

Heavy Melee - Buckston Birthday 2025

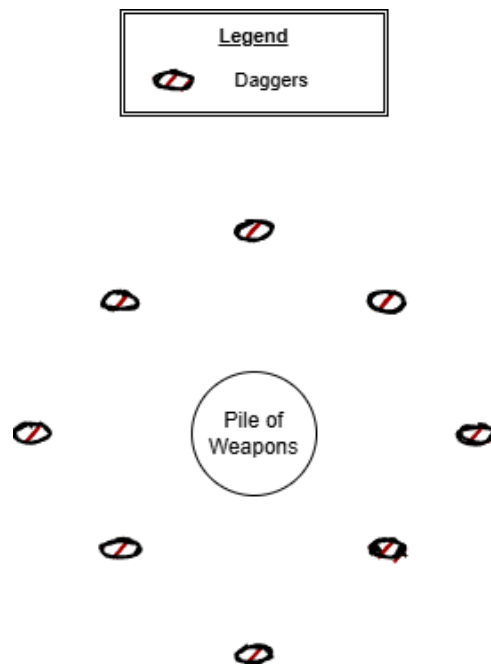
DND Themed

Scenario 1 - Tavern Brawl

- Set up
 - A wooden picnic table is set up in the middle of the list field, a rope/hay bale barrier is erected around the table so that there are 15 feet in each direction from the table (this may need to be adjusted)
 - On the table will be placed several daggers, one ax, several heavy legal “plates,” “tankards”
 - Fighters may bring a weapon into the scenario if it is secured to their person via a leather, wood, or metal sheath. The weapon will be sheathed at the start of the scenario and their hands will need to be on the table
 - The sheath must require the fighter to draw their weapon from it. Plastic sheaths that allow a weapon to “snap” out of it are not allowed
- Scenario
 - 2 - 6 fighters will start the bout seated at the table (pending on the size)
 - At the call of “lay on” the scenario begins and everyone has engagement
- Weapons
 - No combat archery
 - Thrown weapons are allowed, but must be sheathed at the start of the scenario
 - Knives can only score a kill by thrusting to the throat or bar grill of the helmet. No other blows will count
 - “Plates” and “Tankers” can score a “knockout blow” by hitting to the head with sufficient force to be counted as good by the Kingdom’s conventions. Blows to the rest of the body will not count
 - Any weapons that are carried in follow their normal rules.
- Scoring
 - When defeated you will report to the MOL to say who killed you. This will reward the killer with 1 point
 - The last person standing is awarded 3 points

Scenario 2 - Roman Melee

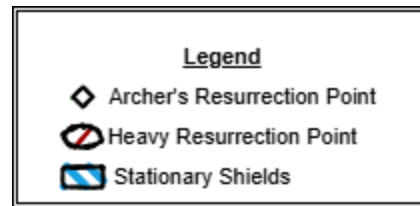
- Set up
 - A pile of weapons will be left in the center of the field including, polearms, longswords, maces, hammers, single sword.
 - No shields allowed
 - Combatants will be required to wear gauntlets
 - A circle will be drawn around the pile of weapons, with a 5 pace radius, and daggers will be placed, evenly spaced, around that circle. (The circle will be marked by the daggers not by any paint)
- Weapons
 - Each fighter will start standing at a dagger on the edge of the circle
 - At lay on they will be free to run to the pile to grab a weapon. They must return to, and touch a dagger before they are able to start attacking
 - Normal engagement rules apply
 - Since everyone will be wearing gauntlets, no hold will be called if a weapon is dropped.
- Scoring
 - When defeated you will report to the MOL to say who killed you. This will reward the killer with 1 point
 - The last person standing is awarded 3 points



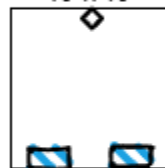
Scenario 3 - Goblin Charge

- Description
 - Archers are defending a mountain pass, on top of a small tower, from an advancing horde of goblins
- Set up
 - A 10x10 square will be marked with hay bales or rope, this will denote a tower where the archers will be stationed
 - One shield per archer will be erected at the tower edge to represent the towers crenelations
 - In front of the tower a line will be marked on the ground, 8 feet away from the tower and 15 feet wide, which melee fighters will not be allowed to cross. This is meant to represent the archers being on a low tower.
 - Starting at the line a valley will be designated with rope. It will be 15 feet wide and 30 feet long
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- Weapons
 - Archers can have bows or crossbows with up to 3 quivers of ammo (this may need to be adjusted)
 - Melee fighters can have no more than 1 shield per 5 people, all other conventional weapons are allowed, including thrown weapons.
- Rules
 - For archers, normal targeting applies
 - The archers can be targeted with thrown weapons and spears/polearms if they can be reached
- Duration
 - The attackers have unlimited resurrections, but will need to res at the far end of the bridge
 - The archers can resurrect at the back of the tower as long as they have ammo left. Once they are out of ammo, they can no longer res
- Scoring
 - Delivering a killing blow to a fighter with an arrow will award you 1 point
 - Killing an archer awards 3 points, this will need to be reported to the MOL
 - Maybe have someone watching to keep track of scores??

Scenario 3 - Map



Archer's Tower
10' x 10'



Valley
15' wide x 30' long

