

Skirmishes | The Trials

Hynafol March, 2026 Expedition

Skirmish 1:

The Search

Scenario Summary

At first light, Squads are sent into the wilds to recover scattered relic fragments before their rivals can do the same. Warriors must sweep the Skirmishfield, seize what they can, and fight their way to one of the claim circles to secure their finds. The most successful Squads earn the highest quest activation priority for the day.

Skirmish Format

- All Squads participate at the same time.
- Each Squad consists of **5 players**.
- Skirmish length is **45 minutes**.
- This scenario is a scoring Skirmish, not a single winner Skirmish.

Starting Rules

- All Squads begin in a designated **Starting Area**.
- Squads must begin the Skirmish **spread out along the Starting Area**.
- Stewards should ensure Squads are reasonably separated before the start call.

Relic Fragments

Relic fragments are represented by colored balls hidden throughout safe playable areas of the site.

Relic Fragment Values

- **Green** = 1 point
- **Orange** = 3 points
- **Yellow** = 5 points

Field Setup

- Relic fragments are hidden throughout the Skirmishfield in safe, accessible areas.
- Relic fragments must **never** be hidden near tent lines or in unsafe terrain.
- There are **4 Claim Circles** on the field.
- All Claim Circles are **open to all Squads**.

Objective

Recover relic fragments and bank them at any Claim Circle before the Skirmish ends.

Banking Rules

A Squad may bank relic fragments only by completing the following:

1. The **entire Squad of 5** must be inside the Claim Circle.
2. The Squad must complete an **uninterrupted count of 10**.
3. A Steward records the deposit.
4. Once recorded, those points are **banked** and cannot be stolen.

Death and Loot Rules

- If a player is killed, they immediately drop all **unbanked** relic fragments they are carrying.
- Dropped relic fragments may be recovered by any player.
- Only relic fragments successfully banked by a Steward count for score.

Respawn Rules

- There are **2 Respawn Points**, one on each side of the Skirmishfield.
- Squads must respawn **together**.
- A Squad may only re-enter the Skirmishfield when **all 5 members** of that Squad are physically present at the Respawn Point.
- A Steward at the Respawn Point confirms the full Squad is assembled before allowing them to re-enter play.
- **Healing Scrolls & Artifacts Allowed: Yes, if a player has the Priest Sigil**

End of Skirmish Scoring

- Only **banked** relic fragments count at the end of the 45-minute Skirmish.
- Unbanked relic fragments are worth **0 points**.
- All Squads are ranked by total banked points.

Quest Priority Tiers

After scoring, Squads are grouped into quest activation priority tiers:

- **Tier 1:** Top 25% of Squads
- **Tier 2:** Next 25% of Squads
- **Tier 3:** Next 25% of Squads
- **Tier 4:** Final 25% of Squads

Event staff should convert these percentages into exact Squad counts before the event begins.

Tie-Breakers

If two or more Squads are tied on total banked points, use the following:

1. Highest number of **Yellow** relic fragments banked
2. Highest number of **Orange** relic fragments banked
3. Steward ruling or random draw

Skirmish Purchases

- None
- All Sigils Active



Skirmish 2

Capture the Standard

Description:

This large-scale daylight Skirmish is the visible turning point of the day. Four Sides clash across the field in a massive capture-the-standard engagement, with each Side defending its own banner while hunting the banners of its enemies. Side membership is **not chosen** by players and is instead determined by **placing in Trials, Quest Decisions, and Final Placements**. The outcome of this Skirmish grants **final ritual advantages, narrative positioning leverage, and mechanical bonuses for the final quest block**.

Game Rules:

- **Sides:**
 - Four competing Sides
- **Side Determination:**
 - Sides are assigned by **Trials placement, Quest Decisions, and Final Placements**
- **Time Limit:**
 - **One 45-minute round**
- **Winning:**
 - The winning Side is the Side with the **highest total scored time** at the end of the round
- **Tiebreakers:**
 - **Tiebreaker 1:** The Side that controlled the **most different enemy Standards**
 - **Tiebreaker 2:** The Side with the **highest total number of enemy Standard captures**
- **Respawn:**
 - Each Side has **one respawn point** at its starting area
 - In order for a squad to respawn, **all 5 members of that squad must be present**

Setup:

- **Location:**
 - A large open Skirmishfield fought in daylight, with four clearly marked Side starting areas
- **Objectives:**
 - **4 Objective Flags / Home Standards**
 - **4 Standard Scoring Circles**
 - **4 Side Respawn Areas**
- **Field Layout:**
 - Each Side begins with its own Standard at its starting position
 - Each Side also has its own Scoring Circle and its own Respawn Area
 - Standards are scored by bringing enemy Standards into a Side's own Scoring Circle
 - Scoring is tracked manually by Stewards

Objective Rules and Scoring:

1. **Primary Objective:**
 - Capture enemy Standards and bring them into your Side's Standard Scoring Circle to earn score time.
2. **Capturing a Standard:**
 - A Standard counts as captured only when it is **held by a living Side Member and has entered the Standard Scoring Circle**.
3. **Scoring Time:**
 - Once an enemy Standard enters a Side's Scoring Circle, that Side begins earning score time for that Standard.

- A Side may score **multiple enemy Standards simultaneously**.
- 4. **Maximum Standard Control:**
 - A captured Standard may only be scored for a **maximum of 1 minute**.
 - At the end of that minute, the Steward returns the Standard to its original starting position.
- 5. **Dropped Standards:**
 - If a Standard carrier dies, the Standard is dropped at their feet.
 - Only a **living Side Member** may pick up and move a Standard.
- 6. **Defending Standards:**
 - Each Side must defend its own Home Standard from enemy capture.
 - Once a scored Standard is returned by a Steward to its starting position, it is again live and may be contested normally.
- 7. **Respawn Rule:**
 - Each Side respawns from its own starting-area respawn.
 - A squad may only respawn when **all 5 squad members are present** in that respawn area.
- 8. **Safety and Adjudication:**
 - No combat inside clearly marked respawn areas.
 - Stewards may pause play, reset a Standard, or make field calls for safety and clarity.
 - Scoring Circles and starting areas should be clearly marked and large enough to avoid unsafe crowding.

Outcome:

- Final placement in this Skirmish determines which Sides gain the strongest advantages going into the end of the event.
- Rewards may include:
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Skirmish Purchases

- All Potions Active
- All Trials Rewards Active
- All Sigils Active

THE TRIALS SKIRMISH 2



RESPAWN



GREEN STANDARD



RED SCORING CIRCLE



PURPLE SCORING CIRCLE



ORANGE STANDARD



RESPAWN



RESPAWN



PURPLE STANDARD



ORANGE SCORING CIRCLE



GREEN SCORING CIRCLE



RED STANDARD



RESPAWN