Friday Field Skirmish 1: Violet Company vs Devourer Spawn

Time: 430-5pm

Location: The Field

Players: Attackers vs NPC Defenders

Props required:

1) 2x Hynafol standards to identify the kings
2) Bards because kings and their armies are fighting

Game Rules:

Time Limit: A single 20-minute game

Format: Kill the King

Objective:

The goal is to kill the enemy team's king within the time limit. The scenario ends immediately when a king is killed.

Kings must remain active in the field at all times and are not permitted anywhere near their team's respawn. Kings must be actively ordering their troops and participating in the unfolding of the action.

Kings are followed by a Hynafol Steward carrying the standard. When the King dies the standard falls and signals the end of the scenario.

Victory Condition: Kill the enemy team's king within the time limit.

Respawn: Players may respawn at their respective deployment zones. All other healing methods are permitted.

Deployments:

Team captains will coin flip to choose starting sides.

Special Conditions:

All skirmish purchases permitted except for **Half Fae Tricks** and **Additional Forces**

Skirmish Meeting Location:

Friday Field Skirmish 2: Militum vs Devourer Spawn

Time: 5-530pm

Location: The Field

Players: Attackers vs NPC Defenders

Props required:

1) 2x crowns or standards to identify the kings
2) Bards because kings and their armies are fighting

Game Rules:

Time Limit: A single 20-minute game

Format: Kill the King

Objective:

The goal is to kill the enemy team's king within the time limit. The scenario ends immediately when a king is killed.

Kings must remain active in the field at all times and are not permitted anywhere near their team's respawn. Kings must be actively ordering their troops and participating in the unfolding of the action.

Kings are followed by a Hynafol Steward carrying the standard. When the King dies the standard falls and signals the end of the scenario.

Victory Condition: Kill the enemy team's king within the time limit.

Respawn: Players may respawn at their respective deployment zones. All other healing methods are permitted.

Deployments:

Team captains will coin flip to choose starting sides.

Special Conditions:

All skirmish purchases permitted except for **Half Fae Tricks** and **Additional Forces**

Skirmish Meeting Location: