

Wednesday Skirmish 1: Noctum Caligo vs Vermiscar

Time: 3pm-330pm

Location: Front Gate

Players: 25 players per side

Props required:

- 1) Treasure chests (marked and unmarked) randomly scattered about the field

Game Rules:

Time Limit: A single 20-minute game

Format: Last Fighter Standing

Objective:

The goal is to eliminate the opposing team. The team with the most remaining players at the end of the round wins. Respawning is not permitted. Once a player is eliminated, they cannot re-enter the game unless they are healed by another means.

Victory Condition: The team that wins the best 2 of 3 rounds wins the game.

Respawn: There are **no respawn points** but other healing methods may be used by both sides.

Deployments:

Vermiscar deploy to the left of the front gate

Noctum Caligo deploy to the right of the front gate

Special Conditions:

Chests (reference scenario), All skirmish purchases permitted except for **Half Fae Tricks**

Skirmish Meeting Location:



Wednesday Skirmish 2: CroKuta vs Lex Talionis

Time: 330pm-4pm

Location: Front Gate

Players: 10 players per side (House members only)

Props required:

- 1) N/A

Game Rules:

Time Limit: A single 20-minute game

Format: Last Fighter Standing

Objective:

The goal is to eliminate the opposing team. The team with the most remaining players at the end of the round wins. Respawning is not permitted. Once a player is eliminated, they cannot re-enter the game unless they are healed by another means.

Victory Condition: The team that wins the best 2 of 3 rounds wins the game.

Respawn: There are **no respawn points** but other healing methods may be used by both sides.

Deployments:

CroKuta deploy outside the fort to the left

Lex Talionis deploy outside the fort to the right

Special Conditions:

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

Skirmish Meeting Location:



Wednesday Skirmish 3: Thorned Chalice vs Grimeclaw (NWP Goblins)

Time: 4pm-430pm

Location: Front Gate

Players: 25 players per side

Props required:

- 1) Treasure chests (marked and unmarked) randomly scattered about the field
- 2) Chalk to mark control zone
- 3) Respawn points

Game Rules:

Time Limit: A Single 20-minute game

Format: King of the Hill

Objective:

Each team must fight to obtain the most time on the clock that is located in the central zone. The central zone will be outlined with chalk and will be placed equidistant from the deployment zones.

Victory Condition: The team with the most control time at the end of the scenario wins.

Respawn: Players may respawn at their respective deployment zones at their designated respawn. All other healing methods are not permitted.

Deployments:

Grimeclaw (NWP Goblins) deploy to the left of the front gate

Thorned Chalice deploy to the right of the front gate.

Special Conditions:

Chests (reference scenario), All skirmish purchases permitted except for **Half Fae Tricks** and **Additional Forces**

Skirmish Meeting Location:



Wednesday Skirmish 4: Valravn vs Aureate

Time: 430pm-5pm

Location: Front Gate

Players: 25 players per side

Props required:

- 1) Respawn points

Game Rules:

Time Limit: A Single 20-minute game

Format: Team Deathmatch

Objective:

Each team seeks to eliminate the opposing side. The rules of engagement are simple: Kill more enemies than the opposing team.

Victory Condition: The team with the most kills at the end of the scenario wins.

Respawn: Respawns and all healing methods are authorized. Whenever a fighter respawns, they must pick up a colored ball from one basket and place it into another to complete respawn.

Deployments:

Valravn deploy outside the front gate to the left and **Aureate** deploy outside the front gate to the right

Special Conditions:

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

Skirmish Meeting Location:

