

## **Thursday Caravan Skirmish 1: Solis Caligo vs NPC Mercenaries**

Time: 330pm-4pm

Location: Starting at the back camping gate and down the long gravel road

Players: 25 players per side

Props required:

- 1) Respawn points
- 2) Caravan
- 3) Sandbags

### **Game Rules:**

**Time Limit:** A Single 30-minute game.

**Format:** Caravan Delivery

### **Objective:**

**Caravan Delivery (Team A = Solis Caligo):**

Team A's goal is to transport the cart from the camping gate down the long gravel road within the 30-minute limit. The cart will be pulled by a steward who will only advance down the road as long as there is no combat present in his immediate vicinity (steward's unbiased discretion).

For every sandbag on the cart when it reaches the end of the long gravel road, **Team A the Caravan Defenders scores 1 point.**

**Sandbag Interception (Team B = NPC Mercenaries):**

Team B's objective is to intercept the cart, steal sandbags, and transport them back to their objective marker at the Mercenaries' Cache (marked on the map)

For each sandbag Team B has at the Mercenaries' Cache by the end of the game, **Team B the Mercenaries scores 1 point.**

**Any player attempting to forcibly move the caravan or the steward dies instantly. Repeated violations will lead to sanctions.**

**Victory Condition:** The team with the **most bags at their objective** by the end of the game wins.

**Deployments:**

**Team A (Caravan Defenders):** Starts with a cart loaded with sandbags at the camping gate.

**Special Conditions:** All skirmish purchases permitted except for **Half Fae Tricks**

**HYNAFOL**

Battlefield  
North Gate  
Golden Blades  
Kingdom of Tides  
Blacksmith  
Seven Sisters  
Sellar's Keep  
Awri Laurenta  
Militum  
Joust Field  
Alchemy Academy  
Lionheart Tavern  
Heirs of Iron  
March Wardens  
The Lodge  
Davyforge Alliance  
Labyrinth  
Pandora's  
Cro Kusta  
The Round Table  
Sleipnir's Rise  
Torst Drulgar  
Heart of the Mountain  
Imperium Dominium  
Violet Company  
The Archives  
Three Crowns Counting House  
Shrine of Cliona  
Wyrnguard  
Karnifal  
Silk Rd. Rest Stop  
Wicked Woodworks  
High Castle  
Hall of Houses  
The Vale  
The Dais  
Golden Rose  
The Exchange  
North Path to Battlefield  
The Greenwood

Water Spigot  
Restrooms

## **Thursday Caravan Skirmish 2: Ecliptica vs Toraithe (NWP)**

Time: 4pm-430pm

Location: Starting at the back camping gate and down the long gravel road

Players: 25 players per side

Props required:

- 1) Respawn points
- 2) Caravan
- 3) Sandbags

### **Game Rules:**

**Time Limit:** A Single 30-minute game.

**Format:** Caravan Delivery

### **Objective:**

#### **Caravan Delivery (Team A = Ecliptica):**

Team A's goal is to transport the cart from the camping gate down the long gravel road within the 30-minute limit. The cart will be pulled by a steward who will only advance down the road as long as there is no combat present in his immediate vicinity (steward's unbiased discretion).

For every sandbag on the cart when it reaches the end of the long gravel road, **Team A the Caravan Defenders scores 1 point.**

#### **Sandbag Interception (Team B = Toraithe (NWP)):**

Team B's objective is to intercept the cart, steal sandbags, and transport them back to their objective marker at the Mercenaries' Cache (marked on the map)

For each sandbag Team B has at the Mercenaries' Cache by the end of the game, **Team B the Mercenaries scores 1 point.**

**Any player attempting to forcibly move the caravan or the steward dies instantly. Repeated violations will lead to sanctions.**

**Victory Condition:** The team with the **most bags at their objective** by the end of the game wins.



**Respawn:** All players respawn at their respective deployment zones. All other healing methods are also permitted.

### **Deployments:**

**Team A (Caravan Defenders):** Starts with a cart loaded with sandbags at the camping gate.

**Team B (Mercenaries):** Begins at the mercenaries' cache (exact location to be determined)

**Special Conditions:** All skirmish purchases permitted except for **Half Fae Tricks**

### **Skirmish Meeting Location:**



### **Thursday Caravan Skirmish 3: Heirs of Iron vs Devourer Spawn**

Time: 430pm-5pm

Location: Starting at the back camping gate and down the long gravel road

Players: 25 players per side

Props required:

- 1) Respawn points
- 2) Caravan
- 3) Sandbags

#### **Game Rules:**

**Time Limit:** A Single 30-minute game.

**Format:** Caravan Delivery

#### **Objective:**

**Caravan Delivery (Team A = Heirs of Iron):**

Team A's goal is to transport the cart from the camping gate down the long gravel road within the 30-minute limit. The cart will be pulled by a steward who will only advance down the road as long as there is no combat present in his immediate vicinity (steward's unbiased discretion).

For every sandbag on the cart when it reaches the end of the long gravel road, **Team A the Caravan Defenders scores 1 point.**

**Sandbag Interception (Team B = Devourer Spawn):**

Team B's objective is to intercept the cart, steal sandbags, and transport them back to their objective marker at the Mercenaries' Cache (marked on the map)

For each sandbag Team B has at the Mercenaries' Cache by the end of the game, **Team B the Mercenaries scores 1 point.**

**Any player attempting to forcibly move the caravan or the steward dies instantly. Repeated violations will lead to sanctions.**

**Victory Condition:** The team with the **most bags at their objective** by the end of the game wins.



**Respawn:** All players respawn at their respective deployment zones. All other healing methods are also permitted.

### **Deployments:**

**Team A (Caravan Defenders):** Starts with a cart loaded with sandbags at the camping gate.

**Team B (Mercenaries):** Begins at the mercenaries' cache (exact location to be determined)

**Special Conditions:** All skirmish purchases permitted except for **Half Fae Tricks**

### **Skirmish Meeting Location:**

