

Codex: The Siege

Convened by the Court of Valor

The Narrative

The world has not had time to settle.

At the Grand Gathering, the Mage King did not parley. He struck down the leaders of the Five Courts and left a single promise behind: **he would rule Hynafol**. Merlin's Winter Watch closed in the shadow of that violence. While scholars were called to study and vigilance, another threat moved quietly. The Vermiscar slipped through unguarded lanes and unlatched doors, spoiling grain and taking what lay unused. By the end of that Expedition, Merlin's staff had been taken as well.

Two truths now stand plain. The Mage King seeks to weaken Hynafol by stripping the Court Leaders of their weapons, and the Vermiscar move wherever **stagnation reigns**, patient, precise, and drawn to what is left unattended.

Meanwhile, the Houses made the crisis immediate. Valonten of the Kingdom of Tides and Francesco of the Imperium Dominium rose in the Round House and laid out their grievances as though issuing summons to war. Valonten formally declared an attack, naming the island of **Laraclea** as the first claim of the Kingdom of Tides. When the two generals stepped forward, the exchange broke from its formal script. What passed between them was personal, charged, and resolved nothing. **War was declared and battle is imminent.**

Heed Arthur: The Siege begins. Answer Kingdom of Tide's declaration upon Imperium Dominium for Laraclea, seal the gaps the Vermiscar exploit or take up the challenge of the Battering Ram. March under your colors, whether to take land from a rival House or stop the Vermiscar, and earn the renown required to stand against the Mage King.

Those who would take land will march beneath one banner. Those who would hold it will rally beneath another. Yet Arthur's call is not only to these two Houses. **All are summoned.** Warriors, champions, priests, mages, scouts, sentinels, and sellswords alike, choose a side and take the field.

Across the Expedition, the conflict will be decided through escalating battles: raids against supply lines at the outskirts, ambushes along forest roads where banners and healers determine momentum, and a contested river crossing where shipwrights must assemble passage under threat. Armies will clash beneath their standards in open field before the war culminates in **The Siege itself**, as shield walls are built, gates are tested, and fortified ground is held or broken by endurance as much as force.

Yet war is never fought on a single front. Beyond the battlefield, **quests unfold.** Intelligence is gathered, riches change hands, puzzles are uncovered, and smaller objectives shape the greater conflict. Those who do not take the field will still find purpose, profit, and peril in the shadow of marching armies.

Amid the clash, Arthur will speak. His command is sharp and plain: **Bind Excalibur to custody, not ceremony.** He calls for watchers who read silence as carefully as tracks, and for sentinels trained to wait, patient as snares. He charges the **Guardians** with the quiet, constant work of protection, not glory, but vigilance; not conquest, but care. To keep the blade safe is to keep the people safe.

Act now. Build, patrol, prepare, and **make your moves.** The Vermiscar do not roar, they wait. The Mage King does not hesitate, he takes.

Prepare for war. Prepare for **The Siege.**

Gareth ap Nennius
Scribe in the service of Arthur

Event: Hynafol - Court of Valor: The Siege

Dates: February 20–22, 2026 (Fri–Sun)

Site: Hynafol - 3168 US 290 E Paige, Texas 78659

Host: Court of Valor

Tickets/Price: General Admission: \$106.00, Minor \$51.88. Day-of registration is available.

Contacts

- Questions about the game: **gm@hynafol.com**
 - Tickets & general questions: **info@hynafol.com**
 - Volunteering questions: **volunteers@hynafol.com**
 - Logistics & camping: **logistics@hynafol.com**
 - Emergency (on-site): call **911**; Hynafol phone: **206-395-6368**
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How this document is organized

1. One-Page Quick Reference
 2. Full Expedition Codex (rules, logistics, schedule, FAQs)
 3. Appendices & Attachments (maps, etc.)
 4. Guild Mini-Games Appendix (TL;DRs)
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General Information

Arthur's Siege | February Expedition
Feb 20–22, 2026 • Hynafol, Paige, TX

Tickets

- General Admission: \$106.00 & Minors: \$51.88. Day-of registration available at Front Gate.
- Purchase Tickets here: <https://hynafol.com/february>

Arrival & Gates

- **Front Gate:** Hynafol: 3168 US 290 E Paige, Texas 78659
- **Check-in:** Will be at the front gate as you enter the property. Have your ID ready and tickets ready for scanning.
- **Character Registry & Expedition Pay:** All participants must complete registration at **The Ledger**. You will verify your character information and receive your starting currency.

- **Friday arrival window:** Rolling arrivals starting at **12:00 PM**. Setup allowed until **8:00 PM**. Cars must be parked by **8:00 pm** in the parking lot.
- **Friday Front Gate Close Time:** Check-in is open until **10:00 PM**. In and out privileges are available throughout the duration of the event.
- **Saturday arrival:** Arrivals begin at **8:00 AM**, and end at **6:00 PM**.

Parking

- **All cars must be parked in the parking lot.**
- Cars may not be parked in the campground.
- There is no fee for parking.

Must Know

- **Age policy:** Minors allowed *only* when accompanied by a parent or legal guardian.
 - [Parent or Legal Guardian must sign this waiver before entering the event.](#)
- **Weapons & Combat:** Mandatory weapon check and safety briefing for all players before combat. Eye protection recommended. Standard Hynafol combat rules apply.
- **Photography & Tech:** Phones, cameras, and personal recording devices are **forbidden** in play areas. Hynafol will provide event photography.
- **Food:** Vendor food will be on site; no meal cards or meal packages.
- **Transport:** No shuttle provided for this event.
- **Rules:** Standard rules are enforced.
- **Volunteers/Stewards:** Questions about volunteering/stewarding should be sent to volunteers@hynafol.com. During the event, please see Konnor for volunteer questions or concerns.

Quick links

- Activity Submission Form (lead an activity): <https://forms.gle/xy5UyVJZf58q9DCy6>
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Registration & Check-In

- **How to register:** Online at [Hynafol.com event page](#), or at the gate on the day of the event. Bring a photo ID.
- **Day-of registration:** Available at the check/in area, a Hynafol Tent by parking; credit/debit and cash accepted.
- **Check-In:** All participants will receive a wristband that must be worn at all times.

Registration & Pay

- All players must visit Hynafol's newest service *The Ledger* (previously Player Liaison Tent) for character registry and to receive their Expedition Pay.
- This new service will be in the same tent as *The Emporium*, Hynafol's Weapons and Wardrobe vendor.
- Simply visit *The Ledger* once you have settled into your camping location.

The Ledger is for all character registries (character registration, death, House declaration, Court Allegiance, Religion affiliation, etc.) and anything you may need help with as our Ledger clerks can answer your questions and assist with problems (code of conduct, general information, etc.). *The Ledger* is staffed by friendly player-volunteers who are eager to help you with your character and problems! Stop by with any questions or concerns!

Camping & Vehicles

- Primitive, DIY camping is available to all attendees.
- RVs/trailers and car camping permitted; **no utilities** available.
 - Generators allowed only if quiet and fitted with a sound-dampening baffle.
 - Staff may request generators be turned off if noise is excessive.

Facilities & Food

- Water spigots and chemical toilets / hand-sanitizing stations provided.
- No showers on site.
- Food vendors will be present; food for purchase only (no meal cards).
- See end of document for more information regarding food vendors at this Expedition.

Safety & Code of Conduct

- Everyone is responsible for community safety. Hynafol enforces a zero-tolerance policy for harassment, sexual assault, or physical assault. Report any issues to staff or The Ledger. For immediate help, call **911**. Hynafol phone: **206-395-6368**.
- The [Code of Conduct and full Terms & Conditions are linked here](#).

Combat Rules & Requirements

- **Mandatory:** All combatants must attend the combat safety briefing and pass weapon calibration before participating. Weapon checks are enforced by stewards.
 - Combat Safety briefing times can be found on the schedule below.
 - Weapons Calibration times can also be found below; and the Lead Steward can check weapons before each Skirmish.
- **Standard rules apply.** [See full Combat Rules here](#). Armor and shields permitted unless noted.
 - No combat is allowed on buildings, decks, or other structures. Eye protection is recommended. See full Combat Guide for details.
- **Healing & Resurrection:** Standard Hynafol rules - see [Healing Rules](#) for more information. Unless otherwise stated, respawn requires touching your weapon or touching a specified resurrection marker.

Schedule

Friday

Time	Activity	Location	Notes
12:00 PM	Check-in Opens	Parking Lot -Hynafol Tent	Rolling arrivals, site setup, costuming.
4:00 PM	Archives Training	Archives	Learn about being an Archives Clerk, open to new and veteran players alike

4:00 PM – 8:00 PM	The Ledger & Emporium Opens	See Map	Register your character here, find general help
4:30 PM - 7:00 PM	Weapons Check	Near Archives	Bring your weapons for inspection. All combat weapons must be checked.
5:00 PM	Counting House Training	Counting House	Learn about being a Three Crowns Counting House Clerk, open to new and veteran players alike
6:00 PM – 8:00 PM	Counting House Open	See Map	Three Crowns Counting House open for withdrawals
8:00 PM – 9:00 PM	New Player Orientation	Round House	60-minute intro to safety, how Hynafol works, and new player quest begins
9:00 PM – 9:30 PM	Opening Ceremony	Round House	Welcome & Narrative Introduction Costumes Required
9:30 PM – 10:00 PM	Court Meetings	Round House	Court meetings that introduce the Court and court alignments for the weekend.
10:00 PM – 12:00 AM	Guild Introductions & Socializing	Round House	Directly after the Court meetings there will be Guild Introductions for players to meet guild leaders and join a guild.

Saturday

Time	Activity	Location	Notes
9:00 AM - 10:00 AM, 11:30 AM - 12:30 PM, 3:30 PM - 5:30 PM, 6:30 PM - 8:30 PM	Services	See Map	Three Crowns Counting House and Archives are Open
8:00 AM - 1:00 PM and 2:00 PM - 6:00 PM	Services	See Map	The Ledger and The Emporium are Open
9:15 AM – 9:45 AM	Combat Safety	Round House	Mandatory for combatants: weapon checks, calibration, safety and consent rules.
9:45 AM – 10:00 AM	Deployment	Battlefield	Battle prep, hydrate, move to the battlefield.
10:00 AM – 10:45 AM	Skirmish 1	Battlefield	First Skirmish
10:45 AM – 11:00 AM	Break	Battlefield	Water, snacks, battlefield reset
11:00 AM – 11:45 AM	Skirmish 2	Battlefield	Second Skirmish
11:45 AM – 1:00 PM	Lunch	Village	Lunch / Downtime

12:00 PM - 1:00 PM	Maceball	Field	Exhibition Maceball Match
1:00 PM – 1:45 PM	Skirmish 3	Battlefield	Third Skirmish
1:45 PM – 2:00 PM	Break	Battlefield	Reset between skirmishes, hydrate.
2:00 PM – 2:45 PM	Skirmish 4	Battlefield	Fourth Skirmish
2:45 PM – 3:00 PM	Break	Various	Transition into tournament, sign-ups, light reset.
3:00 PM - 3:45 PM	Skirmish 5	Battlefield	Fifth Skirmish
4:00 PM – 5:30 PM	Tournament	Round House	Duo Champions Tournament
5:30 PM – 7:00 PM	Dinner Break	Village	No scheduled activities; rest, eat, shower, costume fixes.
7:30 PM – 8:00 PM	Three Crowns Investiture	Round House	The formal ceremony whereby Generals and Tournament Champions are paid and speeches are given.
8:30 PM – 9:00 PM	Court Meeting	Round House	Final Court Meeting with Everyone & liaisons
9:00 PM – 9:30 PM	Closing Ceremony	Round House	End of Narrative for the Expedition
10:00 PM – 12:00 AM	Evening Activities	Various	Player led Activities

Sunday

Time	Activity	Who	Notes
9:00 AM – 11:00 AM	Pack-Out & Goodbyes	Everyone	No official activities; farewells.
9:00 AM-12:00 PM	Services	See Map	Counting House and The Ledger Open
12:00 PM	All Guests Exit	Everyone	All guest must exit the premises

See you in March!

How to Join a Side / Court / House

- Side:** During the Opening Ceremony all five Skirmishes will have a Side Leader / General present who will be on stage to present their cause. Simply approach this person or show up to the Skirmish at the appropriate time to participate.

- **Court:** All attendees will be asked to align themselves with a Court at The Ledger during registration. You can read more about [the Five Courts of Hynafol here](#).
- **House:** All players are encouraged to join a House of Hynafol as they are the main building block of Hynafol society. Houses are led and run by players as their own organizations; and thus, have their own rules for joining. Players are encouraged to socialize and request to join a House they find affinity with by speaking with the House Leader.

Rewards, Carta Arcanum & Economy

- **Expedition Pay:** All Participants shall receive one Piece and one Citizen card.
- **Carta Arcanum update: Citizen Cards now produce 3 Peasants via Farm production.**
- **Quests:** All completed requests receive a reward of resources and/or coin.
- **Tournaments:** The top three places in the tournament shall receive reward.

Volunteering

Hynafol needs you! Literally, we can't make Hynafol without you. Pitch in a little time to volunteer for the Expedition and you'll be helping create the experiences and surprises that make the world feel alive. New to Hynafol? Volunteering is an easy way to make friends, meet veteran players, and learn how everything works - all while doing something that matters: Making magic for others!

- Any participant wishing to volunteer should:
 - Before the event: email volunteers@hynafol.com
 - During the event: visit The Ledger for more information.

Archives Training

Archives Training is an orientation for both new and returning volunteers interested in serving as Archives Clerks during the Expedition. This session walks through the Archives Standard Operating Procedures, outlining volunteer responsibilities, escalation paths, and how Archives interfaces with other core services such as The Ledger, Counting House, and Guild representatives.

Volunteers will learn how to:

- Answer common player questions and properly redirect OOC vs IC inquiries
- Manage item check-ins and check-outs
- Log and process quest check-outs, turn-ins, and rewards
- Support Expedition mini-games from the Archives side (intake, logging, custody, and payouts)
- Understand the specific quests and Archives-run content unique to this Expedition

Training ensures Archives volunteers are prepared to operate confidently, consistently, and in alignment with event rules before play begins.

Accessibility & Special Needs

- Email info@hynafol.com in advance to request accommodations.

Media, Photography & Technology

- **Phones, cameras, and personal tech are forbidden** in play/interactive areas. Hynafol will provide event photography and distribute imagery.
- Want to be part of the Event Photography team? Email volunteers@hynafol.com

Weather & Safety

- Rain or shine event. Bring warm, waterproof gear for February nights.
 - This event takes place at Hynafol; a primitive camping and events location. You will experience rough terrain, wildlife, and everything else in the Texas open country.
 - **DO NOT APPROACH OR ATTEMPT TO MAKE CONTACT WITH THE WILDLIFE.**
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Activities at an Expedition

Every Hynafol Expedition gives participants a wide range of experiences and activities to choose from. This is a choose-your-own-adventure experience. Many activities you will find on the schedule in this document and if you show up at the right place and at the right time you may join them.

There are other activities you will need to pursue by speaking to the people already involved in them. **Do not hesitate to speak to others at the event and request more information on how you may join.** If you have questions you may visit The Ledger throughout the event.

Quests

After the Opening Ceremony, the Court Meeting will conclude with the first step of the **Siege Questline**: your Court leaders will distribute the first **Quest** to all court members. From there, the remaining quests unfold as a single connected chain that **begins and ends at The Archives**: return with each quest's conclusion to receive the step in the questline.

Arthur has uncovered a powerful **Artifact** and believes it may offer a way to protect **Excalibur** from the Mage King's grasp; but only if the Courts act together. Each Court is tied to a **unique quest**, reflecting its own approach to **Valor**. Some of these quests will be more challenging than others, but **all players may participate in all Court quests**, regardless of Court affiliation. This effort is shared; no single Court can succeed alone.

All Siege quests **begin at Court Meetings** and, after that initial distribution, may be **picked up from the Archives**. Unless a quest explicitly instructs you otherwise, **all quest turn-ins and progression take place at the Archives**. Coordination, persistence, and cooperation across Courts will be required to empower the Artifact fully, and success is far from guaranteed.

Guild Activities

Guilds are active at Expeditions, bringing on-site rituals, performances, crafting, protection shifts, investigations, and initiation activities that put guild play at the heart of the weekend.

All Guild Leaders and/or representatives will be at the Guild Introduction after the Court Meeting on Friday evening. **All should attend this meeting to learn about Guild Activities!**

Priests. Run scheduled rituals, provide healing, manage religious artifacts, and support Cleric → Priest progression.

Mages. Lead arcane rituals, run Mage College activities, and cast spells during scheduled ritual slots.

Alchemists. Operate the Alchemy mini-game: players forage, trade tokens for ingredient cards, and brew potions at the Apothecary.

Guardians. Staff protection shifts, guard sanctioned rituals and important items, and investigate crimes and deaths.

Assassins. Offer contracts and stealth operations: acquire black coins, pay a Bit to the Assassin GM, take contracts from the board, and complete jobs to advance.

Bards. Run performances and auditions at the Bard Stage to award stage time, roles, and in-play rewards.

Thieves (The Golden Rose). Recruit via HQ pledges and run theft and heist play, including free first jobs, pickpocket contests, and Cutpurse events.

[Read more in the Guilds at Expeditions document here.](#)

Evening Activities

Every Hynafol Expedition has House, Kingdom and Religion hosted events open to all attendees. These events are a great way to socialize and roleplay. Activities range from ceremonies, to social hours, to combat. These activities will be released as an addendum to this document and posted on the event page.

Keep your eye out for communication regarding these activities leading up to the event date!

If you're interested in having your House/Kingdom/Religion host an event [please submit that here.](#)

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.

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

Phase 3 — The River Crossing

OPEN - Not Claimed.

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: (Green Armbands)

Attackers: (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.

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)

Phase 5 — The Siege

OPEN - Not Claimed

Sides

Defenders: (Green Armbands)

Attackers: (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.

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

Tournament

Each Expedition features one Combat tournament. Below are the details and registration.

Champions Duo

A brutal 2v2.

Equipment & Attire

- Participants must provide their own equipment including armor and weapons.
- All armor allowed on the battlefield is permitted in this event.
- All weaponry is permitted in this event save archery, as there will never be enough safe distance.
- Participants will not be allowed cleats.

Format

- Tournament is 'double elimination'. Each Team will have a minimum of 2 matches before being eliminated.
- The rules of combat are the same as the rules on the battlefield. (see Combat Rules)
- Each bout will be first to two kills.
- If a fighter is not ready when their name is called, they are considered the loser.

Penalties

- A first offence will give a warning.
- A second offence will have the offending participant lose their current bout.
- At the third penalty, a fighter is automatically removed from the brackets.

Penalties include:

1. Excessive force.
2. Shield charge.
3. Physical contact.
4. Ignoring hits.
5. Unsportsmanlike conduct.
6. Jumping.
7. Ignoring the rules of Hynafol's combat.
8. Arguing with a steward.

Please note that Beginner and Women's brackets are dependent on sufficient participants.

Registration: Register at this form here: <https://forms.gle/nxe3JSLftGUzbWGR7> Or you may register at *The Ledger* during open hours until 3:00p.m. on Saturday.

Maceball

At each Expedition we'll kickoff an Exhibition Maceball match, a fast-paced medieval field sport that plays like capture-the-flag crossed with foam-sword skirmishing: two teams of warriors and clerics race to carry the heavy maceball into the opposing team's Revival Zone to score, using revival and healer mechanics to keep the battle dynamic and tactical. Teams are organized around warrior and cleric roles and timed periods, so matches are dramatic but easy to follow; the maceball must be carried (not thrown or used as a shield) and lodged to score, and clerics and healers provide a distinctive support role that changes how teams strategize.

Come watch the match to see the rules and flow in action, chat with the players and stewards afterward, and learn how to form your own team, whether you want competitive glory or a rollicking way to meet new friends, Maceball is one of the best ways to jump into future events.

Pre-Event Checklist

Before you leave home

- Tickets are \$106 Day-of registration available.
- If attending with a minor: [Sign this waiver](#).
- Pack ID, medieval kit, warm layers, camp gear, weapon/armor that meets standards. Eye protection recommended.
- **Leave phones/cameras in vehicle or lodging** - personal recording devices aren't allowed.

Upon arrival

- ID and ticket ready. Get a wristband.
 - Setup Campsite if staying overnight.
 - Visit *The Ledger* for Registration and in-game starter currency.
 - New Player Orientation (Fri evening).
 - Combat safety briefing (Sat 9:15-9:45 AM).
-

Food & Beverage Vendors

Menus are provided below:

ROCO'S HOT WINGS

menu

5 WINGS & FRIES-\$11

10 WINGS & FRIES-\$17

5 BONELESS & FRIES- \$11

10 BONELESS & FRIES- \$17

5 WINGS & MAC- \$13

10 WINGS & MAC- \$19

MAC & CHEESE- \$6

FRIES- \$4

LEMONADE-\$3

MYSTERY LEMONADE-\$6

FLAVORS: LAVA CHICKEN; LEMON

PEPPER; MANGO HABANERO; BBQ

