king of the hill game. In the center of the zone is a cone or similar object.

To score a team must have a player touch the cone and say “Scoring, then do the charge incant x3” this scores them 1 point. Players cannot be insubstantial while charging the objective. Spells that affect charging do not affect charging the scoring objective. Charges: 20 charges for 6 players, 15 charges for 10 players, and 10 charges for 14 players. Anywhere in between take your best judgment.

Be sure to call players for not finishing their charge, not saying it correctly or poorly. The point is to learn it and practice it here!

Fairy Circles A 9-15	
Death:	60s on death or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	First to 3 or 2 up

Each Team begins with two or more "Faerie Circles" (zones designated by flagging tape or equivalent - best results when they are at least 10 ft squares), which act as their Respawn points and Bases. Players may Respawn at either of their Team's Circles freely, and change where they Respawn each life. Circles should be created at least 50 ft away from one another.

An Opposing Team's Faerie Circle may be closed by entering the Circle and chanting "*I don't believe in Faeries*" x10. At this point, a Reeve begins a 30-second countdown. After that count, the circle closes. A closed Circle cannot be used to Respawn.

A Circle can be re-opened by entering the Circle and chanting "*I believe in Faeries*" x10, after which a Reeve begins a 15-second countdown. After that count, the circle opens.

The game ends when one team has no viable Faerie Circles to Respawn from.

Alternatively, you can place a cone or similar in the center to note an active ring and have it flipped to represent inactive. This way no one needs to count out loud.

Players meant to respawn in a circle cannot do so when it is being captured. During the 30s after they may if the person is no longer in it. Players must respawn at a color-coordinated location 10ft away from the circle. Dead players must not interfere with living players.

Spud's RTB A 6+	
Death:	30s on death or jailbreak
Timers:	Halved
Duration:	15-20 minutes
Objective:	Best 2 of 3

Adjust death and count to 60s when above 11 players. This follows all the standard Ring the Bell Rules as previously written. Except it only works with the best 2 out of 3 options. The difference is the terrain. Despite the photo, you can arrange it in any way. Between every round scored by either team, this terrain gets bigger. The terrain can be the void terrain or any terrain in the guidebook. The void terrain is normally a terrain where a player inside of it dies. The same is true of all states besides insub or out of the game. This game heavily influences how players play Ring the Bell, but it also encourages people to try adding a bridge or choke point on the map. Creates interesting games. Never let the void encompass a team's bell for obvious reasons.

Barrage M or D 3+ T	
Death:	1 life or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	Last one Standing

This is a training game! Spell balls should always be half for this game. This game is a classic warm up game for my park. This game is about learning spell ball effects and incantations. This game does not include a Phase bolt or a sphere of annihilation.

The field between teams should be equally scattered with 1 of each kind of spell ball or have a line in the middle. You can run this as free for all and it's way less about winning as much as having fun.

The flip of that is you can run it as a team game in conjunction with any of the staple games (RTB, HVO, KoTH, etc). If a team game then you should do a 45s death count. It is important you don't run this game as a class game for the training side of things.

Back to back 3-10 M or D	
Death:	1 life per round
Timers:	Normal
Duration:	10-15 minutes
Objective:	Last one standing

This game is for 2+ teams of 2 and helps teach team play! Each pair takes turns fighting the others. Give each team a number and then roll an appropriate die, or use a number generator or pick at random in a way of your choosing. Make 2 picks and those teams fight until one side is eliminated. The surviving team resets and steps back, then the teams that didn't fight engage in combat. Then the two winning teams face off. The winning team splits up and switches 1 player from both the losing teams. Then go again.

If militia try to split armor up as evenly as possible. If it is uneven consider capping armor at 1 or 2 points. Max per location. (1 point 3 or fewer points worn, 2 points 4 or more).

I've had a bad experience running this as a class game. I have had a good experience in making a side objective like a flag between teams and you have to run them etc. There is always room to expand!

Caster x Caster A 8-20 T	
Death:	45s on death or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	First to 3 or 2 up

This game is about learning how to build and manage a spell list. All players must play a caster between levels 1-3 of their choosing. This is a king of the hill style game.

Players in the center must capture and defend a node for a time. At regular intervals whoever controls the node scores a point. Most points win. The most points win a round. Most rounds win. In the center is a medium shield as per the shield of the chosen aka imbue shield. This shield can be wielded by everyone. It is treated as a game object however and must remain in the center zone.

King Arthur 2-10 A	
Timers:	Normal
Duration:	30 Minutes
Objective:	Capture the Holy Grail AND to turn it in.
Reward:	

A person holding the Grail cannot be stopped stunned or frozen and must announce that they have the grail at each engagement. The Grail is a game object. If a player dies with it they drop it. It doesn't need to be looted off their body.

Many good folks died trying to become king... Welp, now it's your turn!

Pre-Game: You need a noticeable weapon that won't be easily confused. Then tie on a yellow and red enchantment strip. This will be your relic weapon

Everyone starts 20 feet from a large marked-out circle with their gear. In the center is a relic of the Arthurian Legend: Whackscaliber. This beefy relic is a Phase blade (See relics in the Rules of Play) with armor breaking. It may change hands as people die. When they die they drop it where they died. If they are in a state they can't hold a game objective they must drop it. Everyone has 2 lives - ergo 2 chances - just like Arther. Rez's don't count against that number but no one is necessarily your friend. The last one standing wins. When the next round starts the previous round's winner starts in the center but they may not pick up the sword for 30 seconds. Each Round is started when the reeve announces "All for One" and the players announce "One for All"

In the Ditch version of this game, the sword is shield-crushing even in the ditch, That is all.

For balance these spells are recommended against allowing:
 Call lightning, Sphere, Finger of Death, Protection from Magic.
 (Paladin may still use their pro-made. This restriction is only for casters)

Designed for small games, this game can be played mixed with other staples to make bigger games.

Caravan		
Death:	30s	
Timers:	Normal	
Duration:	10 minutes	
Objective:	Most distance	

Adjust death and spell ball count to 60s when above 11 players, This is an attack/Defend game. This staple is called Heavy Object. Referred to as HVO later in the book. Traditionally, a medium shield is used and a certain number of people need a free hand and may heel-toe or walk while carrying this object when the number of free hands is met. I refer to this as “Heavy-Handed x” where x is the number of hands to move it and how fast can they move it. Generally, it’s 4 free hands to walk or 2 to heel-toe but it’s your call as a game runner. Once the object is FULLY in the scoring team's capture point they win that round. Best 2 rounds out of 3.

Notes:

You usually want the object to be harder to move the more players you have. For 15-20 players I do 4 to move the object to walk AT ALL. but in smaller games, 2 and heel-toe is recommended otherwise the game can take a while.

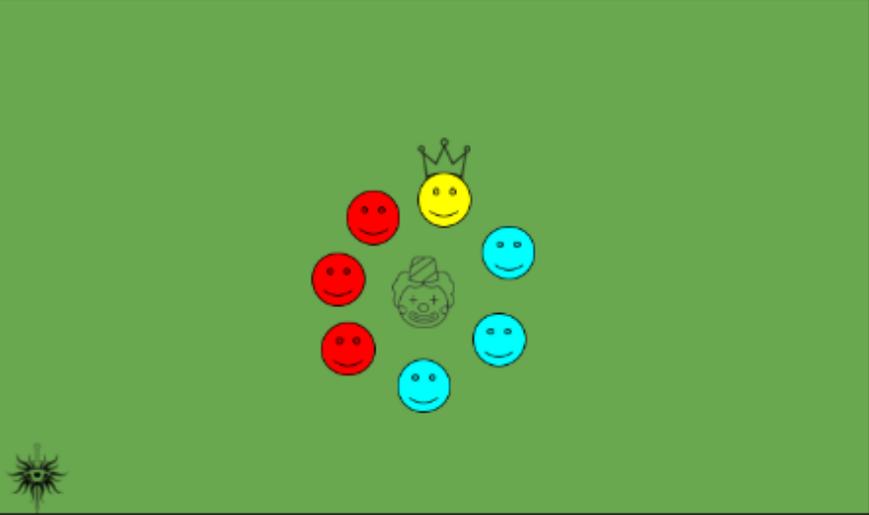
In the caravan, the objective is to take the HVO and travel as far as possible in a line from the start point and push it towards (but at a sight angle off of) the enemy spawn. The attacking team can pick up the object but can only move it back as far as the origin aka 0 points. See the notes above for how heavy it should be. Once time is up measure in a straight line from the starting point how far out they got. Teams switch sides and repeat. The team with the longer distance wins.

Goodberry		
Death:	Touch in	
Timers:	All halved	
Duration:	10-15 min	
Objective:	Most points	

This game is designed for a small turnout and is a self-reeving battle game. It can be played with up to 10 players. If more, add a reeve. Each player is given a cone. At the center is a bowl or flipped circular cone with 2 pips, balls, or cones.

Players are meant to enter the king of the hill style and announce capturing 1-10 if uncontested, they may take 1 of the scoring items and place it under or on their cone back at base. They are not protected while running away with this point until they're within 20ft of their base. But even if they die they still get to keep that point. They may place a scored item under their cone even when they're dead. This is to make scoring several points at once harder. Once all the scoring pips are gone the game is over! If a player knocks a cone or the bowl while fighting they die immediately and clean the mess like a good person. Spawns are shared; players are not affected by hostile actions within 20 ft of spawn.

bandits A 3-20	
Death:	1 life / no respawn unless rez'ed
Timers:	Normal
Duration:	20 minutes
Objective:	Eliminate other side/ guess Investigator



People know this game by many names. Werewolf, imposter, Among Us, etc. but those of us at Dragon's Forge know it only and simply as Bandits. This is a classic at our park. The rules are simple. The reeve has everyone turn around, be quiet and close their eyes. Then the reeve selects a random number of bandits, then selects an investigator and they may, but do not have to, add a clown. The reeve should walk in a circle while selecting by poking them in the back or any other silent cue. They will announce the selection for XYZ and that will be your role. If none are given to you then you are a peasant. Once everyone has been selected, stay in formation, eyes closed, bandits raise a hand, bandits may turn and look to see who the other bandits are and then close their eyes. They Keep their hands up and the investigator gets to then turn and look. Then everyone is free to walk, cast, etc but no hostile actions for 30 seconds. After either side wins, the bandits may try to guess who the investigator was, if they get it right, they win regardless of the outcome of the match.

Roles:

Bandits win when no one besides bandits is alive. You know who the other bandits are

Peasants win when all bandits are dead; you know nothing extra

The investigator is a peasant; knows who all the bandits are

The clown can play any role; whoever kills the clown also dies and is cursed :(

Trogdor A 5-15			
Death:	3 lives / 60s		 
Timers:	Normal		 
Duration:	20 minutes		
Objective:	Survive, kill trogdor, or Trog burns all		

By Defender Thane Kormac

The RP is simple: Trogdor has returned to burninate the lands. Protect your thatch roof cottages from his mighty-awesome-super-hot-fire-breath-attack™. This game is a 1 versus many. If there are 10 or more, give Trogdor a Troglodyte ally (see the Dor Un Avathar). This troglodyte can respawn at the base by touching it and doing something stupid fun. Trogdor is any Dragon in the Dor un Avathar with the addition of the Iron Will trait. Each house is usually represented by either a shield or bag with a colored strip tied to it.

The Peasants want to remain mostly alive. To do this they must not let Trogdor burn all of their houses. To burn a house Trogdor can in two ways. He can throw a fireball at it outside 20ft (announcing burninated if it hits, at which point the reeve can remove the strip) or he can go up to it and remove the strip on the house and announce “burninated”. After Trogdor successfully burns a cottage all dead peasants may come alive after they return to their spawn Trogdor must return to his base before burning another cottage.

The peasants want to kill Trogdor and prevent him from doing all this. They win if they survive the duration or Kill Trogdor. Trogdor wins if he burns all the cottages or kills all the peasants 3 times.

Note:

In smaller games (7 or less) make Trogdor’s armor “amorphous” meaning just 1 total running count instead of sectional.

In a ditch, Trodor is just an armored or magic armored player with 8 points of armor and wounds kill strikes. Follows the above rule in small games

Reminder: Flying creatures must land before they can interact with game objects but they may throw their projectiles while in the air

Don't Wake Grandpa A 7-21	
Death:	1 life per round
Timers:	Halved
Duration:	15-20 minutes
Objective:	First to 3 or 2 up

This is a variation of **Sharks Vs Minnows**. Have a reeve in the middle of the field. They are Grampa. Two teams line up across from each other. They must get to the other side safely.

As the team's cross they may fight. A player who is killed (besides by grandpa) is dead in place for 15 seconds instead. If they are not killed permanently by grandpa then they return to life and must countdown out loud for the last 5 seconds and state "alive!"

As the team's cross they can fight, cast spells, etc. **However**, if a player is standing within 20 feet of the Reeve, speaking any words, or starting any incants wakes Grandpa. Upon being awake, Grandpa yells "**YOU WOKE GRANDPA**"! Grampa will then run around as per **Fight After Death** for 15 seconds before falling back asleep. Grampa can kill players. Grampa's weapons are siege weapons and getting struck acts like a siege weapon. Grandpa's strikes are phase. Grandpa can hit you when dead and you'll stay dead.

Grampa is immune to any wounds or magic. Players are encouraged to offer Grandpa things that might help him go back to sleep.

Last team standing wins.

Note: Any abilities that are per life that were used in a round do not come back if you survived the round as it's the same life. Enchantments do carry between rounds

Second Note: Works even better when Grandpa is being roleplayed well

Third Note: The game doesn't end until the round that the enemy team is shattered in ends. (Example: if only one person from each team is left with 1 life each and Grampa is

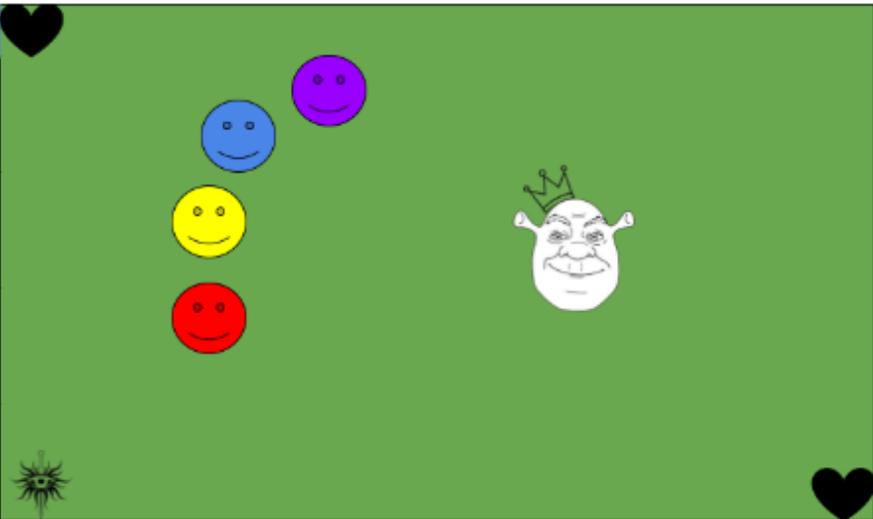
woken up and shatters one of them the other player must still make it to the other side. If he dies then Grampa wins. A FAD Barbarian can also cause this to happen

Axe Game 3-10 (D) (M)	
Death:	1 life per round
Timers:	Normal
Duration:	10-15 minutes
Objective:	Last one standing

This game is to show the power of a thrown weapon. This game was almost called Darwin's game but I didn't care that much about Finches. Rather than focus on Ornithology, this game features a throwing weapon in the center. This throwing weapon may be used by everyone. Everyone starts in a circle about 10 feet apart. Everyone should be outside of their nearest person's melee range. (Looking at your polearms). The reeve announces "All for One" everyone else yells "One for All" and the slaughter commences. The last person standing wins that round. At the start of the next round, they start in the center with the ax. (In hand or standing over it, their call) The first person who would be in the middle 3 times wins!

For militia, no matter how much armor is worn all armor is only worth 1 or 2 points. If that armor is normally 3 or less than 1 point. If it is 4 or more then it's worth 2 points. No other throwies are allowed in this game. Arrows and archers are fine. Javelins may be used but not thrown. SCAB works as normal.

Ogre 2-10 (D)	
Death:	1 live
Timers:	Normal
Duration:	10-15 minutes
Objective:	Last one standing



Designed for small groups, this Ditch game is simple. Slay the Ogre. They naturally have thick skin!

Start of the game the reeve decides who the Ogre is, or they can base it on who has the most orders of the warrior or who can recite the most Shrek Trivia. You and the Farquad star squad must bring all weapons you wish to fight with. No one can use a polearm besides the Ogre. Otherwise, you may use any equipment. The Ogre is a normal player but they may use a pole and they get 1-point magic armor everywhere. The game goes in 2 phases. Phase one kills the ogre. Phase 2: kill everyone else. The trick is can you do both and live? Once the Ogre announces dead phase 2 starts. Last person standing wins. They may play the Ogre or let others take a turn.

This game continues indefinitely but I generally do most out of 10 matches if you want to decide on a winner :)

King Arthur 2-10 A	
Death:	30s / 2 lives
Timers:	Normal
Duration:	10-15 minutes
Objective:	Last one standing

Adjust death and spell ball count to 60s when above 11 players
 Many good folks died trying to become king... Welp, now it's your turn!

Pre-Game: You need a noticeable weapon that won't be easily confused. Then tie on a yellow and red enchantment strip. This will be your relic weapon

Everyone starts 20 feet from a large marked-out circle with their gear. In the center is a relic of the Arthurian Legend: Whackscaliber. This beefy relic is a Phase blade (See relics in the Rules of Play) with armor breaking. It may change hands as people die. When they die they drop it where they died. If they are in a state they can't hold a game objective they must drop it. Everyone has 2 lives - ergo 2 chances - just like Arther. Rez's don't count against that number but no one is necessarily your friend. The last one standing wins. When the next round starts the previous round's winner starts in the center but they may not pick up the sword for 30 seconds. Each Round is started when the reeve announces "All for One" and the players announce "One for All"

In the Ditch version of this game, the sword is shield-crushing even in the ditch, That is all.

For balance these spells are recommended against allowing:
 Call lightning, Sphere, Finger of Death, Protection from Magic.
 (Paladin may still use their pro-made. This restriction is only for casters)

Designed for small games, this game can be played mixed with other staples to make bigger games.

Ring Rose A 6-12	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	Most points

*** Attack/ Defend Game***

Ring Rose is an HVO game. This means it follows the rules for Heavy Object. Switch which side teams play in order to make it more fair between rounds. Each team wants to carry the HVO around the ring-rose to the other side and then defend it.

Every minute on the minute a point is scored if a team's shield is on the line or passed in the enemy territory. If the shield is on the line or touching it no point is scored. Team's must push the objective into the enemy territory to score aka towards the opponents side.

In the center is a void terrain no one ignores and kills anyone in any state. This is the void. Player number calls: 8 and fewer 2 hands and heel-toe to move the shield. Water only requires you to walk. I would also make spell balls halved.

When running bigger games 10 -12 I'd make the shield still 2 hands heel-toe but the water heel-toe and normal timers. This is because without this at lower numbers a full sweep can win a game and that is not ideal.

Swarm VIP A 10+	
Death:	3 L VIP / 60s on Death everyone else
Timers:	Normal
Duration:	15-20 minutes
Objective:	First to 3 or 2 up

Each Team has a player that gains unlimited uses of the heart of the swarm enchantment. This person is the VIP for their team. While within your team's marked area the VIP may move despite the heart of the swarm and they are affected as per pro-mage but if the VIP dies they respawn at their team's spawn. Bigger games make this more interesting, Players may use the heart of the swarm as normal outside of the coned areas but it works as normal.

An alternate way to play this is to have the VIPs be unkillable until a criterion is met. For balance, I usually also make this so the VIP may not make unfriendly actions until the criteria are met. This can be done in any number of ways but should always make both VIPs now susceptible to death. The balance is the "scored on" side automatically has their VIP die and go back to base. (So they start 2 vs 3 with a disadvantage)

Optional criteria:

Capture the Flag

Heavy Object

Ring the Bell

King of the Hill (This one is interesting)

Sabotage A 10-20	
Death:	3 lives per round / 60s
Timers:	Normal
Duration:	20 minutes
Objective:	First to 3 or 2 up

The blue and red hexagons represent each team's city. The green hexagons represent small, dense, forests. While within the forests, players are immune to projectiles. Points are scored by placing both bombs in the opposing city. The bombs do not require a free hand or impede movement. Any player may move any bomb and may move both if desired.

The water terrain requires players to walk, and a bomb may only be carried over a bridge.

The terrain under the bridge is water and players must heel-toe (20 players) or walk(10 players) to go over it.

The game will reset between points. Bombs should not look like item's players carry for games and cannot be hidden in anyway intentionally. To score a player just needs to place both bombs in the enemy city.

Torch the barn		
Timers:	Normal Timers	
Respawn:	30s on death	
Duration:	15 Min / first to 3 wins	
Lives:	2 per round or unlimited	

The community is starving and now we must burn down Greg's house so we can claim his crop for our own! Adjust death and spell ball count to 60s when above 11 players

This game is simple. Take the torch to the enemy houses and burn them. The torch requires a free hand to carry and the player holding it must touch inside or at least the perimeter of the house and count "Burning 1, Burning 2..." until the desired burning number is called. Usually 10. In bigger games, I usually go with 15-20. Once this number has been met they remove the cone or representation from the middle of the house. This lets players know at a glance which are burned and which need to be burned. I usually set up 2 houses for 8-12 players and 3 for 15+. A dead player may bring their team's torch back to base. Once they've decided to do this and have moved the torch from where they died, they MUST bring it back to base. They may pass the torch while living but not when dead or in any state other than stopped. A team may only hold their team's torch. Once all houses are burned then the team with the remaining houses wins that round. The best 2 out of 3.

There are 4 ways to play this.

- 1) where teams both go at the same time (as written above)
- 2) where teams take turns attacking or defending. Defenders hold for 5 minutes (8-12), 8 minutes (12-16), or 10 minutes (20 +). Where (these) are the number of players per team. Still best 2 out of 3

3) Multi-Team: where a 3rd or 4th team is added and rules are the same. Once your last house is burned your team no longer respawns. But may continue to fight. The last team standing wins, and most wins across 3-5 matches usually decide the overall winner

4) shatter: This plays a lot like CoD Search and Destroy. Each player has 2 lives. They otherwise do not respawn. If a team is shattered they automatically lose the round.

Capture The Capturer 8-15	
Death:	60s Class/ 30s D or M
Timers:	Normal
Duration:	20 minutes
Objective:	Attrition or 2/3rds

This game is all about capturing the enemy team. The RP is every last one of them owes you EXACTLY \$1 and you need to pay rent this month. Warn healers that the summon Dead spell won't do much in this game. Undead minion and Greater Undead Minion work as normal.

When a player dies, they do not move until their count is complete. During this time, a player from an opposing team may tag the player with a free hand and announce "captured".

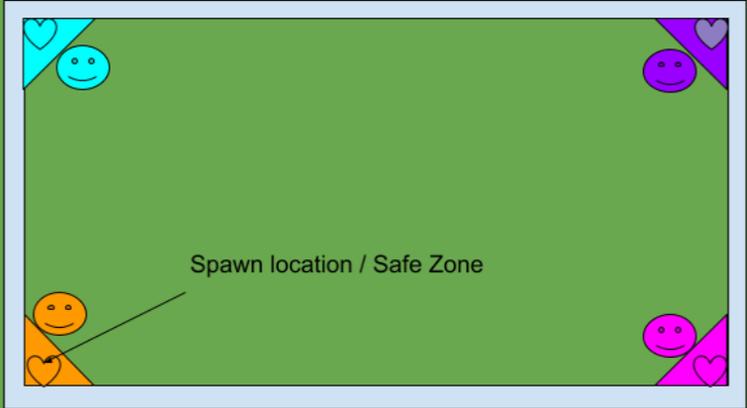
The captured player's spawn count is paused and must follow the capturer, the player may not intentionally move slowly to attempt to break free from the captured status. The player may not be summoned or resurrected, but for all other purposes, the player is considered dead.

To maintain the captured status, the capturer must have a hand free, stay within 3 feet of the captured player, and may not run. The capturer may also announce "dropping" to remove the captured status from the player they have captured.

The teams need to take their captured players to their prison, and once a captured player reaches it, their count stops, and they must remain in the prison until either the round is over or until rescued. You may rescue your teammates by entering the prison while alive

and saying "prison break!". All captured players in that prison may return to their base and immediately come alive upon tagging it. The captured players are out of the game until they tag their base while the player that caused the prison break is still alive and in play. The last team standing wins. May play multiple rounds with teams earning points for each round they survived. If a team manages to capture more than half or 2/3rds the enemy team they win the round. Good jail RP can get some freed to their team

Arena Champion A 4-16	
Death:	30s on death
Timers:	Half on All
Duration:	15 minutes
Objective:	Last One Standing / Most Glorious



By Bracken and Ronin

Max bounds

Adjust death and spell ball count to 60s when above 11 players, Teams are divided into 4 groups. These 4 groups are then assigned a color or number. These teams are given a corner of a 10ftx5ft triangle. This is their base and safe zone. Each player has 3 lives. The goal is to be the last team alive. Effects that avoid death only trigger once and then are dispelled (Undead Minion, Gift of Air, Trolls Blood, Phoenix tears, etc). Once per life (this is handled the same way as your per life abilities) a player may retreat to their safe zone for 30 seconds. While in their safe zone they can only cast beneficial magic. Players sent to base for any reason may touch the safe zone entrance instead of entering the safe zone for base mechanics. Last person standing wins. Players cannot willingly enter states within 20 ft of base. Be sure to set soft max boundaries. The game should be 50' for 4 players, 100ft for 10 players and 150 for 16 players.

Ladders A 6-16	
Death:	45s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up

10' tall 30' long each

This game is called ladders and is a fun game of push and pull. Each team has an objective they want to keep out of their zones. They want to push this objective into the enemy zones. These are capture nodes.

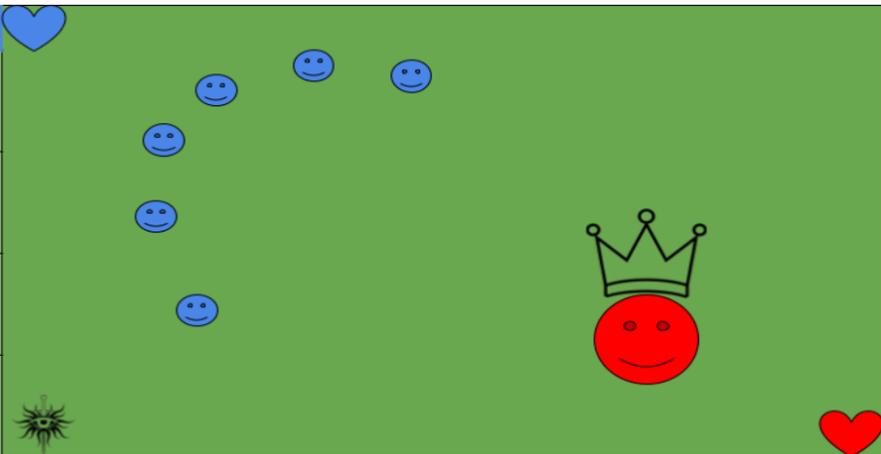
These capture nodes must be captured by saying capturing 1, capturing 2 etc until 10. This count follows incantation rules. When you capture the node you have to move it to the next node. Even if dead you must place it in the next area if you capture it. Once done this becomes your death location.

After a few moments or at the discretion of the game runner points will start to be scored. 0 points for neutral, 1 point per for 1st zone and 2 points per for 2nd zone. First to 10 points wins a round.

Frenzy D or M 6-10	
Death:	30s on death
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up

Adjust death count to 60s when above 11 players, This game is one of battle royal. In the center are a large series of weapons strewn about. Players start at their spawn with 3 cones. When they die they must drop their equipment where they died and go back to their base. Then remove a cone by stacking or tossing it. Last one standing wins. When a player returns to life they are immune to damage but cannot deal damage for 5 seconds (they must count this out loud after announcing alive). Reeves should discourage puppy guardian or spawn locking players wherever possible. If played with armor make sure armor is capped at 1 or 2 points for balance.

Alpha Zombie (D) (M) 3 - 15	
Death:	1 life human/ 15s zombie
Timers:	None
Duration:	10 minutes
Objective:	Last One Standing



This game has everyone except 1 person on one side. The Alpha zombie starts on the other. The alpha zombie follows ditch or militia rules in every way except they get an imbued weapon as a trait. This means all their strikes are wounds-kill. When the Alpha zombie gets a kill that player becomes a zombie. They begin their new lifelong career once they reach the zombie spawn. Generally, these players only turn if the alpha kills them. See notes below. Last one alive wins. I highly recommend having max boundaries stated. This game is not balanced for class play. The reeve chooses the first Alpha zombie. After that, it is the last person standing or their choice. If humans last longer than 10 minutes, there is an alternate win condition where all humans alive at that time win.

Notes:

Less than 10 players don't use the imbued weapon on Alpha unless there is a lot of armor. Maybe armor breaking or shield crushing then.

More than 20 players and all zombies make new zombies on a kill.

This format is designed for the attack-to-defend format and for players to switch sides between rounds. Unlike normal, in the middle of the water terrain, there is a coned section or hula-hoop where players may stand inside. While inside they may operate whatever equipment or weapon is deemed as the turret.

The turret is rocks, javelins, spell balls (usually fireballs), or Bow and arrows determined by the Game runner at the game start. Only usable by defenders. Pick one weapon type and leave it

there for the remainder of the game. See below for ammunition balance or altered effects. Games with more than 13 use standard effects. If rocks or javelins supersede the circle and make the area inside the triangle the turret zone. Players who play games with less than 12 players use altered effects. Players must yell Siege or the effect that occurs from the alteration (see below)

Shire Siege KoTH A 8-20			
Death:	60s on death or jailbreak	 turret (Bow or Thrown) (Only usable by defenders) 20' L all sides	
Timers:	Normal		
Duration:	15 minutes	Water (20'	Water
Objective:	Longest defended time	 A&D   	

Once thrown may not be used again until the next round unless otherwise noted. Must be visibly distinct. The operator must state the effect when they attack with it (siege, destroying, fireball, etc).

Rocks (simulate catapult): 3 - 4. (altered: Becomes destroying instead of siege. Destroys whatever it hits first)

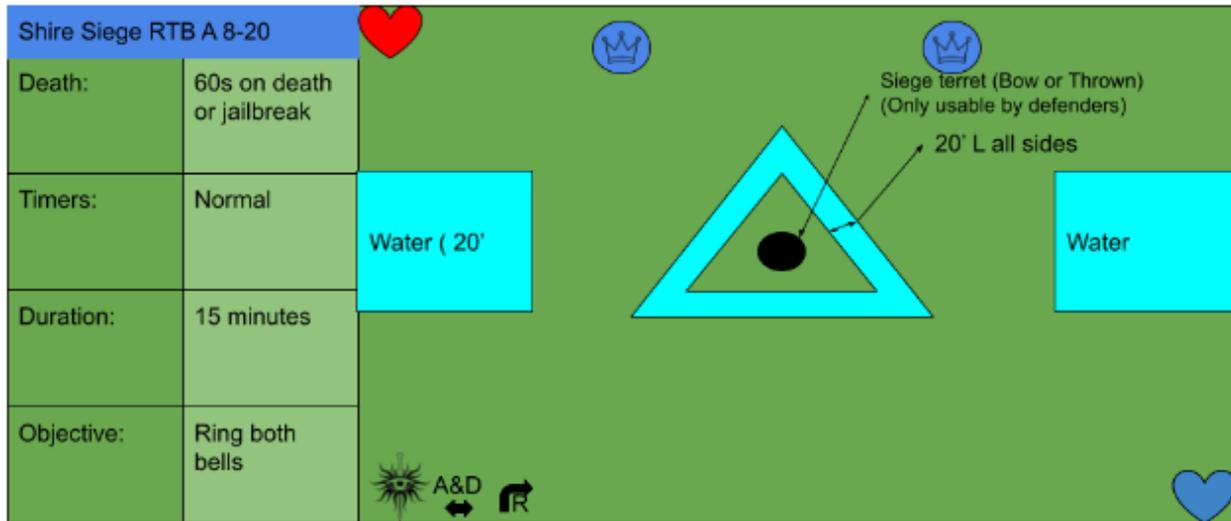
Javelins (simulate Hwacha): 3-4 (altered: Becomes destroying instead of siege. Destroys whatever it hits first)

Spell balls (simulate magical elemental tower): 1-2 fireballs (altered: 1-2 thunderbolts). This turret can reuse its ammunition once it gets back to the designated turret zone and does the charge x 5 incant. The turret is the ability name designation for this effect. Cannot be recharged by mechanics that instantly recharge abilities. Song of power works as normal. (designed that they are thrown outside of the triangle at targets and then retrieved then charged then repeat)

Bow & arrows (simulate scorpion): 3 arrows per game. The bow is indestructible but can be heated. (altered: Becomes destroying arrow instead of siege)

Shire Siege King of the Hill: In the hill are 2 control nodes usually denoted by a tall triangle cone with another under it of a different color. The attacking team needs 2 points to end the round. A point is scored by capturing a control node. To capture the node they must maintain incantation rules while touching the objective Phys rep and announce “capturing 1... capturing 2..” etc until

10 is reached. Then they capture the cone. Place the control nodes 20ft apart. Once the defense round is finished for one side teams switch sides and repeat. Best defended time wins.



This format is designed for the attack-to-defend format and for players to switch sides between rounds. Unlike normal, in the middle of the water terrain, there is a coned section or hula-hoop where players may stand inside. While inside they may operate whatever equipment or weapon is deemed as the turret.

The turret is rocks, javelins, spell balls (usually fireballs), or Bow and arrows determined by the Game runner at the game start. Only usable by defenders. Pick one weapon type and leave it there for the remainder of the game. See below for ammunition balance or altered effects. Games with more than 13 use standard effects. If rocks or javelins supersede the circle and make it inside the triangle. Games with less than 12 players use altered effects. Players must yell Siege or the effect that occurs from the alteration (see below)

Once thrown may not be used again until the next round unless otherwise noted. Must be visibly distinct. The operator must state the effect when they attack with it (siege, destroying, fireball, etc).

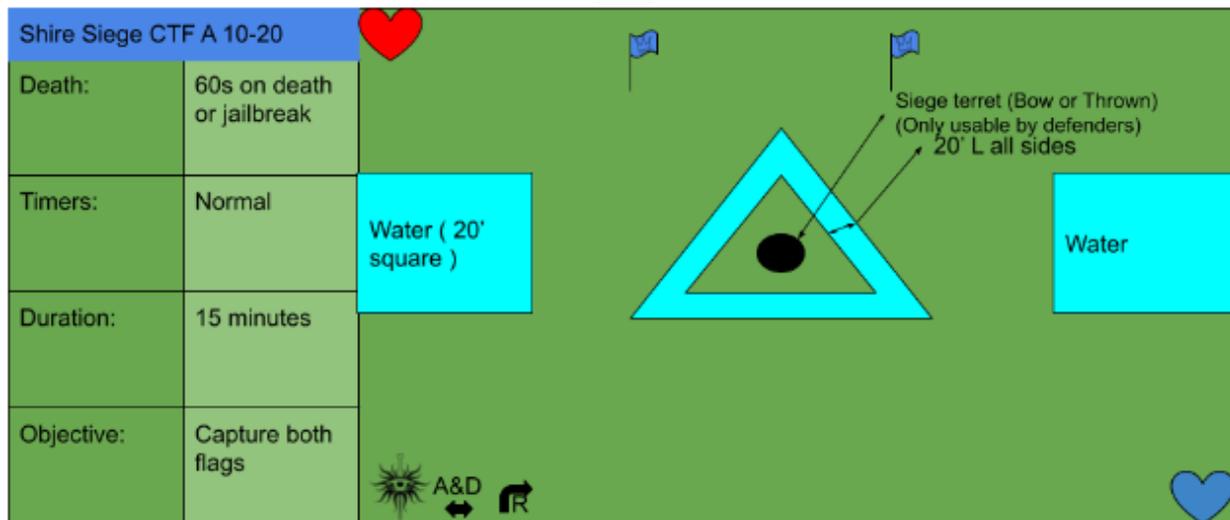
Rocks (simulate catapult): 3 - 4. (altered: Becomes destroying instead of siege. Destroys whatever it hits first)

Javelins (simulate Hwacha): 3-4 (altered: Becomes destroying instead of siege. Destroys whatever it hits first)

Spell balls (simulate magical elemental tower): 1-2 fireballs (altered: 1-2 thunderbolts). This turret can reuse its ammunition once it gets back to the designated turret zone and does the charge x 5 incant. The turret is the ability name designation for this effect. Cannot be recharged by mechanics that instantly recharge abilities. Song of power works as normal.

Bow & arrows (simulate scorpion): 3 arrows per game. the bow is indestructible but can be heated. (altered: Becomes destroying arrow instead of siege)

Shire Siege RTB: There are 2 bells. Normally represented by a medium shield or another objective you can safely strike. The attackers end the defense by ringing both bells. When a bell is rung reset the round and start with 1 bell. In the event, both bells are rung within seconds let the attacking captain or team choose which to keep rung and reset the round. Once the defense round is finished for one side teams switch sides and repeat. Best defended time wins.



This format is designed for the attack-to-defend format and for players to switch sides between rounds. Unlike normal, in the middle of the water terrain, there is a coned section or hula-hoop where players may stand inside. While inside they may operate whatever equipment or weapon is deemed as the turret.

The turret is rocks, javelins, spell balls (usually fireballs), or Bow and arrows determined by the Game runner at the game start. Only usable by defenders. Pick one weapon type and leave it there for the remainder of the game. See below for ammunition balance or altered effects.

Games with more than 13 use standard effects. If rocks or javelins supersede the circle and make it inside the triangle. Games with less than 12 players use altered effects. Players must yell Siege or the effect that occurs from the alteration (see below)

Once thrown may not be used again until the next round unless otherwise noted. Must be visibly distinct. The operator must state the effect when they attack with it (siege, destroying, fireball, etc).

Rocks (simulate catapult): 3 - 4. (altered: Becomes destroying instead of siege. Destroys whatever it hits first)

Javelins (simulate Hwatcha): 3-4 (altered: Becomes destroying instead of siege. Destroys whatever it hits first)

Spell balls (simulate magical elemental tower): 1-2 fireballs (altered: 1-2 thunderbolts). This turret can reuse its ammunition once it gets back to the designated turret zone and does the charge x 5 incant. The turret is the ability name designation for this effect. Cannot be recharged by mechanics that instantly recharge abilities. Song of power works as normal.

Bow & arrows (simulate scorpion): 3 arrows per game. The bow is indestructible but can be heated. (altered: Becomes destroying arrow instead of siege)

Shire Siege CTF: The attackers must capture both enemy flags to end the defense. To capture the flag a player must grab the flag from the enemy side and return to their home base with it. Once they touch home base while holding the flag they score that flag. Only 1 flag can be scored at a time. When a flag is scored, reset the round and put objectives back with both flags. If both are scored at the same time the next round begins with one flag in the middle of the field in the turret zone. Once the defense round is finished for one side teams switch sides and repeat. Best defended time wins.

Coin Hunt (A) 10-20		
Death:	60s	
Timers:	Normal	
Duration:	20 minutes	
Objective:	Most coins at end	

This game needs a lot of small cones or similar Phys rep that is visible out to 20 ft. Out on the field are a series of 15 cones called coins. To score a player must take a coin that requires a free hand and run it back to their score zone. Which is a small coned-out location. If cones are used DO NOT STACK THEM. That will make this next part hard. Cones at the scoring zone can be looted by touching the scoring zone and counting out loud “looting 1.. “ until 3. Then they may grab 1 or 2 coins out of the scoring zone. Coins can be passed off to other players so long as they have a free hand. After 5-8 minutes pass, call round and count coins!

Healing variant: Best used with stuffed animals with red strips. There are only 9 coins now but they're hurt animals you must help to get the druid's favor! They are immovable until healed. To

collect a coin a player must perform the full heal incantation. They do not need to be able to normally cast heal just merely recite it while touching the animal by the end. (Follows incant rules, not affected by meta-magics). Once performed you may remove the red strip and move the animal as normal (still needing a free hand). Hand-offs as normal and scoring as normal. Looting as normal. Warning: more looting occurs in this game be sure the spawn is at least 20ft away from the scoring zone!

Stockpile variant: Used with 10 coins instead of 15. Once a team scores a point they cannot be looted. Once all coins have been scored the team with the most wins. Best 2 out of 3 rounds

Killer Queen 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15-20 minutes
Objective:	Most points

	VIP		Capture point
	Heavy Object		
	Capture cone		

This is point based scramble game! Influenced by a movie. This game has 3 objectives each worth different points. Most points by the end win! The round plays for 10 minutes and tallies the score then run another round (pick a new **VIP**). After round 2 add the two scores together. The team with the higher score wins.

Capture cone: must be touched and a player must count capturing 1... Until 5 is reached. Worth 1 point. Be sure there are 6-8 of these. Usually a cone over a cone with each team representing one or the other color. When captured flip colors. Should be 20ft from the next nearest cone.

Heavy Object (HVO): Needs 2 free hands to walk in games with 14 or fewer players (worth 5 points). 2 free hands to heel-toe in games with 16+ players (worth 7 points). Games of 24+ require 4 free hands to walk (worth 11 points). Always make sure there are 2 more points scored by cones than the HVHVO

VIP: Chosen by the team or is the team captain if one is elected. They must wear a colored bandana on their head or neck. Other locations are at the game runners' discretion. Whenever this player has to respawn at Nirvana aka home base they must hand the reeve a coin. They have 5-10 depending on game size and duration. Each is worth only 1 point. If they respawn through res, golem, GoA, Trolls blood, and similar they do not have to give up a coin. Only if they have to respawn at home base aka nirvana.

Elemental Switch CTF A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	Capture enemy flag

Per normal CTF with score lines instead of a score base. To score a player must run across their team's score line with the flag. In the field are 3 terrains. 2 are subduel effects and 1 non-subduel effect from the terrain page. These terrain effects are ignored if you ignore the school of that terrain.

Elemental Switch HVO A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	Bring HVO passed line

Per normal HVO with score lines instead of a score base. To score a player must run across their team's score line with the flag. In the field are 3 terrains. 2 are subduel effects and 1 non-subduel effect from the terrain page. These terrain effects are ignored if you ignore the school of that terrain.

Elemental Switch RTB A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	Ring opponents bell

Per normal RTB. Dead players must stand behind the score line and at least 20ft from the Bell. To score a player must run across their team's score line with the flag. In the field are 3 terrains. 2 are subduel effects and 1 non-subduel effect from the terrain page. These terrain effects are ignored if you ignore the school of that terrain.

Elemental Switch VIP A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	Kill VIP

Per normal CTF with score lines instead of a score base. To score a player must run across their team's score line with the flag. In the field are 3 terrains. 2 are subduel effects and 1 non-subduel effect from the terrain page. These terrain effects are ignored if you ignore the school of that terrain.

Heavy Float A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	HVO past line

This game's terrain is shallow water aka the player must walk in the zone. The **HVO** requires 2 free hands at 12 players or less and 4 at 14 and higher. To win a round a team must take the **HVO** FULLY past the line. Best of 2 out of 3 rounds.

Alternatively, points and hold: shorten the length of the score line to line down to 20ft away from each other, and to score a team must push the **HVO** to the other team's score line and hold it there for a time. Each time they have it there they get a point. The most points after 7 minutes win. Time is up to the game runner. Best 2 of 3

Mud Run A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	Bring HVO past line

This game's terrain is shallow water aka the player must walk in the zone. The **HVO** requires 2 free hands at 12 players or less and 4 at 14 and higher. To win a round a team must take the **HVO** FULLY past the line. Best of 2 out of 3 rounds.

Alternatively, points and hold: shorten the length of the score line to line down to 20ft away from each other, and to score a team must push the **HVO** to the other team's score line and hold it there for a time. Each time they have it there they get a point. The most points after 7 minutes win. Time is up to the game runner. Best 2 of 3

Diamond HVO A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up

As per **HVO**, however, after the first round is done the water terrain changes to a terrain of the game runner's choice from the terrain page. For distinction try to always have these terrains do different things. This should be VERY clearly communicated before the next round starts. If a

tie-breaker is needed make it just water again. Reeves should be on standby in the event of terrains that can stagnate the game such as if an objective rolls into a kill zone terrain or similar.

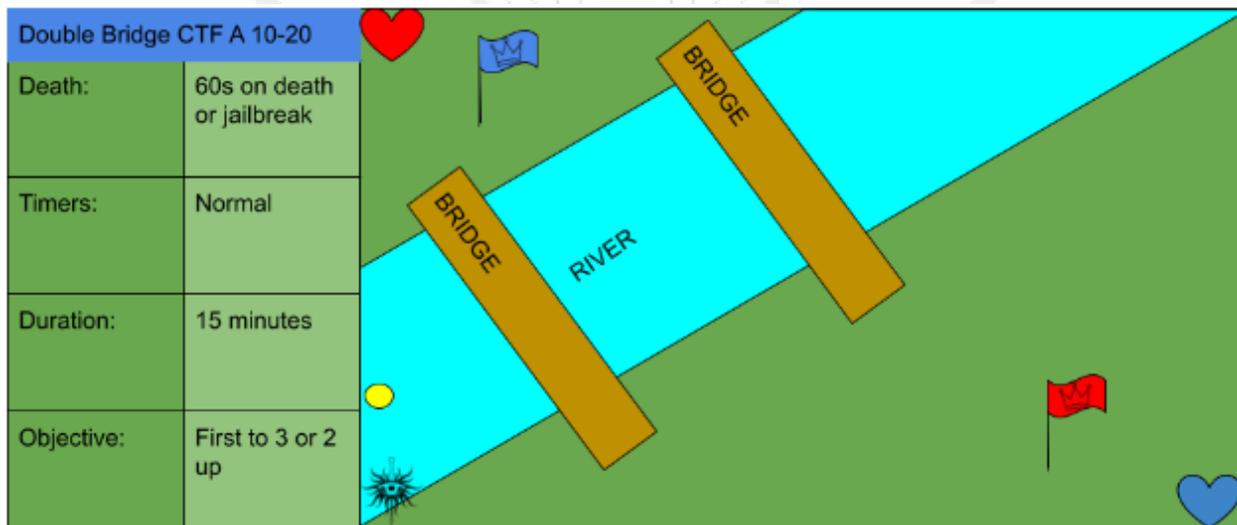
Double Diamond HVO A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up

As per HVO, however, after the first round is done the water terrain changes to a terrain of the game runner's choice from the terrain page. For distinction try to always have these terrains do different things. This should be VERY clearly communicated before the next round starts. If a tie-breaker is needed make it just water again. Reeves should be on standby in the event of terrains that can stagnate the game such as if an objective rolls into a kill zone terrain or similar.

Double Diamond KoTH A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up

As per King of The Hill, however, after the first round is done the water terrain changes to a terrain of the game runner's choice from the terrain page. For distinction try to always have these terrains do different things. This should be VERY clearly communicated before the next round starts. If a tie-breaker is needed make it just water again. Reeves should be on standby in the

event of terrains that can stagnate the game such as if an objective rolls into a kill zone terrain or similar . In the center is a capture node that must be touched with a free hand and a player must count “capturing 1, capturing 2... through to 10” to capture the node. This is now their zone and the game runner must either announce this or have a physical representation that this was captured. This is either a cone in a cone where each team has a designated color or multiple flags on a pole and each team has a color etc. At regular intervals, a team scores a point if they control the node. The node can be captured or recaptured by either team. Most points at the end of the time win the round. Best of 2 of 3 wins. Mercy rule: A team automatically wins a round if the node is controlled so long that the remaining time would not win them the round even if they recaptured the node.



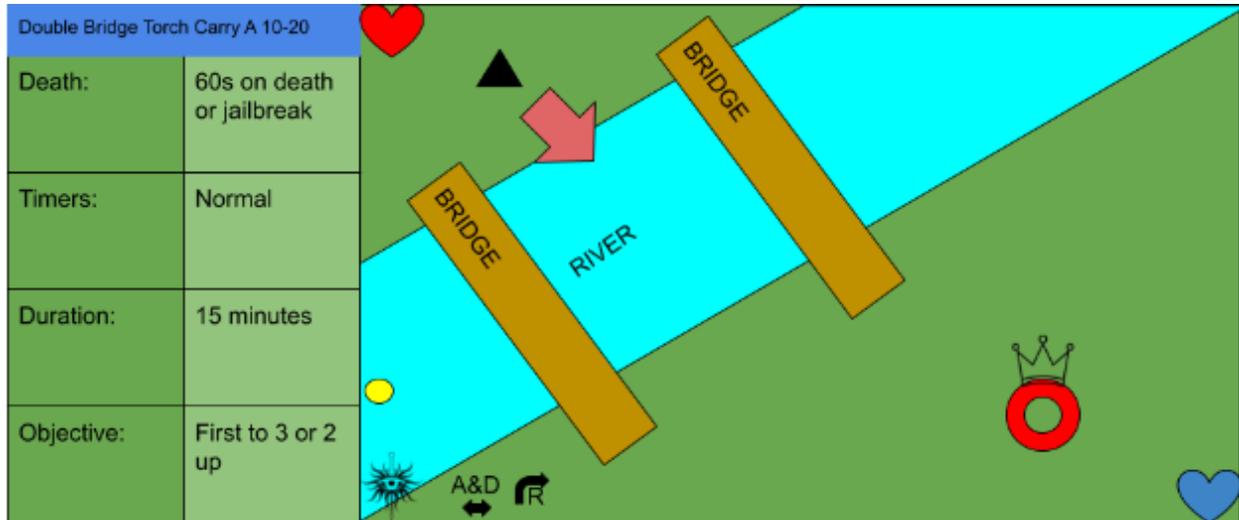
This game runs as per CTF but with the addition of river terrain. This terrain is found on the terrains page. Be sure to have a left-to-right cap on as a boundary. About 100 feet out should do. This is so players cannot run around the river and bridges as those are the point of the map. Each bridge should be at least 15 feet across. Don't forget the optional bridge-clearing mechanic if teams are closer to 20 or there are a lot of projectiles out and about. This version works better with single flag CTF or ally flag needs to be at the base to score mechanics.

Double Bridge HVO A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up

This game runs as per Double HVO but with the addition of river terrain. This terrain is found on the terrains page. Be sure to have a left-to-right cap on as a boundary. About 100 feet out should do. This is so players cannot run around the river and bridges as those are the point of the map. Each bridge should be at least 15 feet across. Don't forget the optional bridge-clearing mechanic if teams are closer to 20 or there are a lot of projectiles out and about. Score lines should land at the end of each bridge. In this version of the game, bridges should be 5 feet wider if at 15+ players to allow clearance.

Double Bridge RTB A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up

This game runs as per RTB but with the addition of river terrain. This terrain is found on the terrains page. Be sure to have a left-to-right cap on as a boundary. About 100 feet out should do. This is so players cannot run around the river and bridges as those are the point of the map. Each bridge should be at least 15 feet across. Don't forget the optional bridge-clearing mechanic if teams are closer to 20 or there are a lot of projectiles out and about.



This game has players on one side trying to bring a payload across to the enemy side and blow the enemy store supply. This is done by having a player place the objective(s) in the supply location and with a free hand, touch the blasting barrel and count blasting 1... Blasting 2... Through to 5 out loud. On 5th the attackers win the round. Then teams switch sides.

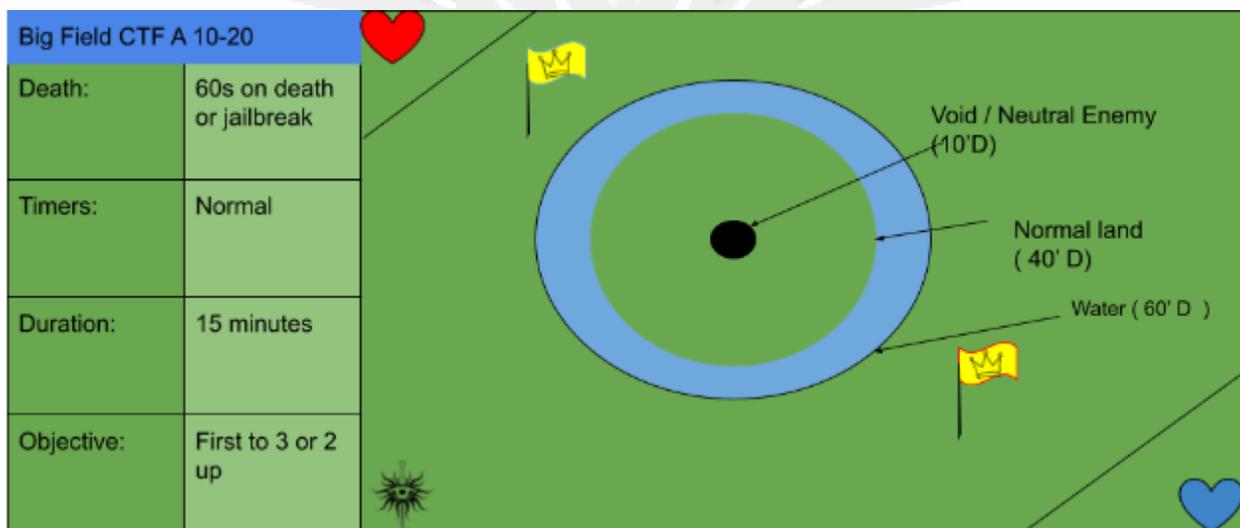
The team with the best defended time wins the round. If there are more than 15 players have 2 balls/objectives to make blowing the enemy barrel easier. This terrain is found on the terrains page. Be sure to have a left-to-right cap on as a boundary. About 100 feet out should do. This is so players cannot run around the river and bridges as those are the point of the map. Each bridge should be at least 15 feet across. Don't forget the optional bridge-clearing mechanic if teams are closer to 20 or there are a lot of projectiles out and about.

3 headed hydra A 12-21		
Death:	60s on death	
Timers:	Normal	
Duration:	15-20 minutes	
Objective:	First to 3 of 4 cones; best of 3 rounds	

This game requires 3 teams. This game is like capturing the flag (CTF) with three intersecting bridges that join to a 30ft diameter circle. Outside of the bridges is heavy water so players must heel-toe. Players with insub abilities work as normal. Monsters with abilities that normally circumvent water terrain may walk instead of heel-toe or act as normal at the game runners' discretion. 20 feet away from their side entrance is each team's base. At the entrance aka that team's bridge is a cone. This cone represents a flag. To win this game a team will need to have any 3 cones back at their base to win. Each team starts with one flag/cone and in the center is a flag/cone. To move a flag/cone a player needs a free hand but is not otherwise encumbered by it. I highly recommend the bridge-clearing mechanic for this game. Bridges should be 20ft across and 40ft long.

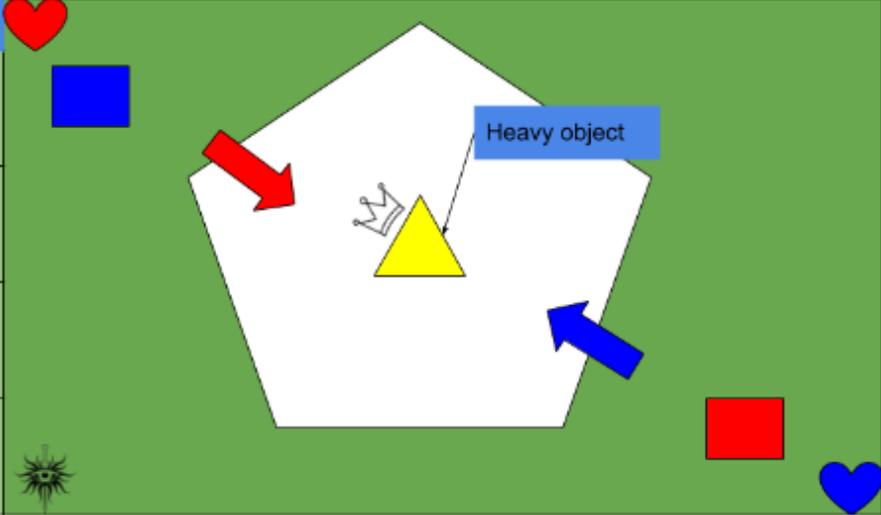
General Advisor		
Death:	30s on death or jailbreak	
Timers:	Normal; spell ball halved	
Duration:	15-20 minutes	
Objective:	First to 3 or 2 up	

Each team's advisors need blueprints to overrun the enemy. Unfortunately, the blueprints are stored in a very heavy object. These objects are placed toward the enemy base and must be brought back to the center. This object is heavy-handed 4, meaning 4 free hands in total to move the shield. They must walk. The object is otherwise unmovable. Once a team successfully brings their object fully inside the hill, it becomes king of the hill for them. They need 1 minute to win the round. Both objects can be in the center, then the game fully turns into the king of the hill. Once the hill or capture point these objects no longer matter, they may not be removed, and moving them outside the circle does nothing. No hokie pokie. Each team picks a captain, these captains are only important for team picking and 2 declarations. 1.) they petition their team if they are down 2, on whether they wish to concede or not. 2.) Once per game (not per round) each captain may call for a jailbreak. All dead players come alive, players who are dead on the field may return to base and then come alive. Players who died right after the jailbreak are called out of luck. The game runner may perform this as well at their discretion.



As per CTF, in the center of the field is a circle in this circle is the void as per the void in the terrains page. This void grows at the game runner's discretion. Otherwise as per CTF. Flags can never be in the void. If they do, they are placed nearest to where they entered the void.

Reliquary A 6+		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15-20 minutes	
Objective:	Best 2 of 3	 



This game follows every rule of **Heavy Object** but has a few twists. Please read below for those rules. This game features 2 major changes. 1.) there is a holy or unholy ground 2.) there is an effect while carrying the heavy object. This game is a lot more RP focused than battle-game-focused. Be advised there are some unbalancing mechanics.

Holy Ground: heal and G-heal can be cast as though they were swifted. Players in the holy ground are immune to Death The heavy object/ relic makes all players holding it volatile. (meaning the next ANYTHING that hits their person in a valid hit location kills them even if the effect would not normally do damage, kill you, or if you are immune to it. So long as it is valid.

Unholy ground: All players in the area are fragile, The next wound kills them. All players who die in the unholy ground are cursed. Players holding the relic/heavy object are volatile. These effects work through immunities.

“This staple is called Heavy Object. Traditionally, a medium shield is used and a certain number of people need a free hand and may heel-toe or walk while carrying this object when the number of free hands is met. I refer to this as “ Heavy-Handed x” where x is the number of hands to move it. Generally, it’s 4 free hands to walk or 2 to heel-toe but it’s your call as a game runner. Once the object is FULLY in the scoring team's capture point they win that round. It best 2 rounds out of 3.

Notes:

You usually want the object to be harder to move the more players you have. For 15-20 players I do 4 to move the object AT ALL. but in smaller games, 2 heel-toe is recommended otherwise the game can take a while.

You can mix it up as well. One team attacks and one team defends. Then switch sides kinda like Overwatch.” PP:

Lake-side King A 6-20	
Death:	60s on death or jailbreak
Timers:	Normal; spell ball halved
Duration:	21 minutes; 3 rounds of 7 min
Objective:	Most points by end.

In the center of the field is a circle with a **bridge**. The circle represents a **basic water terrain** where players have to walk (6-10 players) or heel-toe (12+). In the center is a capture node that must be touched with a free hand and a player must count “capturing 1, capturing 2... through to 10” to capture the node. This is now their zone and the game runner must either announce this or have a physical representation that this was captured. This is either a cone in a cone where each team has a designated color or multiple flags on a pole and each team has a color etc. At regular intervals, a team scores a point if they control the node. The node can be captured or recaptured by either team. Most points at the end of the time win the round. Best of 2 of 3 wins. Mercy rule: A team automatically wins a round if the node is controlled so long that the remaining time would not win them the round even if they recaptured the node.

Construction note: make sure the bridge is at LEAST 15ft across width-wise. Make sure the circle is large enough that people cannot cast inside of it unless they get into the water or use an extension. I recommend the bridge-clearing mechanic listed on the alternate mechanic's page.

Trogdor A 5-15	
Death:	3 lives / 60s
Timers:	Normal
Duration:	20 minutes
Objective:	Survive, kill trogdor, or Trog burns all

The RP is simple: Trogdor has returned to burninate the lands. Protect your thatch roof cottages from his mighty-awesome-super-hot-fire-breath-attack™. This game is a 1 versus many. If there are 10 or more, give Trogdor a **Troglodyte ally (see the Dor Un Avathar)**. This troglodyte can respawn at the base by touching it. **Trogdor is any Dragon in the Dor un Avathar** with the addition of the **Iron Will trait**. Each house is usually represented by either a shield or bag with a colored strip tied to it.

The Peasants want to remain un-dead. To do this they must not let Trogdor burn all of their houses. To burn a house Trogdor can do 2 things. He can throw a fireball at it outside 20ft (announcing burninated if it hits, at which point the reeve can remove the strip, or a Trog friend can) or he can go up to it and remove the strip on the house and announce “burninated”. After Trogdor successfully burns a cottage all dead peasants may come alive after they return to their spawn Trogdor must return to his base before burning another cottage.

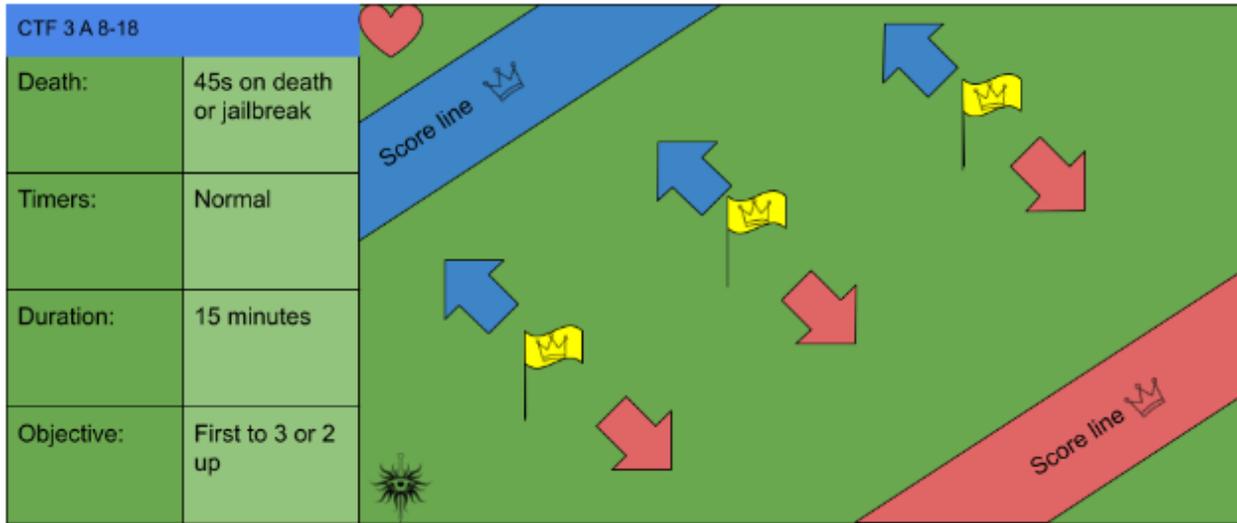
The peasants want to kill Trogdor and prevent him from doing all this. They win if they survive the duration or Kill Trogdor. Trogdor wins if he burns all the cottages or kills all the peasants 3 times.

Note:

In smaller games (7 or less) make Trogdor’s armor “amorphous” meaning just 1 total running count instead of sectional.

In a ditch, Trodor is just an armored or magic armored player with 8 points of armor and wounds kill strikes. Follows the above rule in small games. Death Counts should be halved for all players.

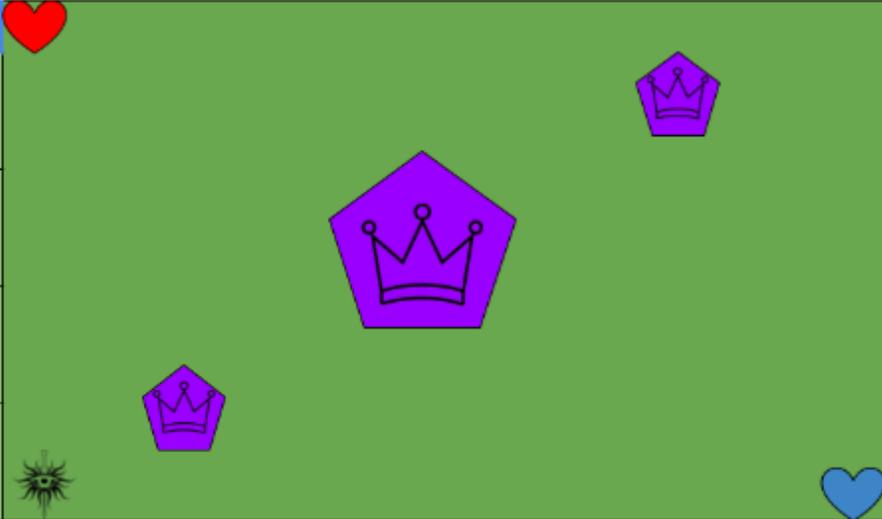
Reminder: Flying creatures must land before they can interact with game objects but they may throw their magic balls while in the air



This version of CTF has 3 flags in the middle of a field. Be sure they’re very visible flags. About 20ft in front of each team's base is a score line marked out by cones, rope, flagging or similar. The enemy team’s score line in games of 10 or less is a minimum of 50ft to either side. In games of 12 or more max of 100ft but a minimum of 75ft. In the middle of this zone are 3 flags. To carry a flag a player needs a free hand per flag. Combat caster allows players to cast while holding the flag. These flags must be visible at all times. A team scores a round win when all 3 flags are across their team's scoreline. Alternatively, you can have a small coned-out box where they must place the flag to score as well if reeving the line becomes an issue.

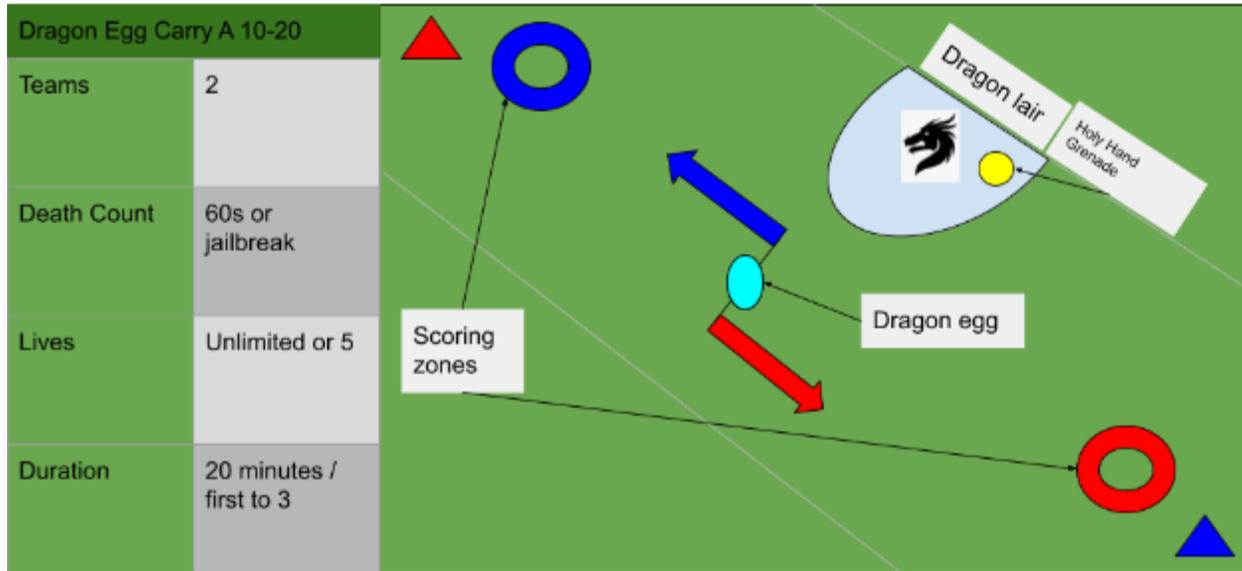
Construction note: Be sure that there is a left-to-right boundary so players are sure to score predictably for the sake of reeving.

3 stage capture A 6-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up



This game is the same as my version of **King of the hill**. Do not run this like a traditional King of the hill. Instead of contesting the hill, a team must capture a node for some time by touching it and counting out loud usually to 10 or 15 saying “capturing 1, capturing 2, etc” until done. Then after they have done this I’ll flip the cone. This node is represented by a cone or flag or similar that will change when captured by a team. different color.

Then every minute on the minute or at other predetermined times (both timings have pros and cons) I will submit a score point. Most points at times end or first to a total count of points. In 3 stage capture, a team needs to control the center cone to score at all. They then get 1 additional point per node they control. The most points in a round win the round. Best of 2 rounds. I highly recommend, based on your total time allowed that you do the simple math to establish a mercy rule. There comes a time when a team cannot win even if they capture all nodes and score out. This number is a good number to keep in mind each time you announce a score. Try to end a round sooner if a team cannot win and start a new round.



This is a game of **heavy objects**. Each team must push the object to the opposite side. It must be held by one person with 2 free hands and must walk. Outside the lines of this game is a cliff! Stepping out is death. This heavy object is a dragon egg. Be careful though! There is a dragon about and I don't think he'd like that very much!

The dragon will attack or defend as they see fit but they will defend their lair or the egg if it is in a team's possession. Inside the layer is a spell ball called the holy hand grenade (HHG) It can one hit engulfing and kill the dragon. It needs only contact with the dragon and is still alive until it does so. Once it kills the dragon, it and the dragon both return to its layer to respawn. They respawn together. The Dragon cannot be killed in its layer. If the dragon is killed by other means and a round is called the HHG may be retained by a team until used.

Dragon Balance: it is recommended to change the dragon's armor to 8 points of amorphous armor for game balance. All other effects as normal.

Once the egg makes it to their sides scoring zone a point is scored and the round resets

Construction: Make sure in games of 15-20 that the left to the right boundary is at the very least 75ft. You may even decide in that large of a game to remove this boundary. This boundary is not good to have if you have a lot of bards, healers, or wizards. I tend to use it in small games or games with no casters. Shove/Throw should never be a kill spell.

Castle Conquest 3 Flag CTF A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes (each team gets 7 minutes max)
Objective:	Get all three flags to end round. Team with longest defended time

The diagram shows a green rectangular field measuring 40 feet by 20 feet. In the center, there is a blue-outlined square area that is 20 feet wide. Inside this central area, three yellow flags are positioned. The field is marked with a heart icon in the top-left and bottom-right corners, and a sun icon, a red circle with 'R', and 'A&D' with a double-headed arrow in the bottom-left corner. Arrows point from the text labels to the corresponding parts of the field diagram.

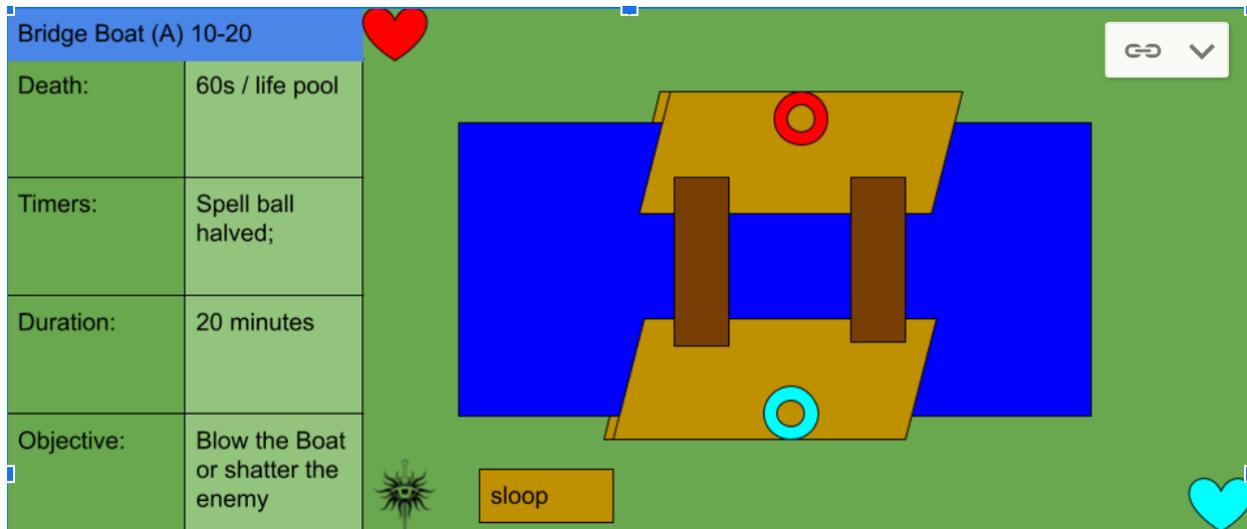
This version of **CTF** has 3 flags in the middle of a field. Be sure they're very visible flags. To carry a flag a player needs a free hand per flag. Combat caster allows players to cast while holding the flag. These flags must be visible at all times. Alternatively, you can have a small coned-out box where they must place the flag to score as well if reeving the line becomes an issue. This version has 1 team defend their flags and the other team will try to capture them. There are 3 different color flags. I recommend red, yellow, and green or flags with 1,2,3 on them. These flags are locked down and unmoveable until the flag before is taken. A player needs to bring this across their team's score line or place it into their team's score box, depending on which way you chose to represent this. When the attackers score a flag, announce the color or number. Now the next flag can be taken and so on... Only defending players immediately come alive and dead players on the field must go back to their home base to come alive if they were dead on the field during the call. A team scores a round win when all 3 flags are across their team's scoreline.

Once the round is ended the defense ends and teams switch sides. The team with the longest defended time wins. A Tie break can be performed if close by a round of single flag CTF.

CTF Horde 10-20 A	
Death:	30s D or M and 60s Class
Timers:	Normal
Duration:	20 minutes
Objective:	Most points / best of 3 rounds

This game is known by a few names but one of which is **CTF Horde** or stockpile. Everything is worth points instead of ending the round. Across 3 8-10 minute rounds (game runners' discretion on time). At the end of the time, each team counts up the number of points in their team's score zone. These score zones are a 10'x10' box that all the scorable points must be in to count. Anything outside of this box does not count as scoring. Each flag is worth 2 points (including your teams which are automatically scored if they're where they started). There are 5 scoring balls that each count as 1 point but must be within the 10' scoring box to count. To carry a flag or ball a player needs a free hand. No throwing, kicking, or intentionally lobbing the balls. Any intention is to be viewed as not in the spirit of the game. Players should be careful when they die with one or put one down that they don't do that.

Construction: Lastly, Be sure there are always 5 score balls so that if the other team neglects the center they can still win with just the score balls if they get them all.



This game's RP is pretty obvious. Boats? Sea? Boarding? Obviously Ninja's

PRE-GAME:

During this game, you play as Pirates and warn players that this game normally has some restrictions for RP to fit the theme. Gauge if they'd like to play with those rules or not BEFORE having them get ready for the game. Do not make every wait for Nick to put on or take off 4 layers of steel for 10 minutes

These optional restrictions are:

No one may wear metal armor. Non-metal is fine. No Large or medium shields, No Bows or crossbows UNLESS you are the Archer Class. (in my experience this one should be used regardless of for or against optional rules for a lot of reasons), Lastly, players who choose to only take a sword and dagger get a free blessing against wounds whenever they respawn at base. They must wear the strip for this like normal.

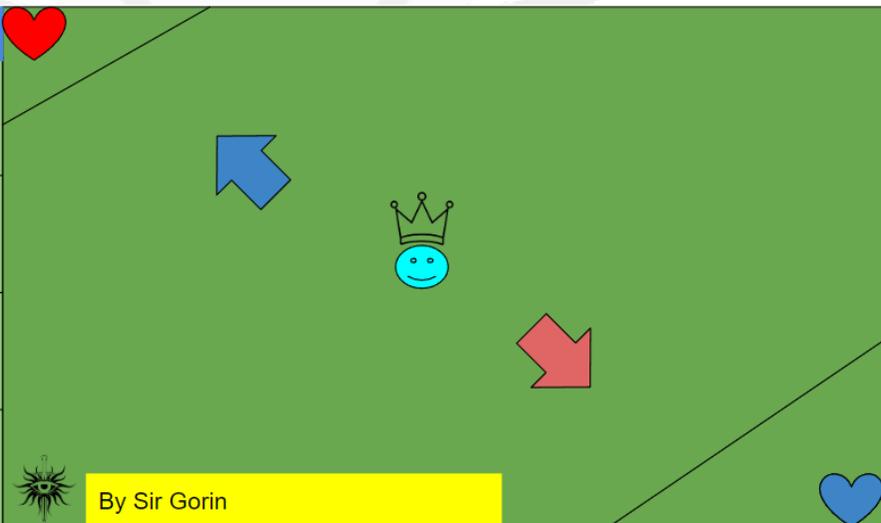
The Game:

2 10 foot gangplanks are the only normal way across. Each team has a boat and a blasting barrel on that boat. There is also a deep water terrain that kills all who walk the plank. Deep water is as per void. Players who enter die at the point they entered. The goal of the game is to blow up or capture the enemy boat. 1.) Blowing up the boat is done by making it across the gangplanks and going to a physical rep of a blasting barrel. (Usually a medium shield) touching it and counting "Burning 1, Burning 2. Etc" Until burning 10 is reached. I ask that they yell burning 10. This count is synonymous with seconds. Then everyone on that boat dies and gets their team the round. 2.) During the game there is a life pool. This life pool is 2 times the number of players on their team. Once they run out they may no longer respawn, but living players may continue fighting until their team is shattered. Dead players should do their best to be out of combat's way.

Optional Rule: Sloop.

A sloop is a small vessel that can be traveled on. It is usually physically represented by a polearm or shield. It allows everyone touching it with a free hand to walk in the Deep Water. They may melee, fight, etc as normal so long as they maintain that requirement. If they lose contact either by being delimbed or letting go they immediately die in the surf. Any spell ball that normally can break weapons or shields destroys the whole sloop and everyone on it if it hits the Phys rep. Otherwise, it interacts as normal. (ie hits frank, frank is wounded or dead but everyone else is okay and can forget about him as he washes ashore. If it hits the shield everyone on board is subject to the terrain they are in.) You may step off the sloop to return anywhere in the ship unharmed. If the sloop is destroyed or abandoned, it resets at your boat, fixed and brand new. You cannot steal the enemy sloop.

Gravity Flag A 6-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up



By Sir Gorin

Gravity Flag is a game like heavy object, however it is a person in the center of the field. Like HVO you must have a number of free hands to move the person. This is discerned by the person being the object of what is okay (such as a shoulder or their garb, cape etc) Once this condition is met they can be led in a direction. This is always a push objective. What makes this game different is if someone lets go of the person/objective or they fail to meet the move condition the objective then starts to move at the same pace as normal back towards their start point. Players must cross the line with the objective fully to score a point. In smaller games you may want this to be further apart as there are less people to contest.

Notes:

I recommend 3 reeves for this game, but you can get away with 2.

The reeve needs to announce when their team may no longer respawn at base.

Legend, Interpretation, & Exposition:

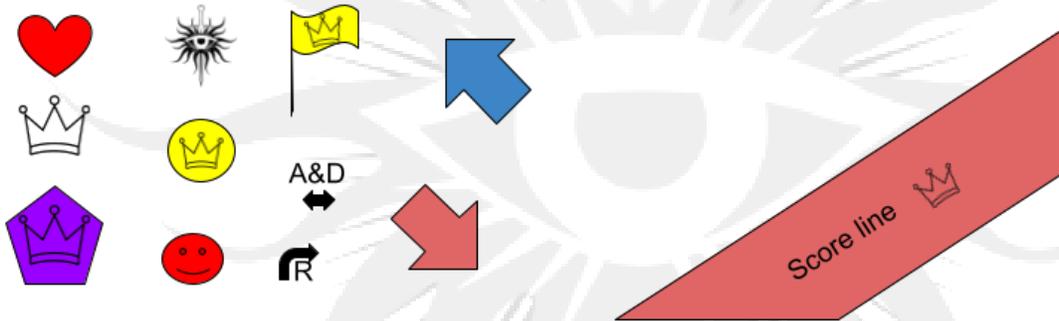
Overview:

Inside all my games in each block, you will find a series of geometries, word expressions, and shapes. Here are some of the more common ones that you will find inside this book. These are not the only ones but they will be the ones that predominate most of the book. These are used in the art section to illustrate several things that occur in Amtgard Battles from game objectives to bases to terrains, the flow of combat Etc. Each of these is usually signified on the field in a variety of ways. However, game flow and size May differ between each of your games.

Maybe even the topography of your field may not match that of the game block. Do the best you can to try to match it or maybe throw your swing into it, but ultimately the games are designed and played to these geometries and styles so fair warning. Below is the key template I make all games to. This is for a game of 6-20 players, with 60-second death counts when a person dies. Unless the game runner calls a jailbreak. Spell effects and durations are normal in this game. The game will hardly end in 15 minutes of active play Unless the event runner allows us to continue or we choose to call it there. The team that wins 3 rounds first wins the game. Players will be divided into 2 teams of red or blue. This template is a good way to interpret all games in this book.

Symbolism and Methods:

Classic King of The Hill A 6-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up



 **Spawns or bases:** Spawns refer to where players usually start or may come alive during the game. The base is usually the same unless it's a game where there are multiple. Spawns and bases are usually easily denoted by a cone or two or some landmark that your field has. Mine has two equidistant planted trees that I tend to use. It can be a lone cone or simple feature so long as it's distinct and visible to 20ft and easily discernable from any other terrains, objectives, etc you may have about. Note: that spawns should be roughly equidistant for each team to the objective unless the game is supposed to be asymmetrical such as in Attack/Defend games (see below). The base should always be 20 ft away from any score zone or objective unless it is the objective or score zone. If this is true then it should be that players spawn 20 ft away from the base. But the base still works for base mechanics.

 **Various objectives:** in my book objectives will always have a little crown on top of them unless there is a bunch of small objectives in which case the game description will go into more detail. When

using items for game objectives try to be sure to set objectives that are noticeably different from equipment or items carried by players in some way. This makes players less likely to get confused especially when the games are bigger. Objectives should always be discernible from any terrain, objective, player equipment, etc you have about. The rule is to always aim for clarity even if a little redundant at times. People go based on reactions in most of our games when we speed things up. That means we process very quick judgments and if they have to stop and ask for clarity it can lead to someone feeling cheated if not sorted out.



Heavy Objects (HVO): heavy objects tend to be done in a way where they are easily visible from 50 ft have space that they can be held on to with two or four hands and generally should be safe if someone were to fall over onto them. I generally will do a shield or Shield without a cover to denote this. The reason for removing the cover or finding a unique cover is that you want the object to be visibly different than any Shield someone might have to discard due to game effects. However, I've also seen duffel bags filled with throwies, large balls, or bean bags so long as they did not roll or gain any team favor by being dropped. Players with heavy objects tend to have their speed adjusted to walking or heel-toe depending on how heavy the object is. Always remember two hands on an object means one player by themselves can score it. Four means they need a friend. This means that they need to use teamwork to win. However, easy this is to accomplish in bigger games, not so much. I tend to do heel-toe with two hands and walk with four. Whenever I call out HVO I say how heavy it is as well. Lastly, this game objective always requires a scoring zone or score a line to be drawn. When it is not in the game block this is usually 30 to 40 ft. The game should always designate which direction the players need to put the HVO. Generally, I prefer to push over pull AKA pushing it towards the enemy team not pulling it back towards my team as the way to score. This is simply because mechanistically, as you're winning when pulling it becomes easier to win. When you are pushing, it becomes harder to win as you win. This is because as you actively get towards your base Ally support Ally spawn several game effects and mechanics all become shorter and easier as you approach your base the inverse is also true. In some games I wanted to stay the same difficulty for either side I'll have it go left to right perpendicular to the spawns of each team. It's always good to consider the direction of the flow of your objects.



Capture the Flag (CTF): this tends to be one of the most common in our game as well as one that can be easily abused. So first off flags are easily made to get any cloth that is easily visible out to 20 ft usually one with lots of drapes. I tend to do swaths of fabric or a couple of yards of fabric and or in a pinch class sashes. Generally, there are a couple of ways to capture the flag. One flag CTF has a couple of variants. Example: just grab the enemy flag and bring it back to your base. Then you get mutators such as you also have to have your team's flag as well or you have to take their flag and keep it at your base or 20 ft Within for 30 seconds Etc. There are lots of ways to run this but the biggest thing you need to be wary of is that Flags can be scrunched up, hidden, or worn and I would heavily discourage any such behavior on the field. I tend to make it so a player must have a free hand and must keep the flag held up or out from their body in such a fashion as anyone can tell at 20 ft whether or not they have it. I warn all players that fail to do so that if I notice this I will call them out and yell to the whole game that they have the flag. I

only do this rarely, but generally, people stop doing it after. Not trying to be mean, but hiding the game objective sort of defeats the purpose of the game. Additionally, when setting up CTF it's a good idea to choose mutators to match the number of players you have. If you have fewer players you have less obstruction for any one player to run in and grab the flag and run it home. If you have more players any one player has more obstruction and therefore it is more difficult to score. This is very quickly noticed if you try to run one flag CTF without a holdover mutator or both Flags mechanics. It is a good idea to be prepared if there are issues with numbers to add a mutator or two so that no one player can easily score unhindered at some point. Lastly, with games that go and grab the thing, it's always a good idea when balancing to be sure that both teams equally have several players that are capable of running the objective fast. If one team has all of the runners don't be surprised unless your other team has all the fighters if the team with the runners wins. Always balance based on objective and team.



Ring the bell (RTB): this game has a lot of similar aspects to the “capture the flag” CTF above. Such as runners, player flow, and the occasional need for mutators especially in low numbers. What makes the ring the bell different is it's generally shorter than capture the flag however it can be set up to require it to be hit multiple times and not just hit once per round, which does a few things to the game style and gameplay. One of the biggest issues you'll run into specifically in the RTB is that players will try to use polearms or extra length, power slide to finish, or reach between people in such a way that isn't safe. Commonly, I say players with poles must strike from courtesy. Players that power slide will no longer be able to score if they continue to try to do so. The Bell objective should always be at least 20 ft away from an Allied base or spawn. You don't want dead people blocking up your objective. I would also discourage living players who are friendly from standing 5 ft within the objective because if that player dies and chooses to stand there dead they may get hit upside the head on accident. 5 ft is plenty of clearance and most people can easily step into that or out of it. Also, Niche circumstances might have a player with no weapons. Do not make it so players can score by tapping in with a hand otherwise, you will get a sanctuary Monk who will break your game. In this case, I would encourage them to bring a dagger or borrow one they're free for everyone and very convenient. If it's for the gift of air tell them that they've chosen to take the gift of air and that's on them. To win players must ring the bell and either the round restarts or removes one count. Once the count hits 0 or counts up to a specified number Reeves calls, the round or game is over. When a player scores a point in the count-up / countdown version they are out of the game until they tap in back at their base for their team—specifically home base or Nirvana, not other valid bases. Normally a Bell is a medium Shield that is easily discerned at 20 ft as the objective and must be rung. In point-by-refresh games I will put a cone on top of it to help signify in count-up or down games I will try to remove the cover or find a unique cover or Shield to use. You can very well use anything that someone can safely fall onto and not be hurt by it as well. I use triangle cones in a triangle for one example.



King of the Hill/ Strong Point: probably one of the biggest contention games I've played from the core Staples of amp guard. Unlike the previous two King of the Hill functions much better in small numbers, at least in its traditional sense. Normally, King of the Hill is where a player or players of a specified Team stand in an area marked out by cones. This will start a timer for that team that either is cumulative ergo needs to hold it for a total time or consecutive ergo needs to hold it for a total time and keep it at one time not multiple times. Should an enemy player step in normally this puts the Hill into a contest. This means until the contest is resolved neither team is scoring. This is where we run into headaches in bigger games. Any valid player from either team if they are in there when an enemy is there can put a contest on the hill unless the enemy player is in a spell that makes them unable to do combat such as Frozen or insubstantial or stunned. However, in bigger games, this can be very very confusing and also leads players to rush into combat and fight in a very small specified space generally. This can be very unsafe when it comes to several factors one we're having all players with projectiles now Target players in one centralized space meaning that ammunition will litter the field around the hill that players living and dead will be standing in a congested environment swinging sticks especially pull arms of concern and three similar congestion will make spells confusing and for players that are in States willingly or unwillingly and just about to come out create lots of headaches especially when players are surprised that that person came out of that state. You would do good to instead have the hill be a capture point in the center that they have to hold. This simulates the very same thing and doesn't have the same issue. Then have points scored regularly either randomly or spaced out evenly. Just be aware if you do an even number or even an odd number sometimes it may become tied. In the event of a tie, I would encourage whoever can capture it first on a new round wins out of simplicity. We are an automated computer game that can easily differentiate contest mechanics.

Terrains will generally be any such shape that is not normally called out by this Legend. Terrains normally have arrows or name callouts for specific terrains that are used on the terrain feature page. However, feel free to change which terrain is where so long as you feel like it won't unbalance your game. Especially important in class games. Terrains will adjust and apply pressure to dynamics in games. These are used to take a flat game and add complexity in a way that forces players to think more. Terrains shouldn't be confusing. Terrains are usually set up with cones or flagging tape with golf tees into the ground if your Park allows for golf tees; terrains can also be set up with tarps and rope. It's always good to have a mix of colors, a mix of styles, and a mix of ways to mark out things. Players do best when things are clear. Most games should only have one terrain active at a time unless you have taken steps or your field is used to having a terrain out. Just be aware if someone visits they make come to you with questions. Do not place a terrain that can look like another terrain. Example: Should the red team score zone that looks like a red square happens to be next to lava marked with red cones? Probably not a great idea. Now I know this doesn't seem confusing to you as the game runner, but believe me, someone will get confused. Same as if you use blue and water Terrain. Do your best to make sure these things are clear. Also, don't forget if a player shows up last minute and you need to set something up feel free to tell that player to get with their team and ask questions about what's out there and what's going on. If they need further questions then they can come to grab you. That way that person gets their help and the game gets going faster.

A&D



Attack/Defend: this means that the teams will take turns assuming a position. One team will be defending at the start and one team will be attacking at the start. To determine this I recommend either a best of arms or rock paper scissors or a coin flip between captains if you chose captains. If not then arbitrarily choose. Once one team has had a chance to defend the next round they will switch to attack. Generally, these games are settled in such a way that whoever has the better defense wins. Additionally, these games are set up in such a way that a tiebreaker shouldn't be necessary. If one is, I recommend you take the base game if one is there and play one round of that to determine the tiebreaker. If it's a strong point game where they must hold the Fortress you could remove the Fortress and play a classic King of the Hill game for one round to decide the tie.



Switch Between Rounds: some games have an asymmetrical Battlefield or terrain. This is especially true with the Topography of most parks. Sadly, I cannot predict every single Topography of every single Park. I've tried but no amount of radiation will give me this superpower. Some games inherently require you to have teams switch between rounds due to terrain geometry. Other things such as a line of trees to even the direction of the Sun in some cases or lights - if at night - even can be unbalancing for games. Generally, most of these can also be addressed at your setup if done right, but sometimes they cannot, it's too late or you didn't think of it. You would do well to switch sides especially if one team is fighting uphill literally. Games that have this call out require you to switch teams between sides for it to be fair for any one of these reasons.



VIP or Person: this is probably one of the most contentious games in amp guard at times. While it is a staple our rule system makes it very difficult to have a VIP. Generally, I recommend VIPs for smaller games or if they know they're going to be in the back away from melee combat. You can try to buff the heck out of the VIP or make them unkillable but you run into issues. One of the ways I like to do VIP is a mix of heavy objects or capturing the flag to unlock the VIP. Where the VIP just hangs in the back and cannot leave a specified range or be killed or Target enemies with offensive abilities until they are unlocked. To unlock them they must have their flag captured they must capture a flag or move a heavy object into a scoring zone Etc. Then the VIP is unlocked and the enemy now must defend their VIP and try to unlock your VIP for example. To denote a VIP in small games I'll just point a person out and make it clear in larger games I tend to use flagging tape for teams. Both captains will get a different color flagging tape to make it clear that they are not normal players. Most of the time VIPs or captains have a set of lives if you do the unlocked version I would not do a life I would just do the one. If you do standard I would do three to five with half count compared to normal death counts. Because you don't want your players cheating their deaths as a free way to not be killed again. Most of the time as far as standard players go if you have a special player or role that is supposed to be physically present and is not so because of Garb or some other easily discernible thing at 20 ft then I would heavily encourage flagging tape to be worn as a headband or around their belt or somewhere that is easily seen especially in bigger games. The VIP shouldn't normally be a guessing game.

Terrains, Neutral Enemies, Hazards, and more!

Terrains: An area that is marked out by cones, rope, or similar to be a clear and distinct effect. These should be marked out in such a way that people aren't surprised if they step into one when walking forward. Terrains are good to add flavor or life to games that may have grown dull. Especially true for staple games like capture the flag or king of the hill. Normally, insub abilities work through the terrain. Some monsters with flying may also ignore terrains. It is the reeve's call. Also, note that the large terrain ability or the aqua ability for some monsters only ignores water terrain. I incorporate " see basic water" or "as per basic water" on terrains. I believe this would include, but that is your discretion as a game runner. Next, abilities that trigger wounds or deaths do not trigger off terrains. This is to simplify and punish abusing rules in ways that are not intended. Abilities that affect states or a player's ability to survive them, such as enchantments should. Additionally, when it comes to these terrains, the simplest answer is the goal for each item. So if it seems like it would work away, then it does unless it's abusing a gray area, then no. This should always be at the discretion of the game runner

When choosing terrains, it is always a good idea to keep a few things in mind.

1.) How does this terrain affect gameplay or win conditions? If it's a water terrain in a Capture the Flag (CTF) or Ring The Bell (RTB) game, it will slow the game down. This can be a good or bad thing, depending on your intention. If a void terrain is surrounding a game objective, the game is practically unplayable, haha, so be careful. Mostly, remember terrains direct the flow and approach to combat.

2.) How does this terrain affect the classes? Evenly? Does it favor anyone in particular? If it does keep this in mind when picking teams (Hint: all terrains help or hinder someone).

3.) Placement: Most terrains are placed smack dab in the middle of the field or slightly up or down between the two teams. Well, why? The reason is that both teams are neutrally affected (assuming team comps are the same). Think about what happens if only 1 team had to start in water in a CTF game. That would suck. But what if the water terrain was just in front of one team, but it was not on them at the start? It's still pretty oppressive, but now it begins to become a manageable handicap. Placement is key, but if you need to balance a game, there are more tools than you think! Some terrains also greatly impact how a game plays. For instance, heavy objects in the water are redundant for anyone not on the objective. However, if there is water all around a CTF objective, the game changes pace, and now it's a push to get the flag in the center. Also, be sure neither team gains a major advantage over the other team due to the terrain you added. Every terrain has a time when it is best used or not. You'd do well to make sure you place them correctly.

4.) As always when picking terrains. Keep it simple. Most people tune out after 2 minutes of explanation. So, if it's a complicated game, don't use complicated terrain. If it's a simple game, try a new spin on it with the terrain. Alternatively, if the terrain is left out across multiple games, people get used to it, and this way, you can integrate harder-to-explain terrains into more complicated games without impeding play. Though be ready to sit down with any new players who just got there because of "Amtgard Time™" haha. No one wants to be surprised by terrain, and stopping someone to tell them they're dead isn't fun for anyone.

5.) Always consider how Insubstantial, Large, Flying, or leap and other monster effects you see may be affected by the terrain you choose if you see monsters on the field or gearing up.

6.) When choosing terrain that confines players' movements be sure it's always in a safe manner and gives enough room for vertical AND horizontal melee. If there isn't enough of both you could be causing things to become unsafe. Especially true for bridge battles or choke points.

7.) Remember how ranged or melee fighters may take advantage of terrains when balancing. You can bet your butt that that guy with 30 throwies is going to post up across the bridge and attempt to nail everyone coming across. Not a bad thing but make sure the other team has a response whether that be a caster, Archer, or an equally enthusiastic volley volunteer.

8.) Always be sure to adjust the terrain geometry or placement so that it's more difficult for people to abuse a terrain. Remember per life abilities like shove can be taken more than 20+ PER LIFE. This can be busted in game types with an instant kill effect if they're placed wrong. So be a little leery to have such terrains if you see certain spell lists come out. Of course, this rivals an earlier statement of how terrains should be used. But to clarify I mean terrains should always function in strategy but not be the sole purpose of someone's spell list. In the shove instance, a way to adjust that would be to make the terrain smaller or harder to position so if the bard does try to take that list they're going to have to be clever to make it work. Which I feel is more in line with expectations. As always if you feel something is breaking the spirit of the rule change it. Same with if the whole field hates it or feels cheated by it, Remove it. Good game runners cater to their audience, not their suppositions of how the game should be.

9.) Always be sure any terrain you run is a positive contribution to a game and not a hindrance. This is commonly forgotten, but the game isn't about you or your design it's for the players ultimately. When you run a terrain you may want to cancel or make the terrain simpler to help the benefit of flow. Though be careful you don't make this call too late into the game!

Terrains and Ground Effects:

Basic Water*: Players moving across basic water are forced to walk. Good for bridge games or if you want to slow down a capture-style game.

Head High Water: Players moving across are forced to heel-toe, where the player must walk by placing their moving foot's heel to their stationary foot's toes. This is much slower than walking normally. Optional rule: players wearing 4 points of armor or more die if they step inside. Please adjust as you see fit. For sectional, I tend to refer to the averages that they're wearing.

*^*This mode of walking is called Heel-toe. You'll see it referenced below

Deep Water: This terrain kills anyone who steps into it. In some battle games, players are "moored ashore" and are shunted towards the entrance of the terrain toward their base regardless of where they stepped into it. Once this movement is finished, this is treated as the place they died for mechanics like summon dead.

Running Water / River: Any player who steps into the terrain is affected by the lost spell (alt) where the destination is a marked cone at the end of the water instead of a base. Players still in the river who have the state removed are immediately put back under its effects. Players can't jump into the river from the end of the river. Alternatively, you can have it so players can only move in one direction instead of lost. Make an arrow with cones to aid in directions.

Void / Growing Void: This terrain is another instant death mechanic. HOWEVER, any player who steps into this terrain is dead even if they normally ignore terrain. Assassin? Aether consumes thee. Flying? Not anymore! Growing void makes the void terrain grow between rounds of any game. Make sure players know if it will grow or not! Great terrain if you want to make something difficult to get!

Sticky terrain: Players who step into the sticky terrain are stopped for 10s, and then they may take another step. If that step is still in the sticky terrain, then repeat this process. Warriors may use true grit to ignore the terrain for the 10s.

Tar Pit (s): Players inside of the tar pit(s) for more than 10 seconds receive a wound of their choice unless they're immune to flame. Good for choke points Everyone wants to dunk someone in a tar pit!

Difficult Terrain: as per water, no one gets to move fast across the area. May or may not include insub abilities (game runners call). Specifically for monsters large or flying. Or if players are shoving other players through the terrain. All players traversing must walk or heel-toe game runners call

Elemental Terrain: Most notably fire and death, any player who steps into this zone is subject to the effect of the school of magic that composes the terrain. Ex: fire circle or lava: anyone who steps in dies due to flame unless they're immune to flame. Ex2: Ice circle: anyone who steps into this terrain acts as if they were hit by an ice ball. They then may step out of it

1. Flame: kills players unless they're immune to flame
2. Sorcery: kills players as if they were hit by a sphere of Annihilation (Dead + Cursed)
3. Death: kills players unless they're immune to Death
4. Divine light: kills the player unless they're immune to spirit (lol cursed)
5. Subdual ice: as per ice ball (keep it consistent with whatever the spell ball timer is, so it's easier for players to think about)
6. Subdual: As per entangle
7. Subdual: As per Abeyance,
8. Subdual: As per suppression bolt

Wall terrain: Players may not walk through wall terrains and, in most cases, fight through them either. (treat casting as though they can't see through it).

Objective Terrain: Players enter this terrain and attempt to do a thing. King of the hill? Bring the Payload? Etc. This terrain doesn't care if they're normally immune to the terrain. Once the objective is completed, move a marked object such as a cone and treat this space as normal ground or adapt as desired. (I.E. in the Burn The House Game players enter this square and burn the house down. Once the house is burned, it is now a fire elemental terrain. The reeve announces burned, and the cone is removed to mark that it is now on fire.

Quicksand: as per **basic water** (see above)* but all players hit with any effect that stops, stuns, or freezes them while they're in the quicksand (including voluntary ie: Stone Form, or Force Barrier) immediately die. Reminder insub abilities normally don't apply. The step in the shadows doesn't kill the assassin/scout, for example. Alternatively, you could have them automatically die after 10 steps and have that be all it does.

Anti-magic Zone: Players in the zone are affected as protection from magic. Players with enchantments as they enter are dispelled. (Yes, even Pro-mag itself, lol) Players within the circle can not cast magical abilities (M). Extraordinary (Ex) work as normal since they are non-magical. Reminder: enchantments are Ex as they're applied but magical once they are applied. So you can cast them, but you'll be dispelled immediately if you're inside the circle.

Wind zone - any player walking in this zone is slowed walking in any direction other than where the wind blows. They may move as fast as they want if they follow the wind. Players with 4 points of worn armor on the chest may ignore this terrain. Players with Gift of Air may ignore this terrain. This terrain must have a cone or arrow of cones marking direction.

Ability exception terrains - usually a hula hoop or small area. This area is where a player may enter and use an item or ability they normally aren't allowed to, but only while they remain inside the marked area. Examples are: can cast fireballs, force bolts, or use a bow and arrow regardless of class. Usually nearby choke points. The game runner will announce what kind of exception is usually allowed when people step inside one of these. Most commonly, a magic ball or use of a bow for classes who can't use one while inside the circle. The player is still in the game, and all mechanics function as normal.

Siege terrain - also usually a hula hoop, has either a bow and arrow or a set of rocks that are marked ammunition. Players inside may use these items regardless of class but as per siege. Usually, in alternating attack defense games or center Map

Punji Sticks (by Chiba of NL) - players standing in this area are made fragile unless they're immune to death.

Invincibility Zone - any player or their equipment inside this zone can not be targeted or affected by hostile magic other than Dispel. All players in this zone cannot harm players or their equipment outside of this zone except for dispel.

Vulnerability zone - Players in this zone are volatile, any hit to them or their equipment instantly kills them so long as the shot is valid. Headshot? No. Suppression bolt hits a monk block? Still dead.

Boneyard zone - players in the boneyard can be the target of rez, greater rez, undead minion, and greater undead minion. Rez/G-Rez this is treated as their death location now. Gumi or UM is as per swift. Players dead in the boneyard are immune to death. (No steal life :P)

Gravity zone - magical and worn armor makes you slow or slower when in this terrain. Whatever the point value is you start with. If multiple points are worn whatever the average rounded up is

0-1 you may move as normal, 2-3 you must walk, 4-5 heel-toe, 6 you're stopped but if you can RP how difficult it is to walk you can move at Heel-toe. You can use a shake-it-off to ignore this terrain for 10s. This is best used in militia games where armor is common. Alternately, an area where all players who walk through are affected by shove either toward the center or away depending on the game runner. This is called at random times by the game runner.

Putrid Zone: Players who step into the zone are affected by the stun spell, except it is ex aka non-magical in this case. Players may avoid this by holding a hand over their mouth or nose. If they remove this for any reason, they are affected. Players immune to death are not affected by the terrain. Players are able to leave the stunned state after the 30s timer if they IMMEDIATELY leave the circle. They are allowed to defend themselves while doing this but cannot attack.

Light Zone / Holy Zone: While standing in the holy zone heal, greater heal, Rez, and greater rez are cast as though they were swifted.

Dark Zone / Unholy Zone: Players standing in the unholy zone are cursed. Death school enchantments may be cast as if they were swifted.

Shop Zone: Players in the shop zone are out of the game. No one can abuse this ability. No abilities can be cast in the shop zone. (You're out of the game). Players in the shop can buy from the shop. Shop items can be used across the day unless specified elsewhere and follow the trinket or item rules. Once the day is over, they must be returned, and these items cease to exist.

Zone of enlightenment: Players inside the zone have an enlightened soul (ex). When placing this zone, make it smaller and away from objectives. Otherwise, casters post up inside and make it difficult. It's great in the middle of a CTF where each team has a flag.

Tree terrain - it's just a tree. It's literally a tree. In some games, players may use the tree stride mechanic to teleport from a tree they touch to another they can see as per teleport Self only once per life. The caster may only voluntarily end teleportation only once they touch the designated tree or any tree on the way and say " I return to the physical World" X 2.

Obelisk terrain object - The player may cast teleport but to another obelisk. They may not leave this instance of teleport early/willingly.

Green Hill Zone - players in this zone may treat a timed ability they're hit with as half its normal duration. This only applies to hostile abilities. A player may only benefit from this once per life

House terrain - normally an objective Terrain for some games. Where a player meets the criteria and once complete this terrain transforms. Usually in such ways as turning into a fire elemental

terrain. But have fun with it, but keep it small and simple. Be sure to communicate expectations on what it will do or be. The way to signal the change is to a cone of the opposite or dissimilar colors in the center and remove that cone once it is captured. The lack of the cone. Knocked over or not should never be a sign as that can be confusing and happen accidentally. As such, this terrain, while fun, requires reeve or game runner intervention, making it a complex terrain.

Analog terrain aka Analogous terrain - this is terrain that can be turned off by capturing it or going to it in a way desired by the game runner and while maintaining criteria for incantations - count the desired number and once completed the terrain ceases to exist. This terrain is easiest when incorporated with another terrain thematically. A good example is the reverse of the above. A bridge is on fire; put it out, then once it is out, you can traverse the bridge. This can be a step to overcome come in many games or a defensive point in others. It adds depth without too much complexity. Once it's off, make sure to leave it off for ease of use. Use the same way to denote as above with 4 cones or a cone parameter and a cone in the center or a line of cones in the center. Uses of this terrain are good times when a player can turn off the terrain to let their allies through.

Neutral Enemies or Hazards: These 2 are the same things just one may be attacked or interacted with, and one may not be attacked or interacted with. They both represent a player actively trying to mitigate the progress of the game in a constructive way. Usually, this is meant to be evenly distributed amongst teams. Example: a player not in the battle game shoots arrows at players on the field. The RP could be anything from deadly hail to highwaymen who want your belongings. Clearly, one you can combat (highwaymen) and one you cannot (hail). You could also have them activate or deactivate if a criterion is met. An easy example of this could be “it’s only active every other round” or “once the objective leaves X area”. You could even add monsters of any level just to be sure to balance them in simple and intuitive ways.

Neutral Enemies: First off, let me start by saying that ideally these are not run in team versus team games unless they have a constraint. Otherwise it leads to the neutral aiding the enemy team in an undesirable way. They work great in free-for-all or with a constraint. Choosing how strong a neutral enemy is can be hard. Certain games, even a slight push, could change the tide of the fight. So, it is best used as an additional hurdle to complete an objective rather than to turn them loose. Ex: a crazy swamp hermit (player class level 3 druid) guards the king of the hill or neutral flag. This adds a dynamic to the game that requires teamwork and counter-team play. If this creature is too strong, the game will stall while one team waits for the other to rush and attack. Too weak, and it doesn’t do much, and your volunteer won’t have much fun either. I tend to let the neutral enemy's goal be to undo the progress of either team. Uncaptured objectives, defend choke points, etc. There are always other factors in strengthening or weakening the neutral enemy is how often they respawn. Even a peasant is strong if he only needs to tap in at

the base to respawn. Strong enemies should take longer to respawn and this isn't always a timed thing. It may be per round as well if desired. The difference is hazards can be avoided or abated and combatants killed. Hazards can be targets of certain spells which make them go away, or they can be dodged or blocked. Or certain spells can ignore them. These are all cool and fun things to do. But be sure you limit the number of exceptions present as too many exceptions are confusing. It's always good to remember that players have to remember 70+ pages of rules already. So try to have any additions you have to be intuitive. Banishing a spirit makes sense. Banishing hail doesn't. Additionally, in KLE/large-scale games or competitive games, neutral enemies make less sense unless they're meant to be directly overcome as the objective.

Additionally, Both have some general motive even if that motive is simple. If they're a combatant give them a 1-word description of how they should act. This helps RP, imagination, and the player to act more accordingly. Too much and you dilute your attention and they may resort to what's easiest or not to capture what you have in mind.

Hazards could be:
archers or thrown weapons

A barrage of spell balls

Impediment: they actively try to undo the work or progress either team tries to accomplish. Make these a bit stronger or targetable by some effect. A personal favorite of mine is banish (alt) as per lost and insult (alt) as per lost. The reason is both teams will agree to not let the entity be around unless it's harming the enemy. Example: a neutral player who uncaptured nodes or points that one team captures or hunts down players who get a flag etc.

Melee traps: (they stand still or walk a predictable line and take shots with melee)

Trap(s): a Player is responsible for making terrain and moving it. While all players should know what the terrain is, it can move and catch players off guard. The trap setter should help to let players know when they've stepped into a trap. They're effectively a reeve after all.

Roaming bomb: they walk around unarmed and any time they're hit with anything they announce boom and all players within their melee distance dies as if they were hit by siege.

Example: Goblin in a tower in abyss terrain in the center of a map. They use Archery and take shots at anyone they can. They cannot be killed but they can be affected by any spell that works on their equipment. They have unlimited mends but still have to cast it. So players can abate it slightly by melee. This is great for Roaming games where you want people to roam about

Common misconceptions

These are, in my experience, the way these rulings should be done to keep the flow of gameplay going smoothly. Additionally, in some cases, these better fit what I had in mind when writing them. Moreover, if ever a terrain or effect causes too much confusion to remove it or simplify it. We're here to have fun and what that means is different for everyone. Also, on the field the Reeves call is final and these leanings are here to simplify calls, not make them for Reeves. That is the game runners and their reeves discretion at the park day.

1. Head high Water- players who get 4 points of armor from wearing 3 and getting 1 point from imbuing armor Still survive the terrain. It's 4 points of worn armor or more.
2. Deepwater - any time this one comes up if only 1 team has a dedicated healer use head-high Water instead. Too busted otherwise. Or make the death count shorter but never shorter than spell balls.
3. While in a terrain that imparts an effect such as stopped, stunned, frozen, suppressed, etc. You're considered under those effects the entire time you're in that terrain unless you're immune to the terrain for effects that work on those conditions. Even though your timer may be up for simplicity you're still considered under its effects until you leave the terrain
4. Terrain durations unless otherwise noted: Whenever a timer for a terrain-imparted effect is over you may IMMEDIATELY leave and not be placed back under its effects again. Players may defend themselves while performing this movement but may not attack or hinder play.
5. Players may call dead in terrains effects following the normal rules for taking a death.

Fun Alternate Mechanics

These are predominantly to add things to games to make them more interesting. As well as alternate win conditions or balancing mechanics that aid in a few of the more hard-to-balance situations.

Drag and drop - allows players to drag their dead allies. Wherever they are dragged is treated as the spot they died. This follows the rules of game objectives regarding states. To drag a body it requires a free hand and to say "dragging 1-5" as a count. Such as dragging 1... dragging 2, etc. Dragging can be done any time one can charge an ability but you may move

Siege and alternate siege - in several games of mine certain objects suddenly swing for a siege. But in really small games that just doesn't quite always work. Additionally, sometimes you see players get on the wrong side of the siege more than you'd like. So with that, I came up with some alternate siege options that replace the normal rules just to accommodate players with more limited mobility. Players with 6 points of armor hit by siege aren't dead but all of their armor is broken. If it hits equipment instead of armor applies as normal. (This is for armor) for mobility make the siege projectile wounds kill and equipment destroying instead. Adopt either as you see fit for the field

Bag of thrown - while normally reserved for 1 or 3 novel classes occasionally I'll allow a bag of the completely fair game thrown to be added to the field. They must all be similar in appearance and not easily confused with ANYONE'S personal thrown weapons. These thrown weapons can be used by any player. Usually added during games with a defensive point and given to the defending team. I tend to do 5-8 for a team of 8-12. Of course, the other team gets to use them too once they've come to their side haha

Bag of basic spell balls - same, same, and similar as above but it tends to be a subdual spell ball with a special under drape or string that marks it as different. As well as my name and markings on it haha. I usually do 2 entangles or ice balls to a defending team. But once thrown the offense team can use them too of course.

Teleports - a sort of terrain mechanic, when someone steps in one of these they are as per the teleport spell but they cannot willingly come out before the destination. The teleport sends them to the other teleport. Yes scouts can track themselves out.

Boats or floats- In some games, I will let teams designate a medium shield as a Boat so they may treat the deep water like normal water while they hold the shield with a free hand. This medium shield must be held out and away from the body (like a pizza box) and cannot be used to protect you and follows game object rules or shared between the group like in HVO. If this shield would be destroyed or the player(s) holding it let go for any reason even for a moment they are subject to whatever terrain they're in. Engulfing effects that hit the shield affect all players. If it hits a player it only affects that player. Players may continue to hold onto the boat despite a state. But the other 3 people may choose to kick you off to keep moving lol.

Tree stride - a player touching a valid tree that has been designated or a sufficiently marked stand-in may cast teleport on self to another tree they see within range. When enabled players may only use this feature once per life and may only come out voluntarily at the tree they indicated or another tree along the way

Clearing (safety mechanic) - on bridge games or games with choke points congestion - allows players to take a few steps off the bridge or choke point and then let them treat that as their new location for Death. This is because otherwise, you embroil dead players in chaos and confusion and potentially put them at risk for a variety of reasons. It is also unfair to archers because the dead interfere with shots in a way that is not intended for dead players. This will do great to help with the safety and health of play in congested games.

Jailbreak - the jailbreak mechanic is just like dodgeball growing up. When the game Runner announces jailbreak all dead players come alive at the base. Players who are dead on the field must return to their home base AKA Nirvana to come alive if they were dead on the field during the call. This is to prevent confusion for players suddenly coming alive in the middle of the game. It also helps fend off or rebalance crushing or unbalanced teams. It also gives a feeling of emergency but be sure to use it equally or a team may feel cheated.

Quick list Battle Games:

Reason: After running a game a couple of times people generally have the rules and set up down and really only need a reference photo. Alternatively, having a quick snapshot of these games makes photocopying easier. Lastly, for those who use the digital format, these are great to copy and paste or screenshot as previews for your park days or events. These help gather attention and make people more excited for the games to come!

Ragnarok + Goblin CTF A 6-10 (+1)	
Death:	Joined team at a spawn.
Timers:	Normal; spell balls halved
Duration:	3 rounds of 5 minutes
Objective:	Most points

30' diameter

Void

Neutral Hazard player

Free for all* Recommended soft max bounds

For Whom The Bell Tolls 6-20		
Death:	30s on death or jailbreak	
Timers:	Normal; spell ball halved	
Duration:	15-20 minutes	
Objective:	Shatter enemy VIP	By Anix Runeweaver

Duel Delivery A 6-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	First to 3 or 2 up	

Death Ball A 8-35	
Death:	30s on death or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	First to 3 or 2 up

Classic King of The Hill A 6-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up

Classic Flag Capture 6-20	
Death:	60s on death or jailbreak; small game 45s
Timers:	Normal; small games Balls 30s
Duration:	15 minutes
Objective:	First to 3 or 2 up

Classic Heavy Object A 6-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15-20 minutes
Objective:	First to 3 or 2 up

Classic VIP A 6-20	
Death:	60s on death or jailbreak. VIP 3-5 lives
Timers:	Normal
Duration:	15-20 minutes
Objective:	First to 3 wins or 2 of 3

Battery Base A 6-14	
Death:	45s on death or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	First to 20 charges

Fairy Circles A 9-15	
Death:	60s on death or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	First to 3 or 2 up

*can have multiple teams of 3

Spud's RTB A 6+	
Death:	30s on death or jailbreak
Timers:	Halved
Duration:	15-20 minutes
Objective:	Best 2 of 3

Bells

void

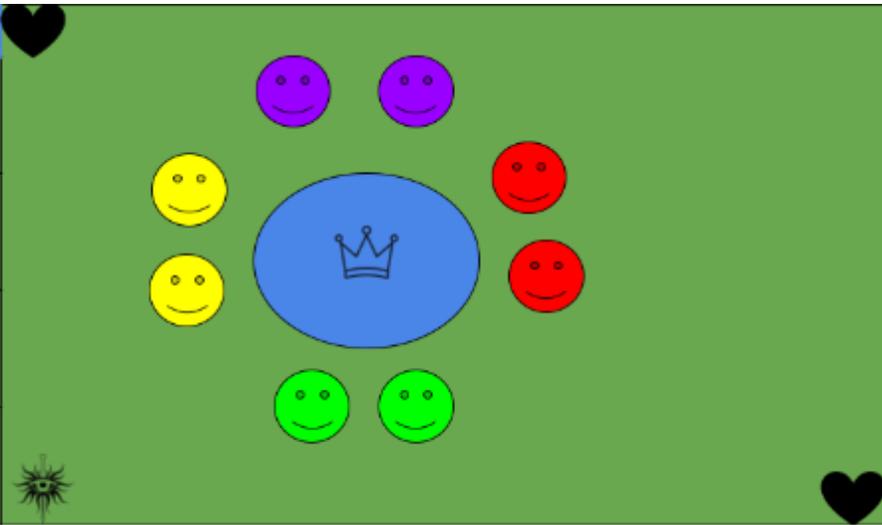
By Lord Spud

Barrage M or D 3+ T	
Death:	1 life or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	Last one Standing

Random Spell Balls

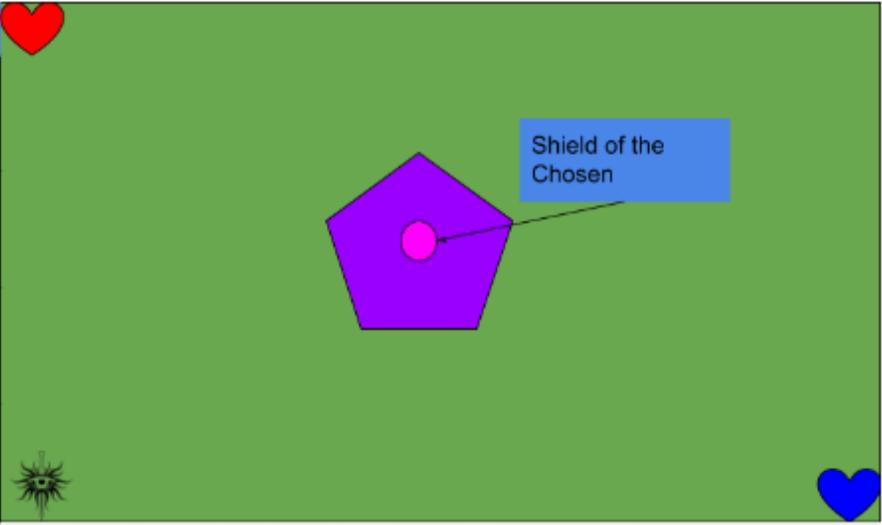
Back to back 3-10 M or D

Death:	1 life per round
Timers:	Normal
Duration:	10-15 minutes
Objective:	Last one standing



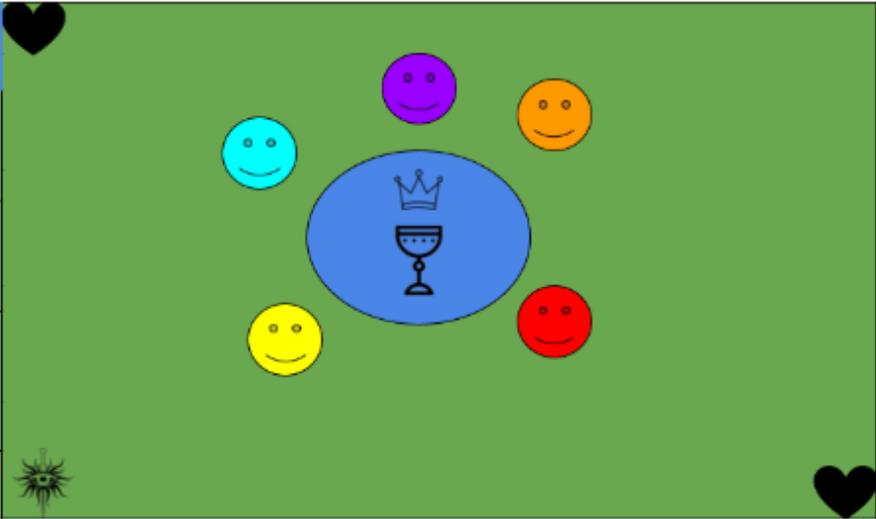
Caster x Caster A 8-20 T

Death:	45s on death or jailbreak
Timers:	Normal; spell ball halved
Duration:	15-20 minutes
Objective:	First to 3 or 2 up



King Arthur 2-10 A

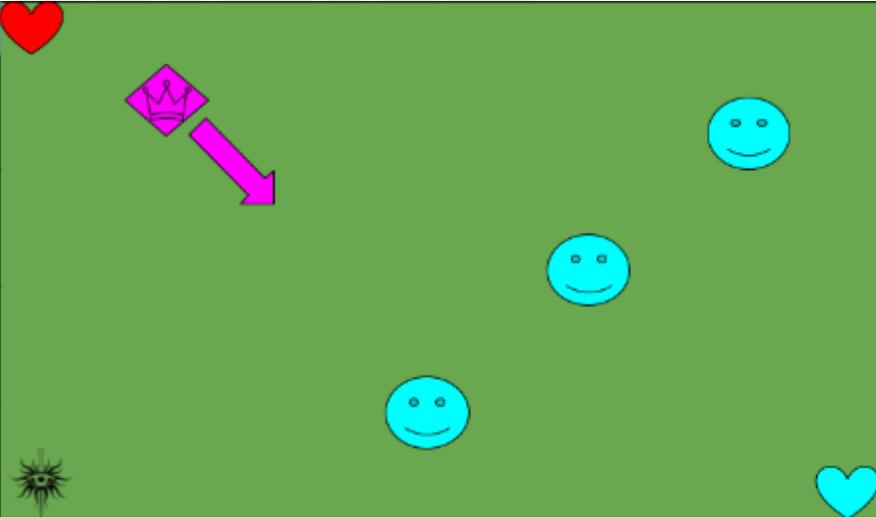
Timers:	Normal
Duration:	30 Minutes
Objective:	Capture the Holy Grail AND to turn it in.
Reward:	



A person holding the Grail cannot be stopped stunned or frozen and must announce that they have the grail at each engagement. The Grail is a game object. If a player dies with it they drop it. It doesn't need to be looted off their body.

Caravan

Death:	30s
Timers:	Normal
Duration:	10 minutes
Objective:	Most distance



Goodberry		
Death:	Touch in	
Timers:	All halved	
Duration:	10-15 min	
Objective:	Most points	

bandits A 3-20		
Death:	1 life / no respawn unless rez'ed	
Timers:	Normal	
Duration:	20 minutes	
Objective:	Eliminate other side/ guess Investigator	

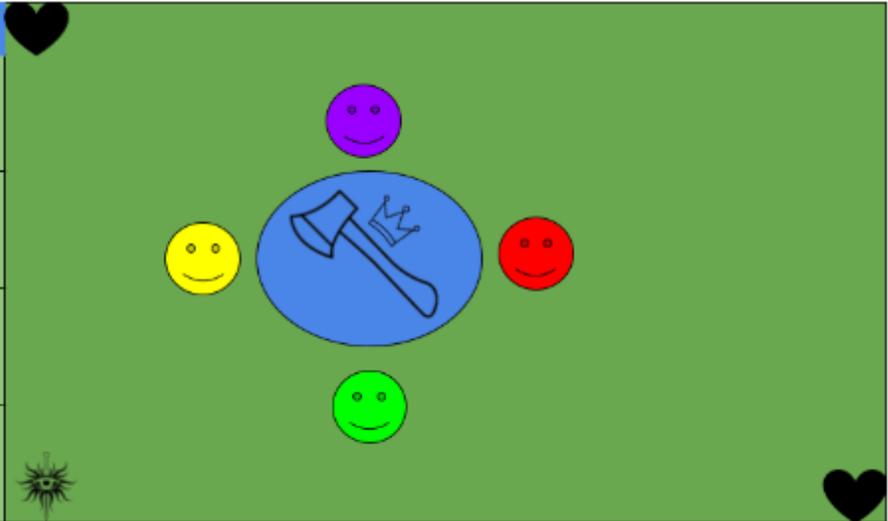
Trogdor A 5-15		
Death:	3 lives / 60s	
Timers:	Normal	
Duration:	20 minutes	
Objective:	Survive, kill trogdor, or Trog burns all	<p>By Defender Thane Kormac</p>

Don't Wake Grandpa A 7-21	
Death:	1 life per round
Timers:	Halved
Duration:	15-20 minutes
Objective:	First to 3 or 2 up

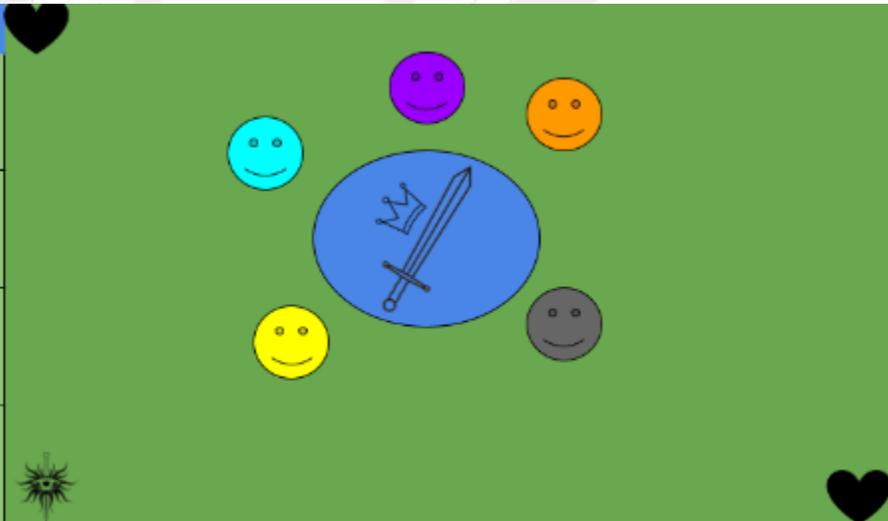
Axe Game 3-10 (D) (M)	
Death:	1 life per round
Timers:	Normal
Duration:	10-15 minutes
Objective:	Last one standing

Ogre 2-10 (D)	
Death:	1 live
Timers:	Normal
Duration:	10-15 minutes
Objective:	Last one standing

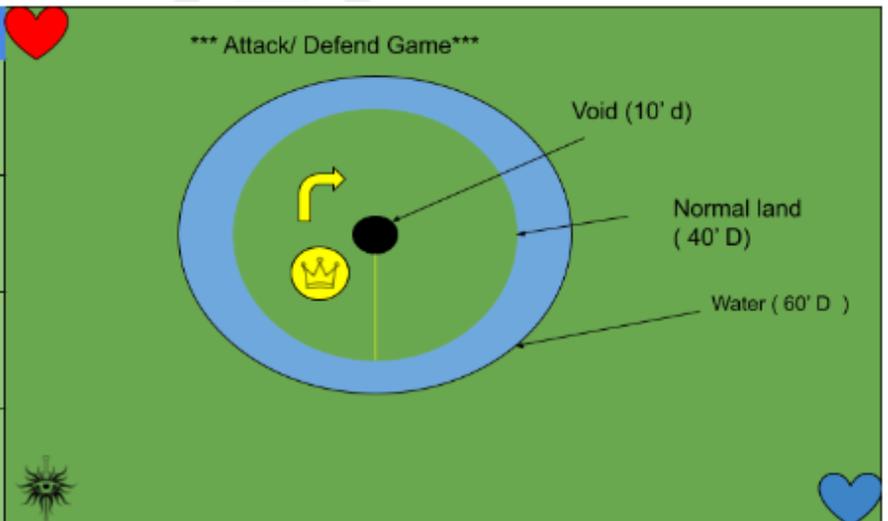
Axe Game 3-10 (D) (M)	
Death:	1 life per round
Timers:	Normal
Duration:	10-15 minutes
Objective:	Last one standing



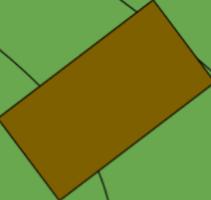
King Arthur 2-10 A	
Death:	30s / 2 lives
Timers:	Normal
Duration:	10-15 minutes
Objective:	Last one standing



Ring Rose A 6-12	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	Most points



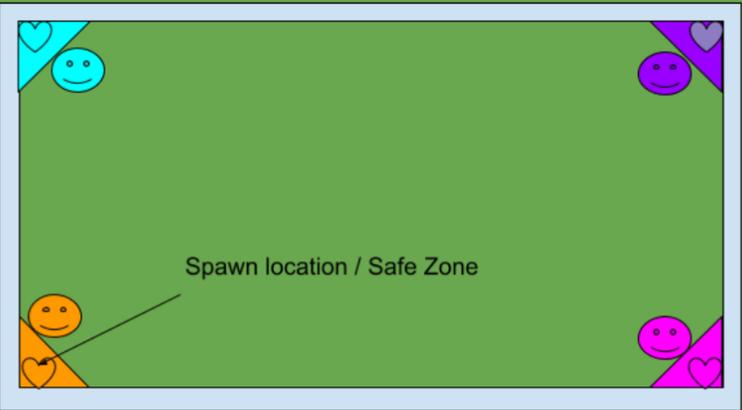
Swarm VIP A 10+					
Death:	3 L VIP / 60s on Death everyone else				
Timers:	Normal				
Duration:	15-20 minutes				
Objective:	First to 3 or 2 up				

Sabotage A 10-20					
Death:	3 lives per round / 60s				
Timers:	Normal				
Duration:	20 minutes				
Objective:	First to 3 or 2 up				

Torch the barn		
Timers:	Normal Timers	
Respawn:	30s on death	
Duration:	15 Min / first to 3 wins	
Lives:	2 per round or unlimited	

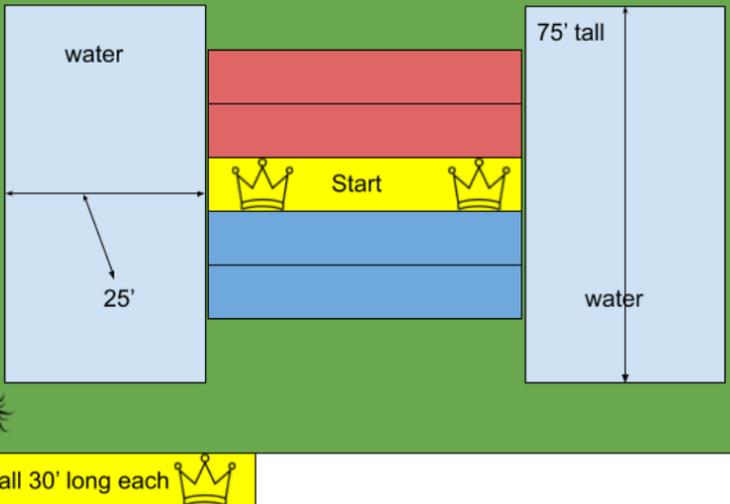
Capture The Capturer 8-15		
Death:	60s Class/ 30s D or M	
Timers:	Normal	
Duration:	20 minutes	
Objective:	Attrition or 2/3rds	

Arena Champion A 4-16	
Death:	30s on death
Timers:	Half on All
Duration:	15 minutes
Objective:	Last One Standing / Most Glorious



By Bracken and Ronin
Max bounds

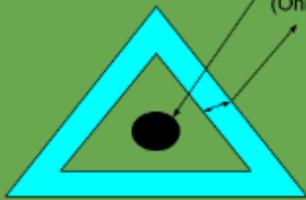
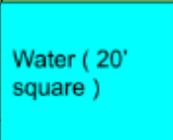
Ladders A 6-16	
Death:	45s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up



Frenzy D or M 6-10		
Death:	30s on death	
Timers:	Normal	
Duration:	15 minutes	
Objective:	First to 3 or 2 up	

Shire Siege KoTH A 8-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	Longest defended time	

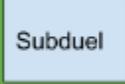
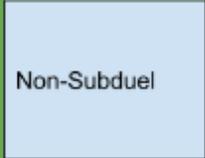
Shire Siege RTB A 8-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	Ring both bells	

Shire Siege CTF A 10-20		
Death:	60s on death or jailbreak	 
Timers:	Normal	 
Duration:	15 minutes	
Objective:	Capture both flags	 A&D  

Coin Hunt (A) 10-20		
Death:	60s	
Timers:	Normal	 
Duration:	20 minutes	  
Objective:	Most coins at end	       

Killer Queen 10-20			
Death:	60s on death or jailbreak		 
Timers:	Normal		
Duration:	15-20 minutes		
Objective:	Most points	 	    

	VIP		Capture point
	Heavy Object		
	Capture cone		

Elemental Switch CTF A 10-20			
Death:	60s on death or jailbreak		
Timers:	Normal		
Duration:	15 minutes		
Objective:	Capture enemy flag	 	   

Elemental Switch HVO A 10-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	Bring HVO passed line	

Elemental Switch RTB A 10-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	Ring opponents bell	

Elemental Switch VIP A 10-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	Kill VIP	<p>*Captains are immune to terrain in VIP *</p>

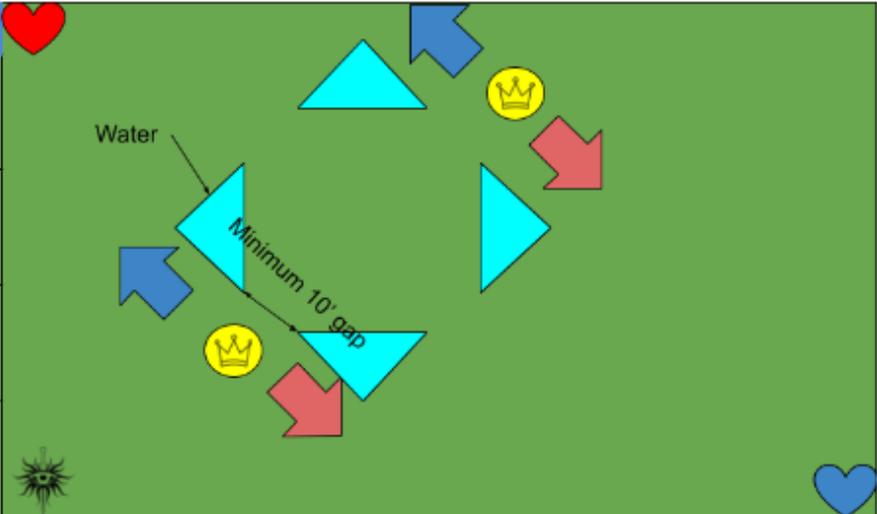
Heavy Float A 10-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	HVO past line	

Mud Run A 10-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	Bring HVO past line	

Diamond HVO A 10-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	First to 3 or 2 up	

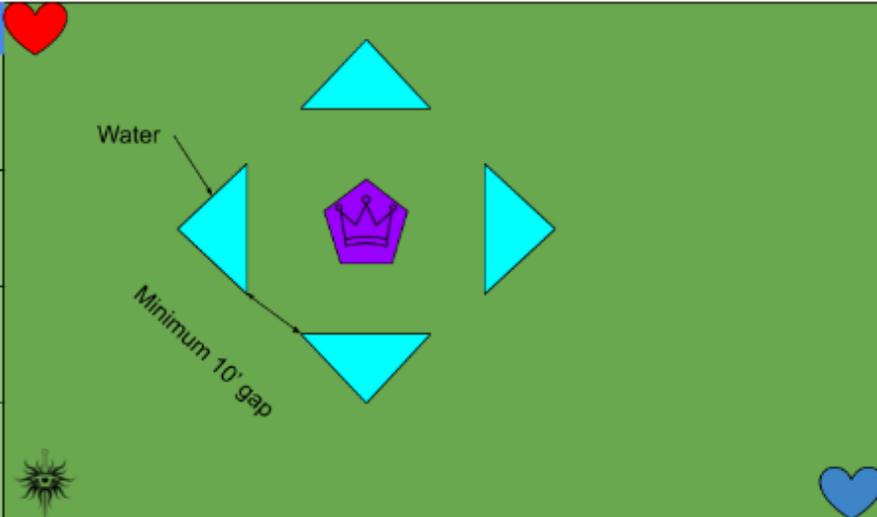
Double Diamond HVO A 10-20

Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up



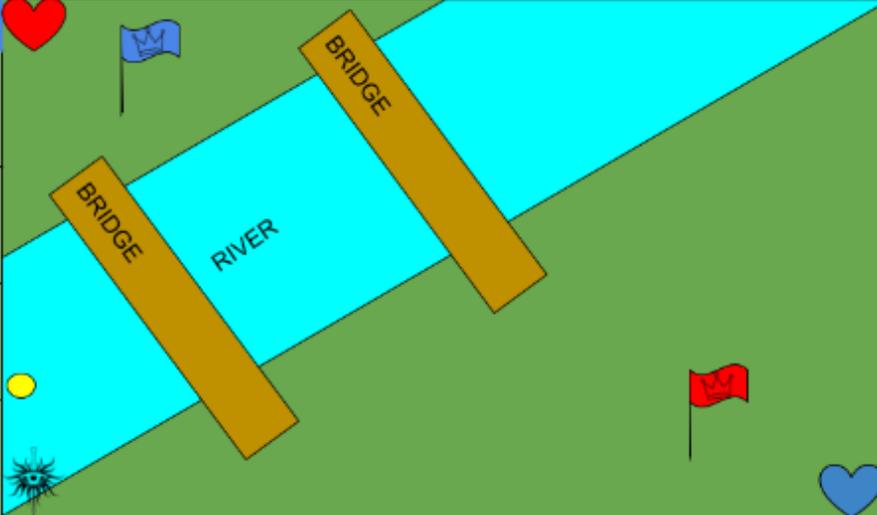
Double Diamond KoTH A 10-20

Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up



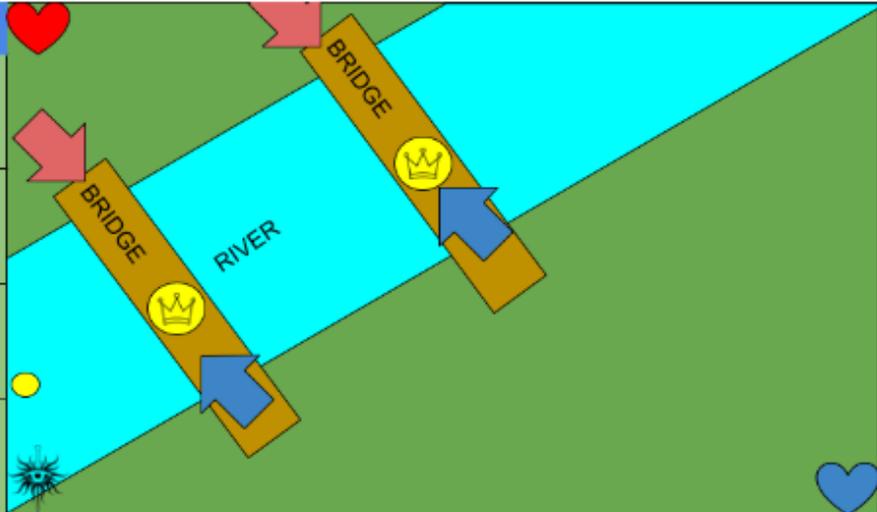
Double Bridge CTF A 10-20

Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up



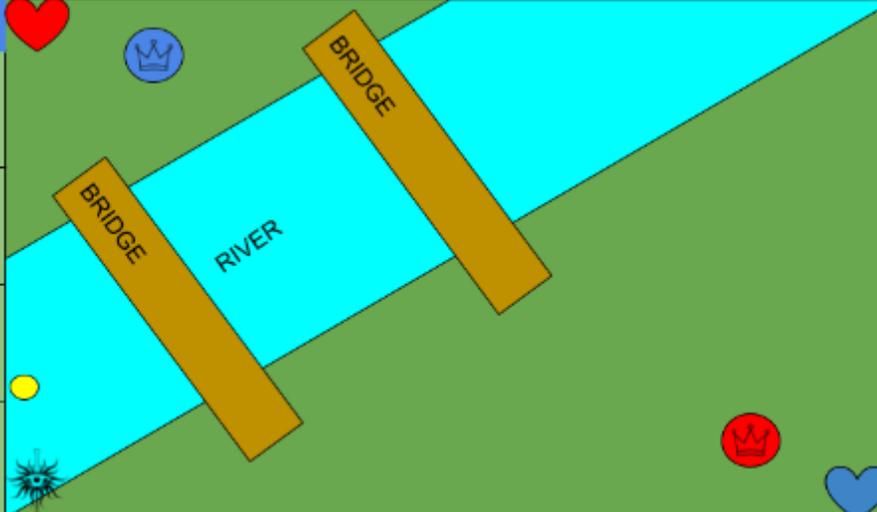
Double Bridge HVO A 10-20

Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up



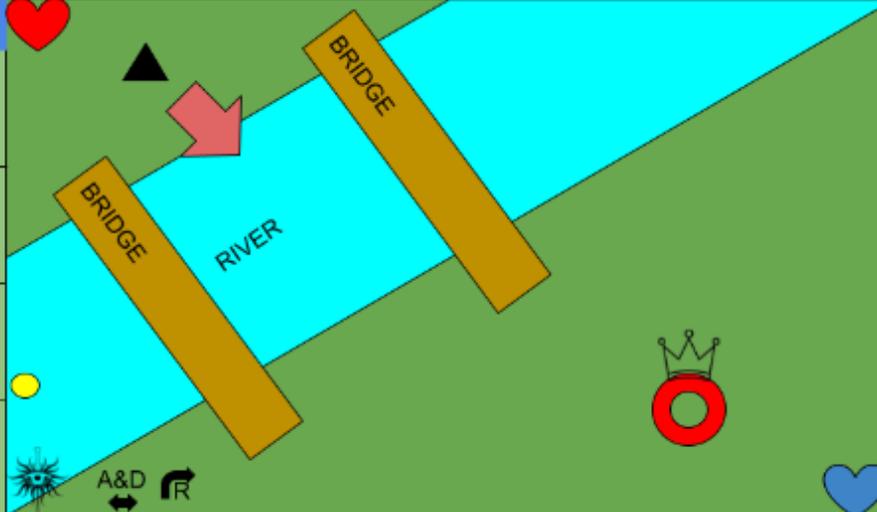
Double Bridge RTB A 10-20

Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up



Double Bridge Torch Carry A 10-20

Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	First to 3 or 2 up



3 headed hydra A 12-21		
Death:	60s on death	
Timers:	Normal	
Duration:	15-20 minutes	
Objective:	First to 3 of 4 cones; best of 3 rounds	

General Advisor		
Death:	30s on death or jailbreak	
Timers:	Normal; spell ball halved	
Duration:	15-20 minutes	
Objective:	First to 3 or 2 up	

Big Field CTF A 10-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	First to 3 or 2 up	

Reliquary A 6+		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15-20 minutes	
Objective:	Best 2 of 3	

Lake-side King A 6-20		
Death:	60s on death or jailbreak	
Timers:	Normal; spell ball halved	
Duration:	21 minutes; 3 rounds of 7 min	
Objective:	Most points by end.	

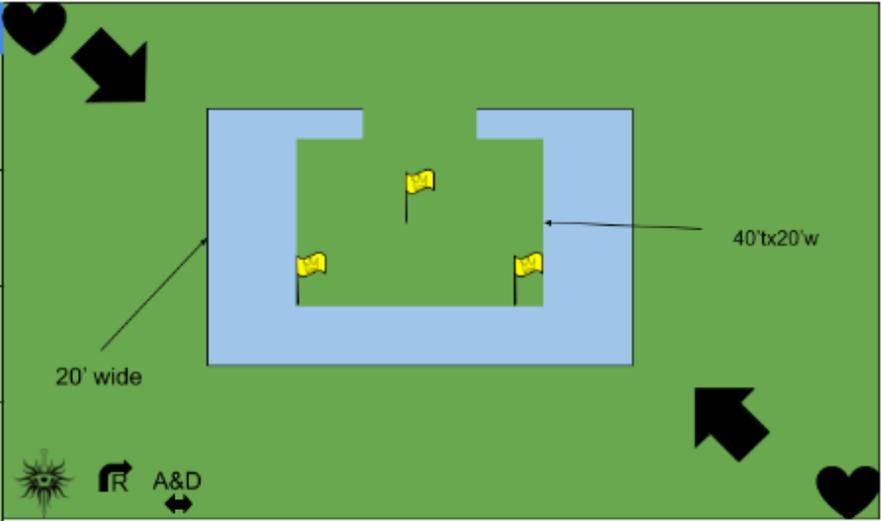
Trogdor A 5-15		
Death:	3 lives / 60s	
Timers:	Normal	
Duration:	20 minutes	
Objective:	Survive, kill trogdor, or Trog burns all	By Defender Thane Kormac

CTF 3 A 8-18		
Death:	45s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	First to 3 or 2 up	

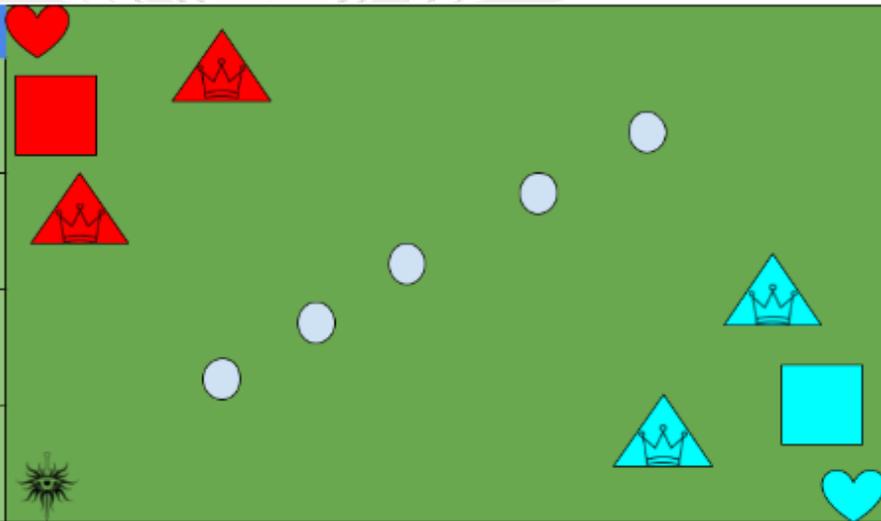
3 stage capture A 6-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	First to 3 or 2 up	

Dragon Egg Carry A 10-20		
Teams	2	
Death Count	60s or jailbreak	
Lives	Unlimited or 5	
Duration	20 minutes / first to 3	

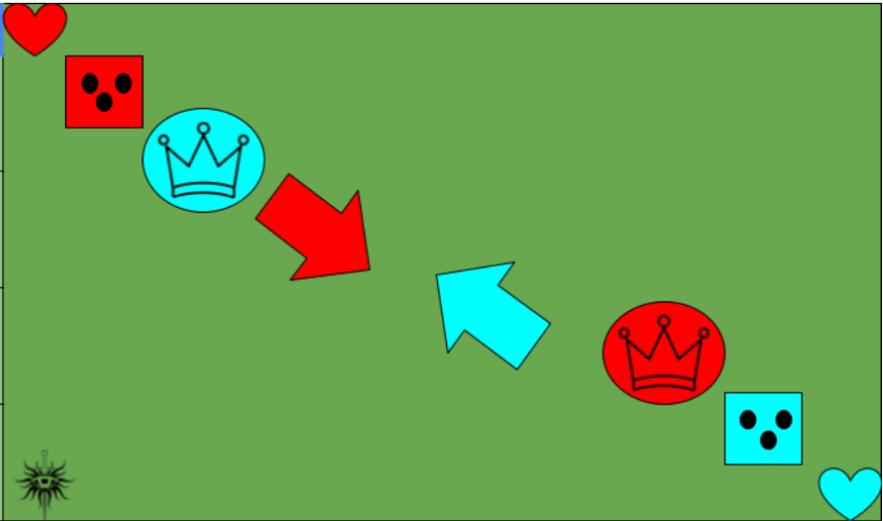
Castle Conquest 3 Flag CTF A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes (each team gets 7 minutes max)
Objective:	Get all three flags to end round. Team with longest defended time



CTF Horde 10-20 A	
Death:	30s D or M and 60s Class
Timers:	Normal
Duration:	20 minutes
Objective:	Most points / best of 3 rounds

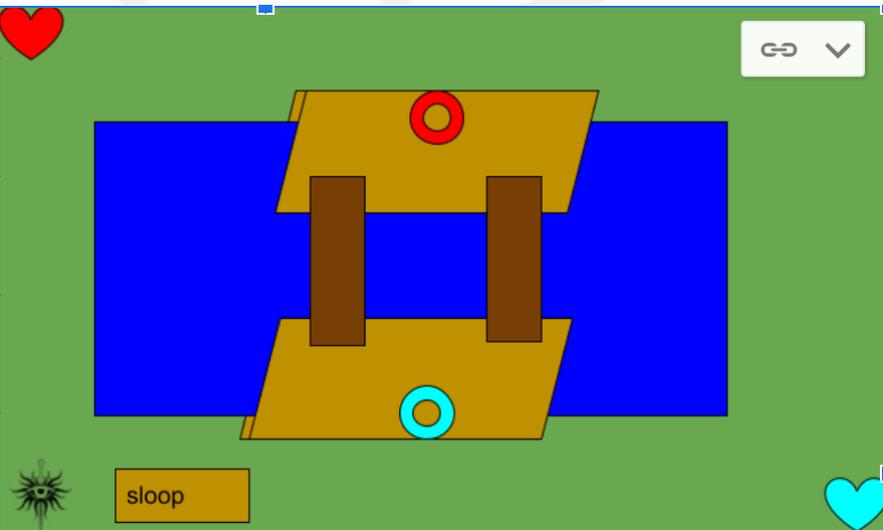


Bomb delivery	
Death:	30s on death or jailbreak
Timers:	halved
Duration:	15-20 minutes
Objective:	First to 3 or 2 up



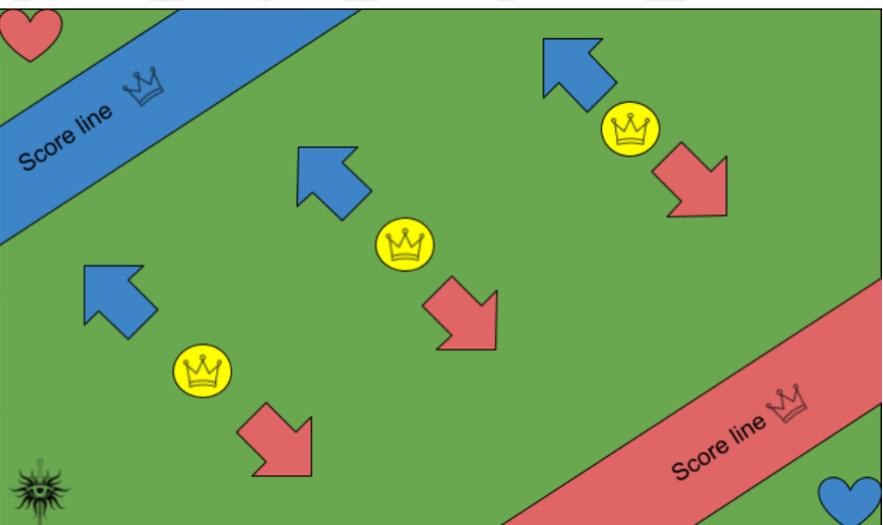
The diagram shows a green field with a red heart at the top left and a blue heart at the bottom right. A red square with three black dots (bomb) is at the top left, with a red arrow pointing towards a blue circle with a crown. A blue arrow points from the blue crown towards a red circle with a crown. A blue square with three black dots is at the bottom right, with a blue arrow pointing towards it. A small black spider icon is at the bottom left.

Bridge Boat (A) 10-20	
Death:	60s / life pool
Timers:	Spell ball halved;
Duration:	20 minutes
Objective:	Blow the Boat or shatter the enemy



The diagram shows a green field with a blue river in the center. A brown boat with two brown pillars is on the river. A red circle with a crown is on the top part of the boat, and a blue circle with a crown is on the bottom part. A red heart is at the top left, and a blue heart is at the bottom right. A small black spider icon is at the bottom left. A yellow box labeled 'sloop' is at the bottom center. A grey button with a double arrow and a dropdown arrow is at the top right.

Heavy Object 3 A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes
Objective:	ALL 3 HVO past line



The diagram shows a green field with a blue diagonal line labeled 'Score line' with a crown icon at the top left and a red diagonal line labeled 'Score line' with a crown icon at the bottom right. Three yellow circles with crowns are on the field. Blue arrows point from the top left towards the yellow crowns, and red arrows point from the bottom right towards the yellow crowns. A red heart is at the top left, and a blue heart is at the bottom right. A small black spider icon is at the bottom left.

Push HVO H-Bridge 10-35 A			
Death:	60s on death or jailbreak	Whirlpool	25 - 30 ft across
Timers:	Normal	20' across	
Duration:	15 minutes	Whirlpool	10'
Objective:	Bring HVO past line		

Duel Delivery H-Bridge 10-35 A			
Death:	60s on death or jailbreak	Whirlpool	25 - 30 ft across
Timers:	Normal	20' across	
Duration:	15 minutes	Whirlpool	10'
Objective:	First to 3 or 2 up		

Triple Capture H-Bridge 10-20 A			
Death:	60s on death or jailbreak	Whirlpool	25 - 30 ft across
Timers:	Normal	20' across	
Duration:	15 minutes	Whirlpool	
Objective:	Most points		

Castle Conquest A 10-20	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15 minutes (each team gets 7 minutes)
Objective:	Longest time in center

****Attack / Defend Game****

20' wide

40'x20'w

School Zone A 8+ T	
Death:	60s on death or jailbreak
Timers:	Normal
Duration:	15-20 minutes
Objective:	Most points at round call

Death

Subduel

Capture point

Flame

command

Sorcery

By D'gar

Cap'n Boom A 6-20	
Death:	45s on death or jailbreak
Timers:	Normal; spell balls halved
Duration:	15 minutes
Objective:	First to 3 or 2 up

HVO Life Pool A 10-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	All three HVO past line	

Gravity Flag A 6-20		
Death:	60s on death or jailbreak	
Timers:	Normal	
Duration:	15 minutes	
Objective:	First to 3 or 2 up	

By Sir Gorin