

Adult Chivalric and Combat Archery Scenarios

Authorization Fest - Anyone needing an authorization for a specific combat discipline for both Ansteorra and Gleann Abhann.

Children's Favor Tourney – Fighters! Chivalric and Rapier, will face off to champion for the youth's who favor they bear. Children will make favors and choose a fighter from amongst those present to honor them in battle against other fighters. Fighter participation and attendance is strongly encouraged. The youth of today are the combatants, artisans, and volunteers of tomorrow.

Viking Raid - High Persona based combat activity. Armor and kit must meet certain criteria. See post on FB event page for more info.

Centurion Meet and Beat- Come out and face off against a Centurion! Bring your best and see how you compare to some of the best Ansteorra has to offer.

King of the Bridge • Format: Hold the bridge, step on to the bridge and fight. 1 Point for stepping up and 1 point for each victory. • Time Limit: 1 Hour • Notes: Fighters form two lines, one on each end of the bridge. 5 victories in a row and must rotate off.

To the Point – Dagger Tourney • Format: Final format to be decided based on number of teams. • Time Limit: ? • Notes: One on One dagger fight. Each fighter must hold on to the end of a rope. The rope gets shorter as the tourney proceeds.

Small Team Melees • Format: Final format to be decided based on number of teams. • Time Limit: ? • Notes: Rank based point system to create teams. Royal Family = 4 points, Knight = 3 Points, Grant = 2 points, all others = 1. Total team point value = 7

Castle Battles • Format: Castle battle fought to last man. o Fought 2 times. o Last man standing o Door must be struck 3 times with two handed ax to open o 10 man rear guard, with 1 resurrection, can start fight outside of castle • Notes: Combat Archery and Siege in both • Time Limit: None

Town Battles • Format: Town with multiple buildings. o Fought 2 times. o Possession will be checked at 15 minute intervals, points awarded o Secret Tunnel- castle gates are in play. Defender knows about tunnel but attacker does not. Attacker cannot use the tunnel unless defender uses tunnel first. Main gate is entrance puts sally port in attacker's backfield. • Time Limit: 30 minute battle, unlimited resurrections • Notes: Combat Archery and Siege in both

Bridge Battles • Format: Best of 5 with Two Bridges. o Last man standing or control (more than 50% possession) of bridges at 15 minute mark • Time Limit: 15 minutes or last man stand which ever come first • Notes: Combat Archery will be in battles 1 and 3

Get the Monks to safety. • Format: One side will begin inside the fort with the other outside the fort behind the bridge. There will be a river in play with key locations "Boats". The defenders

must get as many Monks to the boats as possible. There will be one "Monk" for every boat. (The exact amount will be determined by amount of combatants.) Monks continuously resurrect after each escape to earn more points and are immune to archers but may not be used as a human shield or carry more than a dagger. o Fought 2 times o Points awarded for every Monk that gets to a boat • Time Limit: 30 min

Open Field Battles • Format: Best 2 out of 3, last man standing for each battle • Time Limit: Not timed. • Notes: Combat Archery will be in battles 1 and 2