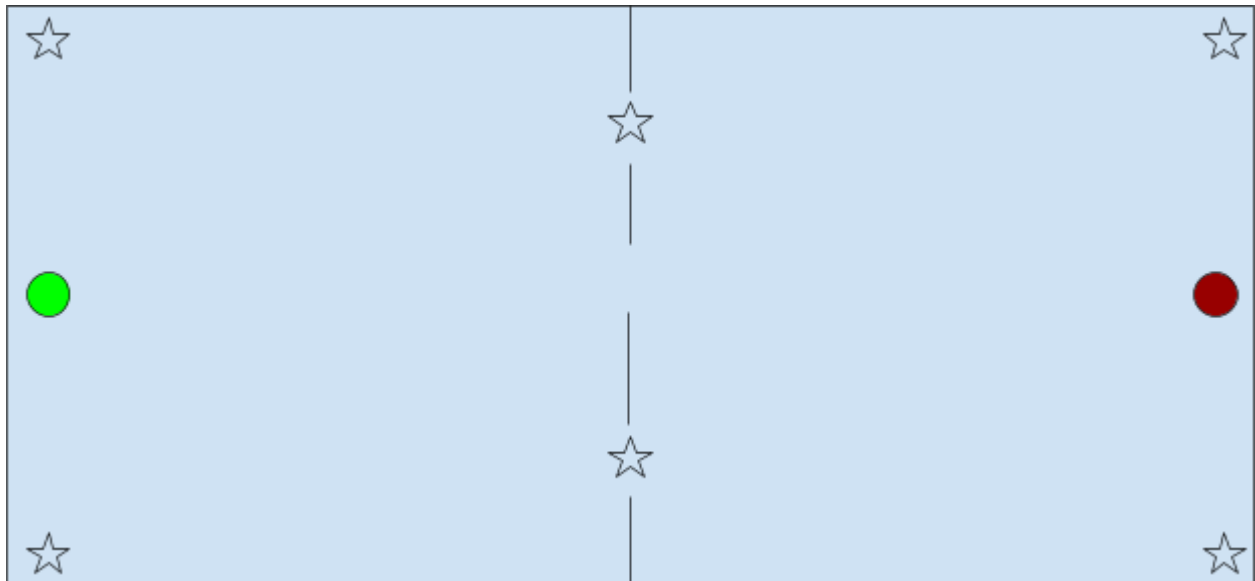


Game 1: Secure the Border



Militia

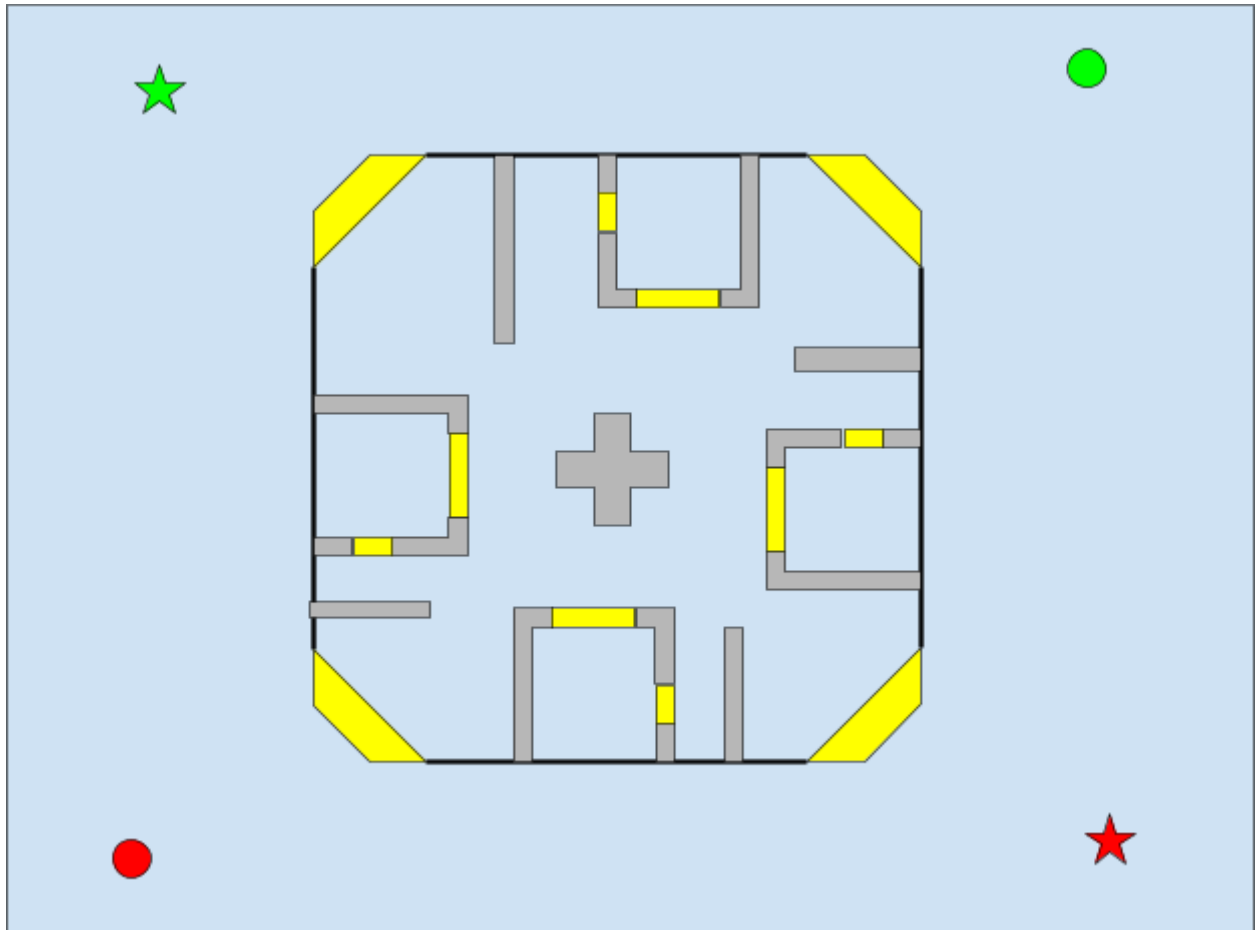
Respawn: Waves of 5

Objective: Capture nodes to score the most points in 30 minutes

In an effort to secure the area around Port Hannon, the Kingdom militia has been dispatched to secure the border, during which they encounter bandits.

Each team fights to capture the 6 nodes, each one requiring a capturing 1-capturing 10 count. Every minute each node will score a point for the team controlling it.

Game 2: Storehouse Struggle



Full Class

Respawn: Waves of 5 (Golems 30 seconds at their Druid)

Objective: Collect the most goods from the storehouse in 30 minutes.

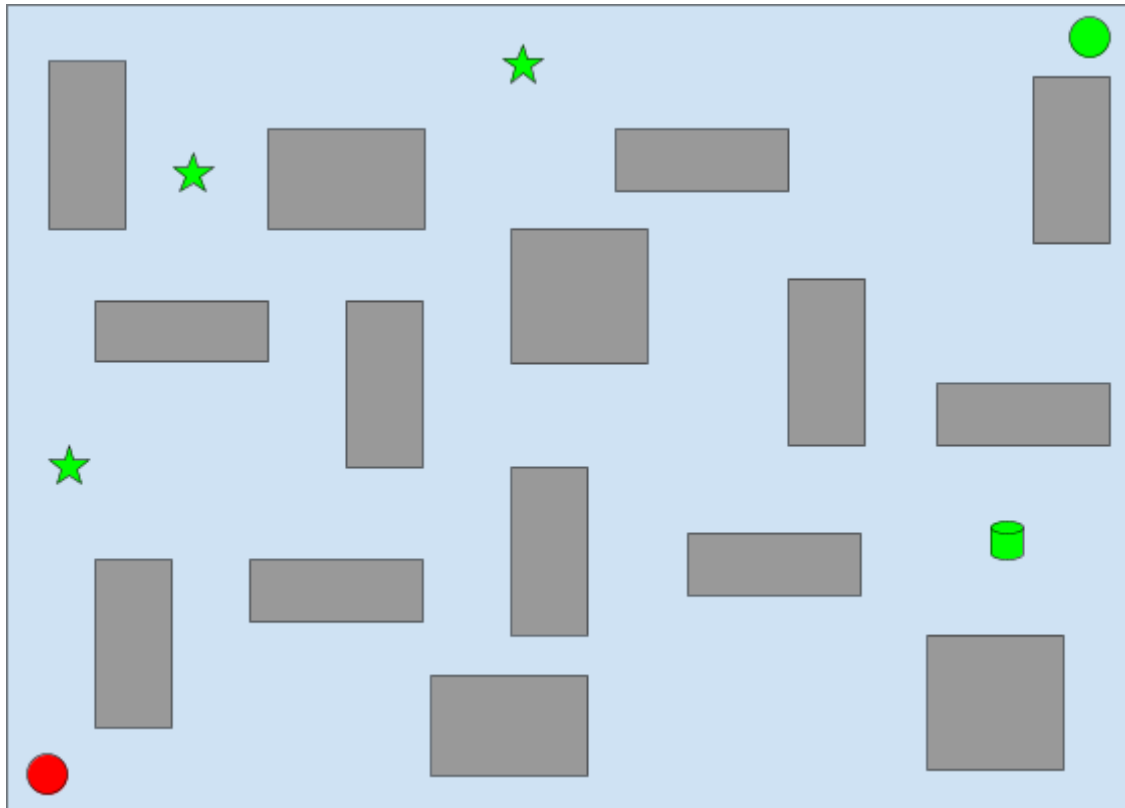
Refresh: None

The bandits who made it through the border have assaulted a storehouse of important goods. Too much damage has been done to the storehouse, so the goods must be recovered and transported away.

Teams will compete to move resources from inside the storehouse to their collection point (Stars). There will be two types of goods, small worth 1 point and heavy worth 10. Each team will have access to a sled to assist in moving heavy goods. Collected goods and the sleds can be stolen from the other team.

Yellow walls are doors which can be broken down. Each one will require a variable number of breaking counts (breaking 1 - breaking 10).

Game 3: Deliver the Supplies



Example map, actually field setup may vary

Full Class

Respawn: Waves of 5 (Golems 30 seconds at their Druid)

Objective: Recover the most goods, or all the goods in the fastest time

Refresh: Start of each round

After recovering the goods from the store house, the Kingdom forces must move them to a safe location.

The Kingdom (Green) team needs to move the heavy goods from the stockpile (green cylinder) to any of the drop off points (green stars). The bandit team is allowed to steal the goods from the stockpile and sled, and may move them anywhere so long as they remain 50ft away from their base.

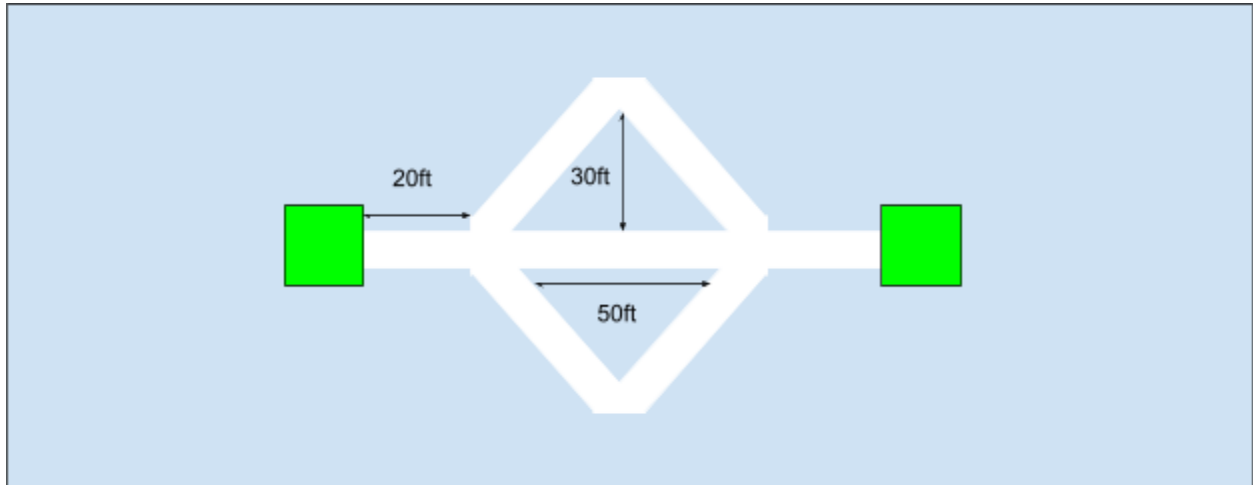
At the end of 20 minutes, or when all goods are delivered, the game will reset and teams will swap sides. The winning team is the one who gets the most goods delivered, or delivers all the goods the fastest.

Game 4: Training Drills

In preparation for the great tournament, General Paint will be holding training drills.

Supplies will be available for pickup games, if you have an idea for a game you want to run now is your chance to do so under the guidance of a Master Smith.

Game 5: The Great Tournament



Full Class

Respawn: 15 seconds at base

Players: 15 per team

Objective: Score 15 points, or the most points in 15 minutes, or have the least deaths

Pre-reg your team: <https://forms.gle/vMdYc5L2jUQn4ppKA>

Each team may have a single non-combatant who may retrieve equipment from out of play areas.

In the center of each bridge will be a weighted sled. The goal is to get the sled into the enemy territory of the bridge and hold it there. Every minute a point will be awarded for each sled past the score line, with a bonus point if all three sleds are on the same side. A sled in neutral territory awards no points.

The game ends when a team scores 15 points, or after 15 minutes. If there is a tie after 15 minutes the team with the least deaths will win.

The sleds may only be pulled by their ropes, they may not be carried, pushed, kicked, etc., and the sand bags must remain on the sled. You must drop the rope if you die, or become frozen, insubstantial, or stunned. Only one player may pull a sled at a time.

While players are in their designated base area, they are immune to all attacks/spells/etc. from the enemy team. They may cast/use abilities on friendly players. They can physically attack enemies near the edge while being immune. You cannot use resurrect, Summon Dead, Greater Undead minion return incant, or similar abilities while in the designated base area. You must be

in the play area to use these.

Players who step off the bridge die and must go back to base to respawn. No effect can force a player off the bridge, and insubstantial players are unaffected by being off the bridge.