

Friday Castle Skirmishes

Time: 4x 30-minute scenarios starting at 10am and ending at 12pm

Location: Castle

Players: Attackers vs NPC Defenders

Props required:

- 1) Safety glasses

Game Rules:

Time Limit: 4x single 30-minute games

Format: Castle Battle

Objective:

The attacking team's goal is to invade the castle and eliminate the defending team's General.

The defending team's goal is to keep their general alive for the entire 30 minutes.

Do NOT stand or climb on any furniture. Breaking this rule will lead to immediate sanctions.

Victory Condition: The Attacking team must kill the enemy general who will deploy and stay at the X on the Map until they are attacked by the defending team at which point they can move freely.

Respawn: There are **no respawn points**. All other healing methods are permitted.

Safety Warning: Intense Combat Scenario

This scenario requires all players to have either safety goggles or a helmet/mask with eye protection. **Do NOT** take part in this battle scenario unless you are willing to take part in more intense combat.

This scenario has a defending force of Monsters, NPC's and Special Characters. **These characters may have more Hit Points than you would expect, may be able to self heal or other Special abilities and Powers.** The Monsters and NPCs know their own unique abilities. Do not interrupt the game play to discuss or argue with the opposing team about their abilities or hit points.

The attacking teams are at a HUGE disadvantage in this game, the chance of the attackers winning is **LOW**. The game is designed this way. Only take part in this scenario if you're

Deployments:

Attackers: Deploy outside the Castle.

NPC Defenders: Deploy inside and upon the Castle right up to the entrance.

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