

Highland War 2026 Rapier Battle Scenarios by Adamar Mackenzie (Adam Simmons)
Diverse fey folk from different courts gather in the forest each year to dance and battle, with blades and wits. Will the northern (Night or Winter) courts or southern (Day or Summer) courts take the most prizes this season? Who will control the most mushrooms and mysterious standing stone portals?

Friday afternoon: Inspections and intro duels start at noon, with battles at 1 PM and going until 2:30 PM

1. **Introduction duels:** Welcome to the forest fey folks of all sizes and types! The festival starts with a friendly round of individual bouts, with no teams or death from behind. Warm-up for 15 min, to perhaps half an hour max, depending on numbers.
    - After you are inspected, take the field!
    - Everyone takes a single sword only.
    - Introduce/re-introduce yourself to anyone, especially those you don't know.
    - Have friendly individual duels to the first clean touch! "First blood"
    - Then move on to find another dance partner.
    - The intention is to meet others, warm up, and work on calibration
    - You may decline a duel for any reason, but should not stab others while they are dueling; wait your turn!

2. **Collect the magic mushrooms!** Magic fey shrooms are the life of the party, and currency of the fey festival**.** Each court tries to collect as many as possible whenever they grow!
    - Form two to four teams, with each team having a res point and collection spot
    - Magic (foam) mushrooms will grow periodically in the forest during the round.
    - Your team must gather as many mushrooms as possible during the round

- Mushrooms require a free hand or buckler to gather, and no more than one at a time may be carried.
- Mushrooms must be deposited by your res, for counting in your team's pile by end of the round
- Note: Mushrooms may be thrown but only "stun" (take a knee and raise sword for a verbal 10 count) your opponent, if they hit the front of a mask.
- Can be run more than once
- Each team should have a counter by the collection point.

3. **Battle for the mushrooms:** Raid resources and res 15 min (or shorter) per round
   - Each team's mushrooms from the previous round are being transported and will each be in a different circle near the middle of the map; they are vulnerable to raiding by the other court(s)!
   - The res points will be offset somewhat away from shroom gathering spots
   - Guns and spears are allowed in this round, if enough are on each side to balance.
   - Mushrooms must be taken to a separate gathering spot that is set off from the res point.
   - The gathering spots may now also be raided!

4. **Bridge to the other side:** A natural choke point is located at a crossing to another realm. Each court wants to control the bridge for as long as possible.
   - The side with the most mushrooms from last round starts with the control points!
   - Resurrection battle - 15 min to half hour, then break, switch sides, then re-fight (if energy/time).
   - Bridge battle with several crossing points to several islands, with two control points (or other layout depending on the battlefield)
   - The objective is to hold as both control points for as long as possible.
   - Spears and ranged weapons (count ammo for each side) are allowed, but must be balanced by the opposing team, the team may use the mushrooms they finished for throwing.
   - Score: How long each side holds the control point(s) on each side of the bridge(s), by turning or planting a flag. There will be timers for each team.

Saturday: Inspections at 11 AM, Battles start at Noon until 2 PM, must end before the Rapier Champ of Champion Tourney which is at 2:30 PM

1. **Team skirmishes - warm up;**
   - Teams of three fighters are sent out to prove their fey valor.
   - They must challenge another team(s), then fight.
   - No death from behind. No spears or guns.
   - Teams reform after death, perhaps with new members from any side; find new friends!

2. **Ambushes in the forest:** non-res battle with special starting places
   - Form two competing courts of equal numbers, sort by area first. What is your Court's name!?
   - The enemy fey is seen entering a dark forest, and dusk approaches. That side must form a "square" (could be any shape) for camp, then close their eyes to simulate dark conditions. Perhaps they partied too hard?
   - Meanwhile, the amushing side may set up anywhere out of weapon reach, including hiding as able. When the lay on is called, the camp side may open their eyes, and ambushers may engage.

- Run once dry (no spears or guns), then switch sides and repeat.
- If desired, run with guns, spears, and throwing mushrooms (stun only)

3. **Assaulting the Fey Queen's Garden:** The other court has taken control of the sacred grove; take it back!
    - Set up: Assuming some type of tape can be used to create walls between trees. Include two openings for the first set of walls, and then one final redoubt with one opening.
    - Run an assault where the attackers have unlimited resurrections and the defenders have limited (depending on numbers, perhaps 3 lives); the last defender must be defeated or the central flag claimed. Time and repeat for each side, perhaps twice. 15 min max.
    - Note: Could run with 1 life only for defenders, and three lives for the assaulting side.
    - Run without spears and guns, throwing shrooms once, switch sides, then introduce both, time allowing.

4. **Battle for the Standing Stones:** The standing stones are mystical portals to other realms; they must be taken and held at any cost!
    - Half-hour timed res-battle with control points. Adjust time as needed, depending on everyone's energy levels. Switch sides and repeat.
    - Two control points in the center of the field but separated as able.
    - The winning side must control all control points, or have more timed possession of the middle two, when the clock runs out.
    - Notes: Use phone stopwatches to determine which side controls both points for the longest time. The team must raise or switch the flag to start the timer.

Fungi Note: For most battles above, collected mushrooms may be thrown, but only "stun" your opponent if the foam fungi hits the front of a mask. It must be visible to the fencer hit, and it is up to them to take it or not. Those stunned must take a knee and/or raise both hands with weapons high or crossed, while loudly counting to 10. Friendly fire may happen!