

NLCC Fall 2018 Battle Game Book



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Combat Games

Eternals (Drop In Game)

- Full class
- Team size to be determined at the start of the game based on the number of players
 - 2-5 man teams will be used
- To start spread out in teams of the given number of players
- When you die go back to the spawn point
- You come alive when enough people are at spawn to form a team
- Come alive as a new team
- New players can join teams as they form
- Game will run 30-40 minutes

Kill Count (Drop In Game)

- Full class
- 2 teams of equal size
- Death count 60 seconds at base
- Players will be counted on respawn
- Winner is the team with the most kills at the end of the time period (based on enemy respawn)
- Game will run 30 minutes

- Players that arrive after the start will be distributed by the reeves as they arrive

Power Flags

- Full class battle game
- 60 second death count at base
- Points are scored by getting both flags to your circle
 - Flags will start spaced out in the middle of the field
- Flag requires an empty hand to carry and may not be hidden behind a shield
- If you have your flag, and are on your half of the field you receive 1 point of sectional armor in addition to any other armor (magical or worn)
 - As soon as you no longer have your flag in hand, or you step over the line you lose this bonus armor
 - This bonus armor is counted first and may not be mended or repaired in any way
 - Each player may only receive this bonus armor once per life

Unlock and Loot

- Full class battle game
- 60 second death count at base
- Points are scored by retrieving loot from the opposing team's treasury and returning to their base
 - Loot is a heavy object and requires an open hand to carry, needs two players to move, and those players must walk
 - A team may recover their loot as long as it has not yet reached the other team's base
 - Recovered loot must be returned to the treasury
- The opposing team's treasury cannot be accessed until it is unlocked
- A key for each treasury will be in the center of the field
 - The treasury is unlocked when a player has the correct key in hand and does an "unlocking" 10 count

Gold Rush

Objective: To collect as many coins from the mines as possible.

Teams: 2+

Lives: Unlimited (If enough reeves are available respawns will count against gold earned)

Respawn: 60 seconds

Refresh: None

Players: 3+ per team

Description:

- Mines are distributed roughly equally across the playing field, with some being closer to each base and some in the middle.
- Coins are collected by placing an open hand on the mine and counting "Mining 1, mining 2..." up to Mining 10.
- Players may only carry 1 coin.
- Players may pass coins to other players.

- Coins shall be returned to the scoring zone (bucket/cone/something) and placed inside. Coins cannot be looted/mined from the scoring zone.
- If a player is killed they may be looted by nearby players by standing in arms reach and chanting “Looting 1, loot 2...” to looting 10. If the coin is not looted return the coin to the nearest reeve or mine.

Bridge Battle

Objective: To hold the center of the bridge and deliver your payload

Teams: 2

Lives: Unlimited

Respawn: 60 seconds (x)Jailbreak (if you have x players at nirvana everyone spawns).

Refresh: None

Description:

- The Bridge will be set up in an H, 100 ft long and 8-10 ft wide. With choke points on the opposite sides.
- There will be payloads/bombs on either end of the bridge with a corresponding goal diagonally across the bridge.
- Spawns will be on the Land roughly 20 feet from the start of the bridge.
- In the center of the bridge there is a flag that controls the ability to pass through the choke point. The flag maybe captured with a count of “Capturing 1, capturing 2...” to 10.
- The bomb cannot pass through the choke point without holding the flag.
- The bomb must be carried with 2 hands at a walk. (2 people 1 hand each, or 1 person 2 hands).
- The person holding the bomb is “Volatile” as per Phoenix League.
- The bomb is to be placed on the ground and not moved when not in the possession of a living player.

VOLATILE When carrying the ball, a player becomes “Volatile”. While a player is Volatile, any Strike-Legal surface that makes contact with them or anything they are carrying and/or wearing will cause them to immediately die. Any contact that would be prohibited by the Amtgard RoP (such as head shots) will not trigger this effect. Legal hits include blows to shields, armor, garb and weapons. “Foot on ground” hits will kill a Volatile player. The hit does not need to deal damage (i.e. Iceball). Magic Ball Streamers will kill a Volatile player.

While Volatile, players cannot toss their shields to negate a hit. A player will die from hits that would normally be ignored by resistance, immunity, states or other effects like Sanctuary, Gift of Air and Song of Survival. Verbal magic, such as Wounding, behaves normally against Volatile players.

A player is no longer Volatile when he/she has released the ball and at least one (1) second has elapsed.

Caber Soccer

- Full class battle game
- 60 second death count at base
- One or two cabers will be used depending on the number of players
 - Larger games will have two cabers and teams will need to work on both attacking and defending
- The cabers start in the middle of the field and teams can score with either caber
- The caber must be carried balanced upright on end with both hands in front of the body
 - Equipment cannot be in hand while carrying the caber

- Teams score when one of their players carries the caber over the opponent's goal line, it doesn't count if it is thrown
- DO NOT THROW THE CABER. Anyone who throws a caber dies for 60 seconds
- If you die while carrying the caber drop it at your feet

Kill Commanders

- Full class battle game
- 60 second death count at base
- Teams will choose 2-4 commanders (decided by team size)
 - Commanders will be declared and marked at the start of the game and cannot be changed
- Each team will start with twice as many power rods as commanders
- Power rods can be distributed between Commanders as the team sees fit
- Only Commanders can hold power rods for more than 30 seconds
- Power rods do not need an empty hand but they must be visible
- A Commander with at least one power rod on their person gains Flame Blade and Blessing Against Harm
 - Blessing Against Harm can be regained when they respawn at base with at least one power rod, or when they loot a power rod off an enemy
- If a Commander loses all of their power rods they lose their bonuses and become Fragile
 - Fragile is removed and bonuses are regained if they are handed a power rod by another Commander on their team or loot a power rod off an enemy Commander
- A Commander can be looted when they die with a looting 10 count and can only be looted once per death
 - Anyone may loot a dead Commander and return the power rod to a Commander on their team
 - Rods looted this way do not restore Blessing Against Harm
 - Commanders must stay at their place of death as long as enemies are within 20 feet (unless something like Summon Dead is used)
 - Commanders may count their death where they die, if they reach 60 seconds they may return to base and respawn
- The game ends when one team collects all of the power rods or at 30 minutes
 - If ending at 30 minutes the team with the most power rods is the winner

WaAg Ball

A surprise game with the help of Medzek

Troll Bait

Objective: Kill the Trolls!

Teams: 2+ plus Trolls

Lives: Unlimited

Respawn: 60

Refresh: None

Players: 10+ and 1 Troll per 5 players

Description:

Scattered throughout the field is Troll bait (5-7 pieces of something...). The teams try to collect the bait so that they can put all the pieces in front of the entrance of the cave to get the Trolls to emerge. Each time the Trolls are summoned, they may have a random ability determined by QM (optional). After all the Trolls are killed, players return to their base, bait is redispersed, and the game continues. Whichever team gets the first to a set number of Troll kills wins.

Champions and Goblins

- Full class game
- 60 second death count
- Players that are playing a class are considered Champions
- Players may also choose to be a Goblin
 - Goblins can only wield a single short, lose all class abilities and relics, and are fragile
 - Goblins have a 30 second death count
 - Players may change between Goblin and Champion on death, coming back with the proper death count
 - A team may have no more than 5 goblins active at a time
- Each Champion that resurrects at base is counted, resurrections are not
- Goblins that reach and tag the enemy base add five to that team's resurrect count
- The winning team is the one that has the lowest score at the end of 30 minutes

Sheep Wars

- Full class battle game
- 60 second death count at base
- Three teams
- Each team will have a spawn point, a sheep pen, and a feed bin
- The goal is to have the most sheep and feed at the end of 30 minutes
- Sheep and feed will start in the middle of the field
- Feed
 - Worth one point
 - One can be carried at a time, requires an open hand, and can run while carrying
 - Goes in the feed bin
- Feed Sacks
 - Worth 5 points
 - Requires an open hand, two people, and they must walk
 - Goes in the feed bin
- Sheep
 - Worth 3 points
 - Requires two open hands (one person with 2, or two people with 1 each)
 - Goes in the sheep pen
- Enemy bases may be raided but you can only raid the base to your left (clockwise) around the field

Domination

Objective: Turn all capture points to your colour, and hold.

Teams: 2

Lives: Unlimited

Respawn: 60 seconds

Refresh: None

Players: 3+ per team

Equipment: Colored flags or cones.

Description:

- 3+ capture points should be interspersed throughout the field. A team can capture a point by touching it and stating "I capture this point" x5, at which point the Reeve for that point puts the colour of that team in the air to indicate it is controlled by that team.
- When a controlled point is touched by the opposing team, and "I capture this point" is stated once, the point may be flipped neutral neutral. It is not captured by the team until all five iterations of the incant have been completed.
- The timekeeper will regularly check (5 minute intervals is common) and count the number of captured flags, scoring points accordingly. At the end of the games duration totals will be tallied and the winner shall be declared.

Castle Battle

Objective: To defend the castle for as long as possible

Teams: 2+

Lives: Unlimited, Life Pool

Respawn: 60 seconds

Refresh: None

Players: 3+ per team

Description:

- A four-walled "castle" is required for this game. At its simplest, this can be a flag-tape construction, where walls are infinitely high, impassable, and block line of sight and line of effect (therefore an arrow fired through the "wall" would have no effect on a target hit on the other side, and players cannot be targeted by verbal spells through the "wall"). At its most complex, a real physical fort or castle would be ideal. Castle entrances should be at least 7-8ft wide for this game to be fair (more entrances can be added for additional difficulty).
- Teams take turns playing "Attack" and "Defense".
- The team currently Attacking has a Respawn point at least 200ft from the castle entrance. They have unlimited lives.
- The team currently Defending has a Respawn point inside the castle. This works best if dead players are kept in a region of the castle that active players cannot enter. The Defending team has a cumulative Life Pool equal to twice the number of players on their team. Defending players may delay their return to the game if desired to return to the field in force.
- The round ends when there are no Defenders left Alive within the Castle Walls (which is accomplished when the Defending team is shattered). The time is recorded, and is attributed to the Defending team.
- The team with the longest time spent Defending wins.

Non Combat Games

Weeping Angel Tag

- Non combat tag game
- This is a night game played in the dark
- 2 teams, humans and angels
- Humans have flashlights
- Flashlights must be held in the hand in front of the body
- Flashlights will be provided and should not be tampered with (removing the focus cone makes the game much more confusing)
- If a human is tagged by an angel they are out
- If an angel is lit up they are frozen
- Humans will start at one of two spawn points and must cross to the objective point
 - Spawn and objective points will be marked with glow sticks
- Angels will start spread throughout the play area

Day	Thursday	Friday	Saturday	Sunday
9:00				
10:00		Power Flags - Kasira	*WaAg Ball* - Devry	Clean Up
11:00		Unlock and Loot - Kasira	Troll Bait - Devry	Haul Out
12:00		Lunch Break	Lunch Break	
13:00		Gold Rush - Devry	Champions and Goblins - Kasira	
14:00		Bridge Battle - Devry	Sheep Wars - Kasira	
15:00		Caber Soccer - Kasira	Domination - Devry	
16:00		Kill Commanders - Kasira	Castle Battle - Devry	
17:00		Dinner Break	Feast	
18:00	Gate Opens	5 v 5 Tournament	Court	
19:00	Kill Count (Drop In)	5 v 5 Tournament		
20:00	Eternals (Drop In)			
21:00		Weeping Angel Tag		
22:00	Quiet Time	Quiet Time	Quiet Time	