

Feldzug

It began two years ago, on the day the Denizens of Hynafol departed for the Grand Gathering. A clear morning turned ominous as the skies darkened, the winds rose, and the first drops of rain fell. By nightfall, the storm was unlike anything we had ever known, merciless, unyielding, and unnatural. And it has not ceased since.

This is no ordinary tempest. It is a force of reckoning, and its timing was no accident. Some blame the departure of the Denizens, who, through their absence, left the Known World vulnerable. Those many have gone off to claim the rest of the Known World for themselves outside of the Denizen's control. Others speak of the passing of Merlin, a great loss to our realm, as the spark that ignited the storm. There are whispers that this is his final spell, a safeguard gone awry, or perhaps even the echo of his soul, unable to rest. Some say this storm speaks of something worse to come, with Merlin gone, a large void being filled by something far more ominous that we may not be able to defend against without stronger holds and support.

For two years, the storm has raged, reshaping our lands and lives. Crops have withered under the unrelenting rain, and our settlements have crumbled before the tempest's fury. Yet amidst the chaos, the storm has brought something else, rare opportunity, and desperation. At unpredictable intervals, the clouds part, revealing what we have come to call 'eyes', circles of calm where sunlight graces the ground. These eyes are rare sanctuaries where crops manage to grow, resources are exposed, and relics of a bygone age lie waiting to be unearthed.

Recently, six eyes have opened across the storm-laden world, and with them comes the call all are calling Feldzug. The tradition to claim lands has grown in desperation and ferocity over the past two years, as looting squads of five form to race toward these havens. The stakes are high: food for starving families, coin to repair shattered homes, and resources to endure the endless gale. For some, Feldzug is about survival. For others, it is about ambition, claiming lands, power, and prestige in a world where everything hangs by a thread.

And once again, as has become tradition from Kreigsbeute, King Arthur himself has opened his hidden vaults, offering treasures of immeasurable value to those bold enough to claim them. Last year's auction saw lands that rebuilt villages and resources that turned the tide of battles. This year, the stakes are no less dire. Arthur's wisdom reminds us that gold is fleeting, but strong lands and well-equipped people endure.

I have studied the storm, risking life and limb to understand its purpose. There is a pattern to the eyes, though I cannot yet decipher its meaning. The storm feels alive, almost as if it watches us, testing our resolve with each new challenge. The land itself has changed; familiar paths are lost, replaced by treacherous terrain. Strange creatures prowl the edges of the storm, and the treasures within the eyes are not without their guardians.

Yet even as the storm threatens to break us, Feldzug is a testament to our resilience. It is a crucible where courage is forged and alliances are tested. It is a chance to rise above the chaos, to claim not only the spoils of the eyes but a piece of hope in this fractured world.

This year, I will venture forth once more, not as a chronicler but as part of a squad. The storm has taken much from me, my home, my family, my sense of peace. But it has also given me purpose. Feldzug is more than a game of survival; it is the story of who we are when everything else is stripped away.

The eyes are open. The storm waits. And so, we gather our strength, our allies, and our resolve. For the Known World, for what we hold dear, we march into Feldzug. And if fortune smiles upon us, we may yet secure one of Arthur's treasures to light the way forward.

*From the Journal of Eryndor Lightveil, Archivist of the Known World*

# Feldzug!

Squads of 5 make alliances to create Sides for riches, glory and land!

## Registration

### How to Register

All participants must be 18 years of age or older to register.

Registration is done on the Hynafol website and can be found here:

<https://hynafol.com/feldzug-expedition/>

The deadline for registration is Saturday, January 4th at 9:00a.m.

**Registration will be available at the door.**

## Event Costs & Packages

General Admission: \$97.00 + Taxes & Fees

Minor General Admission: \$47.00 + Taxes & Fees

## Event Location

This event will be held at Sherwood Forest Faire

Address: 3106 US-290, Paige, TX 78659

Note: this is the camping address not the front gate.

Host: This event is hosted by Kai Frazier should you have any issues or questions on the day of the event please contact them at this number: (210) 275-3492

## Amenities

### Overview:

All Hynafol events take place in what is considered **primitive** camping locations. Participants are encouraged to oversee their well being in lodging, food and hygiene. Participants should prepare themselves for primitive conditions unless otherwise stated.

- ❖ **Water spigots are available at this event.**
- ❖ Primitive camping sites are available at all Hynafol events.
- ❖ Chemical toilets and hand washing facilities are provided at all Hynafol events.
- ❖ Flushing toilets are available at this event.
- ❖ Showers are available at this event.
- ❖ Priority locations are provided to Decorum Tents that fit the medieval theme.
- ❖ Campers/trailers/RVs/Car Camping are permitted at all Hynafol events. Power, water & sewage are **NOT** available.
  - Campers/trailers/RVs/Car camping spots will be assigned in less conspicuous areas if possible.
  - All campers/trailers/RVs using generators **MUST** use a sound dampening device. Hynafol Staff and volunteers reserve the right to request generators be turned off should they be deemed too loud. Please plan accordingly for your needs.
- ❖ Meal Services are not available for this event.

## Joining a Side

Expeditions at Hynafol involve the leadership of one or more Sides of the battles. These sides are always designated by colors: **green or orange**.

During the Feldzug Expedition, Sides will be formed by the players at the event or beforehand. There is no formal organization.

Participants are encouraged (**but not required**) to form a Squad of 5 participants for each battle.

If you are not able to join a Squad simply show up to each battle to join. All battles, where applicable, will be balanced with any extra participants.

### **Want to be a squad leader and register your squad?**

Fill out this form: <https://forms.gle/ISJflgt9sPkBkl3q7>

## How to Contact Hynafol Officials

Questions about the Game: [gm@hynafol.com](mailto:gm@hynafol.com)

Tickets & logistics: [info@hynafol.com](mailto:info@hynafol.com)

Volunteer opportunities: [volunteers@hynafol.com](mailto:volunteers@hynafol.com)

Telephone: 206.395.6368

Website: [www.hynafol.com](http://www.hynafol.com)

## Safety

Everyone in attendance of Hynafol events shares in the responsibility to keep others safe and secure. All attendees are expected to follow the entire Hynafol code of conduct which can be read here: <https://hynafol.com/terms-conditions/>

In a game of medieval combat it is necessary to differentiate between game oriented combat and violence. Physical violence of any kind is forbidden and will be met with immediate consequences and likely permanent expulsion from any and all future Hynafol events.

Proper safety is required at all times. All participants must attend combat training with Hynafol staff before participating in the battles. Eye protection is recommended for all combat activities by Hynafol.

### **Archers:**

All participants that will use foam archery during the event must attend a safety course at the event that will run concurrently with the regular combat archery.

### **Water & Hydration:**

All participants are responsible for their own hydration and water acquisition. There are numerous spigots around near the campground and within the Village where combat scenarios take place. There are many ways to bring decorum water containers to remain hydrated throughout the experience. Please ask a Hynafol Team Member for information on water spigot locations or how to transport water in a decorum manner.

## Scope & Schedule of the Event

### Scope:

Feldzug is an event at Hynafol designed for the denizens of Hynafol to experience a medieval military battle. In this scenario two sides will square off in a series of scenarios. During the event the day will be divided into six installments.

Each installment will present the participants with various challenges and objectives that must be overcome or completed in order to win the installment. Each installment is worth a certain amount of points. The final accumulation of points through all installments determines the winner of the Expedition. Rewards, as described below, will be awarded to participants and victors alike.

Each Side of the Expedition is responsible for the recruitment of participants to join their ranks.

## Arrival Procedures

### Arrival on the day of the event:

All participants should be pre-registered for the event to ensure full participation of the event.

Day of registration will begin at 8:00a.m. The event will begin promptly at 9:00 a.m. Registration on the day of will be processed at the normal price. Credit/debit cards and cash will be accepted. **No checks.**

### Arrival:

Please proceed to the Sherwood Forest Faire Campground Entrance as described above.

Camping will be done in areas 5 and 6 as indicated on the map of the Sherwood Forest Faire Campgrounds. You can see the map here: <https://cdn.hibuwebsites.com/cc7e03c69cfb4af5a037612fc246-ca8a/files/uploaded/2024-campgrounds-map-3840w.jpg>

Once you have parked/secured your campsite please proceed inside of the Sherwood Forest Faire Village and find the check-in area which will be located at the Jolly Roger Pub as indicated on the map found here. (Right hand side of the map.)

<https://www.sherwoodforestfaire.com/village-map>

There will also be staff and volunteers in Hynafol tabards to help you find the way should you be unable to locate Check-in.

The event begins with the sound of the horn. Any participants arriving late will be responsible for joining the installment activity in progress and finding a Steward to check and tag their weapons before entering the skirmish.

### Parking:

Parking will be provided in and around the campground at sites 5 & 6.

Full weekend participation

Participants taking advantage of camping may arrive on the site on Friday beginning at 12:00p.m. and stay overnight on Friday and Saturday nights. Final arrival time shall be 9:00a.m. on Saturday and setup of camping shall be permitted after this time only by exception of the host. If you are arriving after this time please contact the host above.

## Event Schedule

Installment activities shall be subsequent to one another throughout the day. Points shall be tracked by the Stewards and revealed at the closing ceremony of the day.

The deployment of each side for all installment activities shall be determined by the Game Master team.

If the Sides refuse to participate fully in an installment all points and rewards for the installment shall be forfeited.

If a rebalancing of the Sides must take place then the capitulation rules shall take place. The forfeiting side shall concede defeat and a rebalancing shall take place as overseen by the head Steward for the Expedition.

## Rewards

### Soldier Pay

All participants in the Expedition shall receive one Silver Piece and one Citizen card for their efforts.

### Victory Conditions

The victorious side shall receive points as indicated near each scenario. Points for this Expedition shall be used in an Auction on Saturday evening.

### Renown Points

Each Guild forming the general of each Side (Side, not Squad) shall receive one Renown point for their efforts. The winning Side Guild shall receive a total of two Renown points. (Note: Renown points shall be tracked but are not immediately implementable in the Carta Arcanum.)

### Side Leader Stipend

The leader of each side shall receive one (1) Silver Piece per recruited participant to their forces. This Stipend is to recognize the monumental effort required to recruit forces, organize and deploy participants for an engaging and exciting event.

## Combat Rules

Normal Combat Rules are in force for this Expedition. Please see below for any special rules, exceptions, or roles implemented in this Expedition.

The full Hynafol Combat rules may be read here: <https://hynafol.com/combat-guide/>

**Weapons:** Unless otherwise stated all weapons are permitted.

**Armor:** Unless otherwise stated all armor and shields are permitted.

**Monsters:** Monsters are not available for this Expedition.

**Respawn:** Unless otherwise stated in order to be revived you must wait for a healer or walk with your weapon upside down to the respawn point designated in the Installment description.

**Note on buildings and terrain:** Hynafol combat often takes place in the Medieval Village of Sherwood Forest Faire. It is possible to fight around buildings. However, unless otherwise stated, combat should never take place on structures, steps, decks, or other buildings.

## Healing & Resurrection

Unless otherwise stated in each Installment healing may be performed only by those possessing healing hour glasses. No other player healing methods may be employed.

In order to respawn, outside of a healer, you must return to your respawn, or another resurrection marker identified in the game document map below. In order to respawn simply touch your weapon or hand to the respawn marker and you are considered to be alive and ready for combat.

### Accessing healing hourglasses

Participants wishing to acquire a healing hourglass must meet one of the following criteria:

- ◆ High Priest
  - Minimum 10 followers
- ◆ Priest
  - Minimum 10 followers

### Reminder:

**Healing Hourglasses are non-transferable. Those found to be transferring Healing Hourglasses are subject to penalties of great consequence.**

### Delays in Installments:

Should an installment activity be delayed for any reason the time allotted for the installment shall not change. Any delay to the beginning of the activity shall be subtracted from the overall time. All activities shall end on time to ensure the Expedition finishes on time.

## Battle Scenarios

Unless otherwise stated, all weapons and armor are allowed in each skirmish; including tower shields, spears, halberds, and bows. Each skirmish has a set list of upgrades that can be purchased, no others outside that list are allowed with one exception. There will be no monsters at this event and they cannot be summoned in any skirmish.

### Scenario and Squad Sizes

For each Scenario, each side will be composed of a minimum 5 squads with a maximum amount being determined closer to the event date. This is to ensure that the battles have the potential to be even while waiting to determine the size of each scenario based on the event's attendance.

Once the maximum number of squads is reached additional participants will be divided by the Head Marshall at the time of the Scenario to each side as evenly as possible. Participants shall be divided randomly, but equally. No balancing shall take place.

#### For example:

Battle A has a 6 squad per side maximum. Each Side may then recruit up to 6 Squads total. At the time of the battle there were 12 additional participants; they will be divided to each side evenly.

#### Or

Battle B has an 8 Squad per side maximum. Each side may then recruit up to 8 Squads total. In this Scenario side 1 has recruited 8 Squads while side 2 has only recruited 6. Then, at the time of battle there are 15 additional participants; they will be divided as evenly as possible with the one extra going to the side with the least number of participants. Side 1 would have 47 and Side 2 would have 38. Side 1 would still have the advantage for their recruiting efforts.

In all battles, the winning side of each battle shall receive a large share of treasure consisting of a large amount of resource cards & coins for use in the Carta Arcanum. The losing side shall receive a small amount of treasure consisting of resource cards & coins for use in the Carta Arcanum. For both, a package shall be given to each squad leader to divide among the members of each squad as they see fit. Additionally, the General of the winning side shall also be given one (1) set of land deeds for a floret of developed land.

# Schedule of the Event

## Friday, January 3rd

<b>Time</b>	<b>Installment Name</b>
12p.m. - 10p.m.	Registration and Site Access

## Saturday, January 4th

<b>Time</b>	<b>Installment Name</b>
8:00 - 9:00am	Registration Open
9:00am	Combat Instruction
10:00am - 12:00	Combat Scenarios
12:00pm	Lunch Break
1:00pm - 4:00pm	Combat Scenarios
4:00 - 4:30pm	Afternoon Break
4:30 - 6:00pm	Combat Scenarios
6:00 - 7:30pm	Dinner Break
7:30pm	Voiaj Mereu Ritual - Shield of Ector Binding
8:00pm	Arthur's Auction
8:30pm	Voiaj Mereu Ritual - Calm the Storm

## Sunday, January 4th

<b>Time</b>	<b>Installment Name</b>
12p.m.	All Participants Depart the Site



# Scenario #A: Squad Objective Domination

## Battlefield & Deployment

Area to be determined. Each Side has their one Respawn point.

## Duration:

Two rounds of 20 minutes each. Sides switch sides after the first round.

## Respawn & Healing:

Healing Hourglasses and one Respawn per Side. Squads can respawn at their Side's designated spawn point after all members of the squad are eliminated.

## Special Rules:

### Objectives:

**Collecting Ribbons:** The Side with the most ribbons (earned by squads) after both rounds wins.

**Squad Formation:** At the start of the game, players divide into squads of 5 players each. Squads are created by player choice or assigned randomly if necessary to ensure balance. Once squads are formed, each squad chooses a unique squad name for tracking ribbons and achievements.

Squads then join either the attacker or defender Squad.

**Objective Markers:** Five clearly marked objectives with Stewards with timers and ribbons across the battlefield.

**Scoring Intervals:** Each marker scores every 4 minutes.

**Ribbons:** The squad controlling a marker when it scores earns a physical ribbon.

## Objective Rules and Scoring:

### 1. Control Point Scoring:

A squad must have at least one member present at an objective marker to claim it when the timer reaches the scoring interval.

If multiple squads (from opposing Sides) are present, the marker is contested, and no ribbon is awarded.

### 2. Ribbons:

Each ribbon represents control of a marker during a scoring interval. Ribbons are tracked per squad.

Example: A squad holding Marker 3 for three scoring intervals earns three ribbons.

## Victory Conditions

The Side with the most ribbons across all squads wins.

If the overall ribbons for both Sides are tied, the Side with Squad with the most overall ribbons wins.

The squad with the most ribbons at the end of the game earns a 3- Ribbon bonus for their Side.

## Rewards

- ❖ Seven Points shall be awarded to the Side that accumulates the most ribbons.
- ❖ Three Points shall be awarded to the Loser of the Scenario.
- ❖ One Point shall be awarded to the Side that has the squad with the most overall ribbons.
- ❖ If there is a tie on the amount of ribbons no extra points shall be awarded.

**SQUAD OBJECTIVE DOMINATION**

**DEFENDERS  
DEPLOYMENT**

**DEFENDERS RESPAWN**



**DEFENDERS OBJECTIVE**



**CENTRAL OBJECTIVE**



**DEFENDERS OBJECTIVE**



**ATTACKERS OBJECTIVE**



**ATTACKERS RESPAWN**



**ATTACKERS OBJECTIVE**



**ATTACKERS  
DEPLOYMENT**

# Scenario #2: Stop the Nobles from Escaping

## Battlefield & Deployment

**Battlefield:** Three Stags Pub to Front Gate

**Deployment:** Side A begins at Three Stags Pub; Side B begins at Front Gate

## Duration

15 Minutes per round. The scenario is played twice reversing the armies

- ❖ The round ends if the Flag is walked through the Front Gate.

## Respawn & Healing

Healing Hourglasses and one Respawn per Side. Squad Leaders may not be healed by hourglasses during this Scenario.

## Special Rules

### Objectives

Stop the Noble from escaping. Successfully stop the Banner from escaping through the Front Gate from Point A to Point B.

- ❖ The Banner will be carried by a Steward that can only walk.
- ❖ Only a Squad Leader may move the Banner and must remain close by in order for forward movement to continue.
- ❖ All Squad Leaders that will accompany the Banner must present themselves to the Steward that will carry the banner before the commencement of the Scenario for identification.
- ❖ The Banner stops moving if a Squad Leader is not more than a few feet away.
- ❖ The Banner will only follow the route shown on the map. The Steward may decide to deviate from the path only slightly for safety reasons.
- ❖ A Steward will remain between battles to mark the forward progress after round one to determine which side moves the banner the farthest.

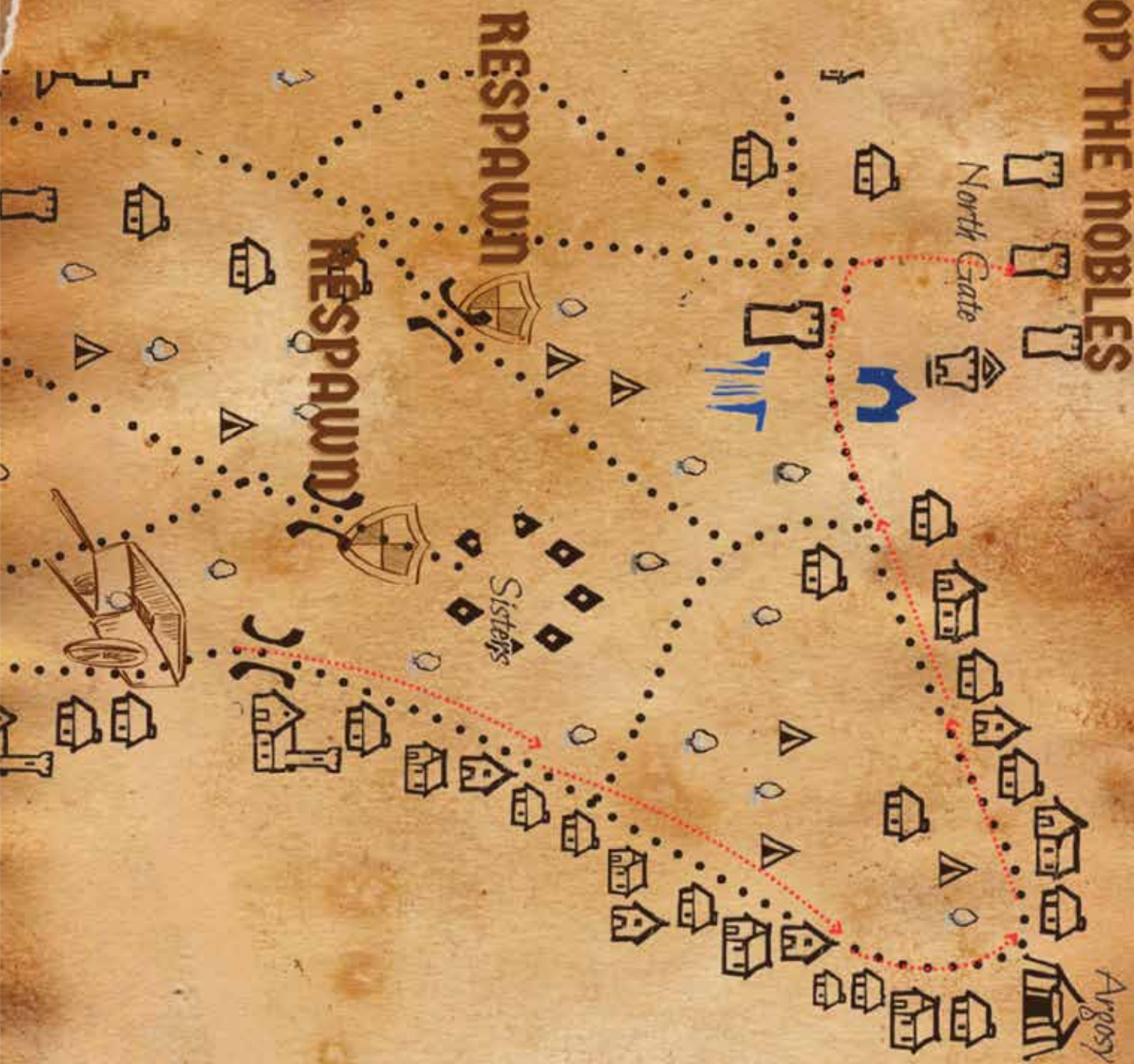
### Victory Conditions

The Side that moves the Banner the most distance along the route will be declared the winner. In the case of a tie; the Side that moves their banner the fastest shall be declared the winner.

### Rewards

- ❖ 7 Points shall be awarded to the Victor of this Scenario.
- ❖ 3 Points shall be awarded to the Loser of this Scenario.
- ❖ 1 Additional point shall be awarded to any Side that moves the Banner through the Front Gate.

# STOP THE NOBLES



# Scenario #3: Honor Duels Among Squads

## Battlefield & Deployment

**Battlefield:** A wide open field or large area.

**Deployment:** Squads are scattered evenly across the battlefield, with ample space to maneuver and set up challenges.

## Duration

A single up to 40-minute game.

- ◆ The Game ends when one side has no-one left to challenge, or when one side refuses to accept challenges

## Respawn & Healing

No healing hourglasses shall be permitted during this scenario. One Respawn point shall be assigned for each Side.

## Special Rules

Squads respawn to full strength after winning a challenge and collecting a ribbon.

## Objectives

### Squads of 5:

Players divide into squads of 5 players each.

Each squad is issued 1 ribbon at the start of the game.

### Objective Rules and Scoring:

#### Challenges:

- ◆ Squads can challenge any other Squad they encounter on the battlefield by clearly announcing their intent to challenge.
- ◆ Challenges are optional: The challenged Squad has the right to decline and retreat.
- ◆ Once a challenge is accepted, no other Squad may interfere in the fight.
- ◆ The fight continues until all 5 members of one Squad are eliminated.

#### Ribbon Collection:

- ◆ The losing Squad surrenders all their ribbons to the winning Squad.
- ◆ Example: If a losing Squad has 3 ribbons, the winning Squad takes all 3 ribbons.
- ◆ The winning Squad respawns to full strength (regains all members and health) and is ready to challenge again.
- ◆ The losing Squad must return to their respawn zone and is no longer in the game.

#### Challenge Etiquette:

- ◆ Squads must clearly announce their challenge.
- ◆ The challenged Squad may choose to decline the challenge and retreat.
- ◆ If a challenge is accepted, the fight begins, and no other Squad may interfere.

## Victory Conditions

The Side with the most ribbons across their 5-person Squads at the end of the time limit wins.

- ◆ In case of a tie, the side with the single Squad holding the most ribbons is declared the winner.

## Rewards

- ◆ The Side with the most Ribbons will be declared the winner and will receive 7 points.
- ◆ The Losing side shall receive 3 points.
- ◆ Any squad that holds 10 ribbons at the conclusion of the Scenario wins one extra point to their Side.

# SQUAD HONOR DUELS



RESPAWN



RESPAWN

# Scenario #4: Gathering Commodities

## Battlefield & Deployment

**Battlefield:** Main Road in front of Maid Marian's Chapel.

**Deployment:** Side A begins at point A on the Map; Side B begins at point B on the Map.

**Note:** Points are approximate and will be equidistant from point C "The Bell" and the Time Clocks at positions 1 - 4.

## Duration

30 Minutes

## Respawn & Healing

Healing Hourglasses and one Respawn per Side.

## Special Rules

### Objectives

**Gathering Commodities:** Four Time Clock Objectives shall be placed on the Battlefield. Each side must accumulate as much time as possible on each clock.

**Cashing in:** In the center, at the entrance to Maid Marian's Chapel, a bell will be placed. Each time the Bell is rung by a Squad Leader 4 minutes of time will be added to the time clock of their choosing.

- ❖ The Bell must be rang **3 times** (ding-ding, ding-ding, ding-ding) for the ringing to count.
- ❖ The Squad Leader must tell the Steward near the bell immediately which time clock the additional 4 minutes shall be added.
- ❖ Each side may only ring the bell **once every 4 minutes**.

### Victory Conditions

The Side that accumulates the most overall time on all clocks combined shall be declared the winner. In the case of a tie the Side that rings the bell first shall be declared the winner.

### Rewards

- ❖ Seven Points shall be awarded to the Side that accumulates the most combined time on all 4 clocks.
- ❖ Three Points shall be awarded to the Loser of the Scenario.
- ❖ One Point shall be awarded to the Side that rings the bell the most times.
  - If there is a tie on the amount of times rung no points shall be awarded for the extra point.

# GATHERING COMMODITIES



RESPAWN

RESPAWN

Joust Field



# Scenario #5: Displacement

## Battlefield & Deployment

**Battlefield:** From The Archives to the front Gate along the path and surrounding roads.

**Deployment:** Side A: Near the The Archives. Side B: Front Gate

## Duration

15 Minutes; played twice with a break in between

## Respawn & Healing

One Respawn per side (see Special Rules) and Healing Hourglasses.

## Special Rules

The Respawn location for the Side that deploys at Point A on the map below can be moved by a Steward. The movement can be as follows:

- ❖ The Respawn can move from it's original location to Objective 1 once Object 2 has been secured.
- ❖ The Respawn can move from Objective 1 to Objective 2 once Objective 3 has been secured.
- ❖ The Scenario ends once the Side that deploys at Point A secures Objective 4.

## Objectives

The objective of this scenario is for the Side deploying at Point A to advance as far as possible during the allotted time.

- ❖ The Side that deploys at Point A must advance through the objectives in order (Objective 1, then Objective 2, then Objective 3 and finally Objective 4).
- ❖ To secure the objective a Squad Leader must stand near the time clock with the Hynafol Flag for two consecutive minutes. If there are no Squad Leaders left alive, to carry the Hynafol Flag the time is cancelled and reset.
- ❖ The Flag will be carried by a Steward that can only walk.
- ❖ Only the Side deploying at Side A may move the Hynafol Flag.
- ❖ If the Steward carrying the flag is not accompanied by a member of Side A (any member, not just a Squad Leader), they will begin to walk back to the Side A respawn point to await further instructions.

## Victory Conditions

The side that accumulates the most objectives during their round deploying from Side A will be declared the winner. In the case of a tie the Side that secures the last objective the fastest will be declared the winner.

## Rewards

- ❖ One Point shall be awarded to each Side for each objective secured.
- ❖ The Side that wins the overall Victory, as outlined above, shall receive an additional 3 points.

DISPLACEMENT

North Gate

RESPAWN

RESPAWN



# Scenario #6: In the Trench

## Battlefield & Deployment

**Battlefield:** The large circular area near the Argosy stage.

**Deployment:** Both sides will deploy from behind their respective respawns.

## Duration

40 Minutes

## Respawn & Healing

Healing Hourglasses and one Respawn per side as indicated on the map.

## Special Rules

The Respawn location for the Side that deploys at Point A on the map below can be moved by a Steward. The movement can be as follows:

- ❖ The Respawn can move from its original location to Objective 1 once Object 2 has been secured.
- ❖ The Respawn can move from Objective 1 to Objective 2 once Objective 3 has been secured.
- ❖ The Scenario ends once the Side that deploys at Point A secures Objective 4.

## Objectives

**Entrenched:** One Squad Leader from each side must be designated before the Scenario begins to control the Entrenched Zone on the map by being present and alive within its borders. This Zone is the large circle present on the map.

- ❖ The designated Squad Leader will be followed at all times by a Steward carrying the Hynafol Flag.
- ❖ To control the Zone the designated Squad Leader must be within the borders of the Zone and alive. The Steward carrying the Hynafol Flag will keep track of how much time the Squad Leader controls the zone.
- ❖ If there are two (2) Hynafol Flags within the zone no time will be accumulated.
- ❖ If the designated Squad Leader dies; the Steward will lower the flag and time will no longer be accumulated until the designated Squad Leader is revived and reenters the Zone.

**Control the time:** Objective 1 shall be a standard time clock. Control this clock to accumulate as much time as possible.

**Hold your Ground:** Objectives 2, 3 and 4 shall be observed by Stewards at regular intervals (unknown to the battle participants) during the course of the battle for scoring three times each.

- ❖ Each Objective 2, 3, and 4 shall have a standard time clock attached.
- ❖ The points for this objective shall be awarded to the Side who currently control the clock's time at the time that it is checked.

## Victory Conditions

The Side whose designated Squad Leader controls the Entrenched Zone the longest shall be declared the winner. In the case of a tie for time in the Entrenched Zone the side that accumulates the most time on Objective 1 shall be declared the winner.

## Rewards

- ❖ **Entrenched Zone:** The side that holds the Entrenched Zone the longest and is the overall victor shall receive 5 points.
- ❖ **Objective 1:** The side that holds Objective 1 for the most accumulated time will receive one point.
- ❖ **Objectives 2, 3, and 4:** Each time the clock is scored the team holding the clock shall be awarded one point.

# IN THE TRENCH



# General's Auction

The General's Auction is an exclusive silent auction where victorious generals from Feldzug can use their earned points to bid on valuable buildings for their newly acquired lands. This is your opportunity to shape the future of your territories with strategy and foresight.

## How the Auction Works

### Bidding Format:

- ◆ Generals can bid on as many buildings as they want, but bids must be ranked by priority to indicate the order of importance.
- ◆ Points are deducted only for winning bids, and remaining points can be reallocated to lower-priority bids.

### Submitting Bids:

- ◆ Each general receives a betting card to record their bids. The card includes:
  - Item Name
  - Bid Amount (in points)
  - Priority Ranking
- ◆ Betting cards must be submitted to the Archives by the end of the event. Late submissions will not be accepted.

### Post-Event Resolution:

- ◆ All bids will be reviewed and resolved after the event, allowing for careful evaluation.
- ◆ Buildings won through the auction will be distributed based on:
  - Priority ranking
  - Total bid amount
- ◆ Points spent on unsuccessful bids are not deducted, allowing for reallocation to other priorities.

### Winning a Bid:

- ◆ The general with the highest bid for a building wins that building.
- ◆ In the case of ties, the winner will be determined by random draw.

### Points Allocation:

- ◆ Generals can exceed their total earned points across all bids.
- ◆ Once all points are used your bidding card is closed.

### Building's Won

- ◆ All buildings won at the General's Auction are expected to get built onto the settled land won in the Feldzug battles.
  - If a general does not have a Feldzug land they may they may place their winnings on any settlement.

## Key Rules Recap

**Unlimited Bids:** Generals can bid on as many buildings as they like, but bids must be prioritized.

**Prioritization:** Ranking your bids ensures higher-priority preferences are resolved first.

**Points Limit:** Only winning bids deduct points from your total.

**Resolution Timing:** Auction results will be announced after the event, with buildings distributed accordingly.

## Example Process

### General's Total Points:

General A has 10 points to spend.

### Bids Placed:

Port: 5 points, Priority 1

Temple: 3 points, Priority 2

Farm: 2 points, Priority 3

Harbor: 5 points, Priority 4

### Resolution:

The Port bid (Priority 1) is lost, so no points are deducted.

The Temple bid (Priority 2) is won, deducting 3 points (remaining points: 7).

The Farm bid (Priority 3) is won, deducting 2 points (remaining points: 5).

The Harbor bid (Priority 4) with 5 points remaining, General A wins the Port if their bid is the highest.

# Arthur's Auction

The King Arthur's Auction is a prestigious opportunity for all participants of Feldzug to use their in-game coins to bid on valuable buildings, rare actions, and unique assets. This auction is a vital chance to invest in your lands, bolster your influence, and acquire unparalleled resources.

## Auction Structure

King Arthur's Auction is divided into two distinct parts:

### Silent Auction:

Focused on standard buildings and some rare items.

Conducted with in-game coins under specific rules (see below).

### Live Auction:

Reserved for the most valuable assets: unique buildings and trading buildings.

A traditional, high-energy live auction where participants shout bids to compete for high-ticket items.

## Silent Auction Rules

### Participation Requirements:

- ❖ Players wishing to join the silent auction must submit all their in-game coins they plan to bid with to the Counting House in order to receive their bidding sheet.
  - All other coins can go into their normal Counting House Holdings.
- ❖ The total coins submitted establish the maximum amount they can spend in the auction. No additional coins can be added later.
- ❖ Unused coins will be refunded back into a player's individual account.

### Bidding Mechanics:

- ❖ Each participant will receive a betting sheet to record bids. The sheet must include:
  - Item Name
  - Bid Amount (in coins)
  - Priority Ranking
- ❖ Players can bid on as many items as they like, and purchases will go down the priority ranking.

### Cap on Spending:

- ❖ The number of coins submitted with the betting envelope is the absolute spending limit.
- ❖ Players who bid on too few items may risk ending the auction with leftover coins and no winnings.

### Submitting Bids:

- ❖ Completed betting forms must be submitted to the Counting House by the end of the event.
- ❖ Deposit these along with the deposit of your in game coin at the end of game.

### Resolving the Auction:

- ❖ The Counting House will review bids **after** the event and distribute items to the highest bidders.

### Points of consideration:

- ❖ Items are awarded based on the highest bid per item.
- ❖ If a player wins multiple items, their total coins spent are deducted in priority order.
- ❖ Unused bids (if outbid or leftover) are put back into the character's Holdings account.

# Arthur's Auction

## Example:

**Coins Submitted:** Player A submits 10 Silver Pieces.

### **Bids Placed:**

Orchard: 4 Pieces, Priority 1

Shrine: 3 Pieces, Priority 2

Fort: 5 Pieces, Priority 3

### **Outcome:**

Player A is outbid on the Orchard, spends 3 Pieces to win the Shrine, and is outbid on the Fort.

Remaining 7 Pieces are put back into the player's Counting House holdings, and Player A ends with only the Shrine.

## Live Auction Rules

### **High-Stakes Bidding:**

The live auction is reserved for the rarest and most valuable assets, including unique buildings (e.g., Lighthouse, Botanical Garden) and trading buildings (e.g., Harbor, Haven).

### **Participation Mechanics:**

Players must arrive at the live auction prepared with their in-game coins.

There is no requirement to submit coins in advance; participants bring their coins directly to the live auction.

### **Bidding Process:**

Items are announced by the auctioneer, and players compete in real-time by calling out bids.

The auctioneer determines bid increments and manages pacing to ensure a lively event.

### **Winning Bids:**

The highest bidder wins the item. The coins are immediately collected, and the item is allocated to the winner.

### **Key Rules:**

Players may not pool coins mid-auction. Each participant bids individually using their own funds.

## Key Reminders for Both Auctions

### **Strategic Spending:**

Carefully consider how to divide your coins between the silent and live auctions to maximize your chances of success.

### **Priority Ranking:**

In the silent auction, rank your bids to ensure your most desired items are prioritized in case of limited funds.

### **Deadlines:**

Silent auction betting envelopes must be submitted before the event's end; live auction bids happen in real time.

### **Final Allocation:**

All items won during the auctions will be distributed and placed on lands **after** the conclusion of Feldzug.