

# The Siege: Skirmishes

The Mage King gathers his dark counsel beyond the horizon. Arthur's sword, Excalibur, must be bound to him at the Closing Ceremony in a Ritual if our realm is to stand. But the Ritual is incomplete: five relics, each hidden behind the blood-and-glory of battle, must be won and brought to the closing rites. This is an urgent summons to seize an opportunity that will shape our fate.

The Siege requires Houses to *step forward now* and throw their colors into the field. The Siege will host five distinct battles. Each is a chance for your House to earn renown, to test itself, and, most importantly, to claim a Relic that will be required at the Closing Ceremony Ritual to bind Excalibur and turn the tide against the Mage King. Holders of those relics will be invited to stand in the Ritual and watch destiny take shape.

This is about more than trophies. It is about legacy. It is about standing for something: and choosing it boldly, fiercely, without holding back. Or be at risk of falling... We want Houses who will commit themselves to a cause, marshal their best, and write their names into Hynafol's next chapter.

## Rewards & Stakes (February Renown)

All renown below is awarded to **Houses** for February.

- **PVE** — Awarded to a House who General an NPC side.
  - *1 Renown; Winner bonus: +1 Renown*
- **PVP — Friendly Skirmish with no corresponding attack actions**
  - *Participation: 2 Renown each side; Winner bonus: +2 Renown.*
- **PVP — With a Carta Attack Action\***
  - **Small:** Participation 2 Renown each; Winner +2 Renown
  - **Medium:** Participation 3 Renown each; Winner +3 Renown
  - **Large:** Participation 4 Renown each; Winner +4 Renown
  - **Epic:** Participation 5 Renown each; Winner +5 Renown

**Plus:** The winning House of *each* battle will receive a relic required for the Closing Ceremony Ritual. The person who holds that relic will be invited to participate in the closing ceremony to bind Excalibur to Arthur.

This is no half-hearted parade. These battles demand strategy, courage, and heart. They will reward those who dare to step forward, with renown, relics, and a seat at history's table.

Compete hard in-character; keep your friendships strong out-of-character. Wine, war, and legend await.

Volunteer your House. Choose a side. Take the field.

Register your desire to take a side for The Siege skirmishes here: <https://forms.gle/1EoViX1UmRjbGvBTA> Priority will be given to Skirmish requests with accompanying actions that both sides have agreed to settle at The Siege. Matchups will attempt to be made to match equivalent House sizes.

Final Skirmish matchups will be released as soon as all of the slots are taken. If not all Skirmish slots are filled the sides available will be divided up and a General volunteer will be assigned at the time of the battle.

\*The Three Crowns Counting House will be open on Friday evening for submitting attack moves and defensive responses.

### **A Note on Renown Points**

Renown Points, and their corresponding Domain Actions will receive an update in the near future to facilitate actions that are renown worth. Specifically attacks in the Carta Arcanum will be richly rewarded with additional Renown Points. While Domain Actions that support economic and resource growth will be introduced and increased. Overall, Houses will increase their resource wealth, land holdings, and overall renown standings by attacking.

## **Phase 1 — The Chevauchée**

### **Aureate vs Golden Blades**

#### **Sides**

Defenders: Golden Blades (Green Armbands)

Attackers: Aureate (Orange Armbands)

#### **Time Limit**

Single Round – 30 Minutes

#### **Battlefield**

Village outskirts.

Note: No fighting on permanent structures.

#### **Mobilization**

Attackers Deployment Area: (Orange Flag) – multiple map edges

Defenders Deployment Area: (Green Flag) – central village green

#### **Victory Conditions**

##### **Orange Victory:**

Controls more total time on stationary objective and successfully escorts wagons.

##### **Green Victory:**

Controls more total time on stationary objective and destroys wagons.

#### **Healing & Special Rules**

Orange: Standard healing via Priests and Artifacts.

Green: Standard healing via Priests and Artifacts.

All armor, weapons, and shields permitted.

#### **Respawn Rules**

Respawn Type: Flag Respawn Points with ball system.

#### **Objectives**

1 Static Objective

- 1 point per 20 seconds of control.

3 Moving Wagons

- 50 points per wagon that reaches its destination.

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## **Phase 2 — The Ambush**

### **Lex Talionis vs Crownless Royals**

#### **Sides**

Defenders: Crownless Royals (Green Armbands)

Attackers: Lex Talionis (Orange Armbands)

#### **Time Limit**

Single Round – 30 Minutes

#### **Battlefield**

Forest road.

#### **Mobilization**

Defenders Deployment Area: (Orange Flag)

Attackers Deployment Area: (Halfway Mark)

#### **Victory Conditions**

Green Victory:

- Escorts more banners and wagons through the battlefield than are stopped.

Orange Victory:

- Captures or halts more objectives than are scored.

#### **Healing & Special Rules**

- Artifact and Scroll Healing Active

- Healing Potions Active\*

#### **Respawn Rules**

Defender: Limited respawn at moving Wagon

Attacker: No respawn

#### **Objectives**

Two Wagons

- 1 Regular Wagon that Scores Point

- This Wagon is worth 50 Points

- 1 Healing Wagon that must be escorted by a High Priest to maintain Respawn Access and Score

- This Wagon is worth 100 Points

Three Banners

- Each banner must be escorted to the end of the path to score points

- Each banner is worth 20 Points

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## Phase 3 — The River Crossing

Sleipnir's Rise vs Vox Sortis

**Ponton** (Middle French/Old French): Derived from Latin pontō (ferryboat) and pōns (bridge), this directly relates to the concept of a floating bridge support.

### Sides

Defenders: Sleipnir's Rise (Green Armbands)

Attackers: Vox Sortis (Orange Armbands)

### Time Limit

Single Round – 30 Minutes

### Battlefield

Bridge or marked crossing.

### Mobilization

Attackers Deployment Area: Side A

Defenders Deployment Area: Side B

### Victory Conditions

Defender Victory:

Completes ponton ritual and secures a bridgehead.

Attacker Victory:

Denies the crossing until time expires.

### Healing & Special Rules

- Shipwrights required for ponton construction. See below for full Shipwright rules.

- Defender Side has access to High Priest Artifact Healing and Priest Scrolls

- Attacking Side does not have access to High Priest and Priest Healing Scrolls.

### Respawn Rules

Attacking Side: One Fixed Respawn Flag

Defending Side: Two Fixed Respawn Flags - one on each side of the ponton construction site.

### Objectives

#### Roles & Permissions: Shipwrights

Only players designated as Shipwrights may:

- Carry ponton components
- Deliver components to the ponton site
- Advance the ponton timer
- Shipwrights may carry only one component at a time.

Shipwrights must:

- Wear a special sash designating them as Shipwrights
- NOT use or carry weapons of any kind.

All other players are considered non-Shipwrights for the purposes of this objective.

### **Ponton Site**

- The ponton site is a clearly marked location near the river or crossing.
- A Steward is located at this site and is visible to players that tracks time accumulated.
- A 10-foot, rope control radius around the ponton site is enforced.

### **Assembly Procedure**

1. A Shipwright retrieves one ponton component from a supply cache.
2. The Shipwright carries the component to the ponton site.
3. Upon delivery, the Shipwright presents the component to the steward assigned to the ponton.
4. The steward starts or advances the ponton timer for that component.

### **Timing**

- Each component requires 2 minutes of uninterrupted work to complete.
- Total uninterrupted time required to complete the ponton: 12 minutes (6 components × 2 minutes).
- The timer tracks progress cumulatively and does not reset.

### **Disruption Conditions**

The ponton timer immediately pauses if any of the following conditions occur:

- No Shipwright is present at the ponton site.
- An enemy player enters the 10-foot control radius.
- The active Shipwright is defeated, forced to move, or otherwise leaves the site.

When disruption conditions are cleared:

- The timer may resume from its paused value.
- The current component must complete a full uninterrupted 2-minute interval.

### **Component Loss**

If an Shipwright carrying a component is defeated:

- The component is dropped at the location of defeat.
- The component remains in play and may be recovered by an Shipwright.
- Components may not be intentionally destroyed, hidden, or removed from play.

### **Completion**

The ponton is considered complete when all required components have successfully finished their uninterrupted build intervals.

Upon completion:

- The steward announces the ponton is complete by blowing an airhorn.
  - The scenario ends.
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## Phase 4 — Clash of Standards

### MorLadrona vs The Exchange

#### Sides

Army A: MorLadrona (Green Armbands)

Army B: The Exchange (Orange Armbands)

#### Time Limit

Single Round – 30 Minutes

#### Battlefield

Open field

#### Mobilization

Opposing field edges behind respawn.

#### Victory Conditions

Army A Victory:

Controls the most time on objectives or last army standing.

Army B Victory:

Controls the most time on objectives or last army standing.

#### Healing & Special Rules

- No healing is active during this battle.

#### Respawn Rules

Each Army has one mobile Standard as their only respawn point.

Participants must:

- Follow standard death rules of waiting 2 minutes, turning the weapon upside down, and walking to respawn.
- Touch their Army's Banner to respawn.

#### Objectives

1 Central Timer

2 Army Banners: One for Each Side

**Stewards Required:** 6 (3 objectives + 3 extra)

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## Phase 5 — The Siege

### Golden Blades vs Kingdom of Tides

#### Sides

Defenders: Golden Blades (Green Armbands)

Attackers: Kingdom of Tides (Orange Armbands)

#### Time Limit

Three Rounds – 15 Minutes each

## **Battlefield**

Strongpoint.

## **Mobilization**

Defenders Deployment Area: Inside fortifications

Attackers Deployment Area: Surrounding siege

## **Victory Conditions**

Defender Victory:

Survives all rounds or destroys siege engines.

Attacker Victory:

Completes siege engines or forces surrender by defeating Green Banner inside fortifications.

## **Healing & Special Rules**

- Special Objectives will be announced between rounds for additional points.

- High Priest Artifacts and Priest Healing Scrolls are active.

## **Respawn Rules**

- Defending Army has two respawn points:

1. Inside of the Fortification at Army A Banner
2. Outside of the Fortification at a Green Hynafol Flag.

- Attacking Army has one respawn point:

1. One Orange Respawn Flag

## **Objectives**

1. Battering Ram
2. Maintain the Banner

### **Objective 1: Battering Ram**

**Description:** During the Siege scenario, the Attacking force may construct a Battering Ram. The Battering Ram uses three dedicated Build Timers. Each Build Timer must reach 5 minutes to complete the process.

A steward will be assigned to each Build Timer. The assigned Steward for each Build Timer will be in charge of keeping track of time. At the conclusion of each build timer an announcement will be made and a visual cue will signify that that Build Timer has been completed.

### **Battering Ram Construction Purpose**

The battering ram represents a direct assault capability against the gate. Once constructed it can be used to open the fortifications door and gain access.

### **Build Site**

One designated Ram Build Site is placed outside the primary fortification.

- A designated Build Timer Steward is located at the site.

- A 10-foot control radius around the site is enforced with rope.

### **Build Requirements**

Total build time required: 15 uninterrupted minutes

Timer runs only while:

- At least two (2) attacking players are physically present within the build site
- No defending players are within the control radius

### **Disruption Conditions**

The timer immediately pauses if:

- Fewer than two attackers are present
- Any defender enters the control radius
- All builders are defeated or forced to leave the site

### **When disruption conditions are cleared:**

- The timer resumes from the paused value

### **Completion**

When the timer reaches full duration, the ram is complete.

- The steward announces completion.
- The Battering Ram can then be used to open the fortifications.

### **Battering Ram Use**

The primary objective of the Battering Ram is to open the fortifications where the Defending Army is entrenched. This is accomplished by moving the Battering Ram to the Fortifications door and making three full swings at the door to gain entry.

There are specific rules for use of the Battering Ram governed by a dedicated Steward.

- The Battering Ram must be operated by four individuals at all times.
- The Battering Ram must be walked at all times.
- The Battering Ram operators may not use weapons while holding the handles.
- If one Battering Ram handle is not held by the operator, forward progress stops.
  - Progress will be reversed for any distance covered while all four handles are not operated.
- The Defending Army may not touch or carry the Battering Ram.

### **Battering Ram Conclusion**

Once the Battering Ram has successfully opened the fortifications the Defending Kingdom will lose the Respawn ability of its Banner.

## **Objective 2: Maintain the Banner**

The Defending Side must protect its banner inside of the Fortifications for the duration of the Skirmish. The following rules must be observed during the battle:

- One Banner Bearer must be nominated during the entirety of the scenario.
- The Banner Bearer may not use or carry weapons.

- The Banner must be held upright to be easily viewable at all times.
- The Banner Bearer may not receive battlefield healing from Priests or High Priests.

If the Banner is maintained throughout the Skirmish the Defending Army will be declared the winner.

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## Skirmish Purchases

The following Skirmish Purchases are available for any Skirmish. These must be purchased from the Three Crowns Counting house by **close of business hours on Friday**.

**Ancestral Homeland:** You may have one person with any armor but no shield and only a dagger spawn in at each clock instead of at the spawn. Cost: 10 Peasants, 5 Wood, 5 Crops, 5 Livestock, 3 Crowns

**Summon a Titan:** A Titan is defined as 10 HP, instant kill on touch, takes no damage from ranged weapons. This Titan may respawn or be healed by pious means. The Titan's costume and weapons must have successfully passed a safety review. The side fielding the Titan must provide one "Handler" as a non-combatant to assist with the Titan during the entire skirmish. Cost: 6 Peasants, 24 Livestock, 3 Crowns