

Rhiassa Presents: Queen of Hearts XXVII

Rules and Complete Preparation Guide

Updated: July 13, 2022

Forward: Original Social Media Announcement

As the summer quickly approaches, I'd like to notify the community about some large-scale adaptations that we are making to Queen of Hearts this year to make the event more feasible after a year (or two) that has been very abnormal. These changes are a temporary measure for the sake of this coming August. It is our intention to return to our traditional format in 2023.

We are working off of the reality that, while Realms is unquestionably back in session, there has been a slow start to the season and the normal months of planning that people put into planning a queen of hearts team have simply become an afterthought given the many competing pressures we've all had to endure over these past months and years. Therefore, Queen of Hearts is designed, for this year, as an event that will require little to no preparation other than the desire to go.

A full reworking of the rules and how things will function is forthcoming for those who like to delve into all the details. For now, here is a simple explanation of how things are going to work this year.

The things that are changing:

- There will be two teams.
- The two team organizers are Matt (Cecil) and Travis (Elwin). They have been asked to build teams from everyone who wishes to play at QoH this year but also to work together to make sure that the rosters of both teams are pretty close to balanced going into the event.
- If you and your group want to play at QoH you should reach out to either or both of them. I will help facilitate that as needed.
- People that show up at the event day-of will be randomly sorted onto the two teams.
- There will be no pre-event crafting/non-com competitions. All of these tournaments will take place wholly at the event with all materials provided by the event.

The things that are staying the same:

- All traditional war maneuvers and combat tournaments will function much as they always have.
- All cards, points, scoring, awards, and prizes will be mostly unchanged.
- There will still be a presentation of non-com and performance tournaments after dinner break.

- You will still get to fight in epic fights with your friends all weekend long.

I recognize that a lot of this is a departure from what we normally do, and if others were hatching Queen of Hearts plans that run concurrent to these adaptations then I deeply apologize. Keep those plans on hold until next year when the format will become traditional again.

As I've said, we feel that these changes give the best opportunity for the event to be successful this year and to give as many people as possible an incredible Queen of Hearts experience. I'll be happy to answer any questions people have though I'll tell you that not every detail has been worked out yet, so there may be some things I do not yet know.

Thank you all for your patience and your trust.

In service,

Jason Rosa

Forward Part 2: Notes About This Year

As we return to our Queen of Hearts planning a couple months after we made the above announcement, we are finally prepared to release the complete set of rules and guidelines for this year's Queen of Hearts.

For the past couple of years the same version of the rules has appeared on the web page at www.rhiassa.com. This version of the rules is largely accurate explaining what we will be doing this year, but we've also made some significant changes based on the fact that we have two teams without a cap size and other intricacies of coming back from the pandemic.

Below you will find a complete set of rules about the event. This document supersedes the website and the parts that are notably different will be highlighted in red. We're not updating the website right now to reflect this year's specific changes, this document is the only official guide to the event. If you have any questions please reach out to Jason directly on social media or over email at jason.t.rosa@gmail.com.

There are a couple of specific changes in the philosophy of the event for this year to help make it work within the constraints we find ourselves in. First, individual tournaments are going to be deemphasized in their scale. While individual demonstrations of skill are important to the event, we've decided to try to keep teams fighting together as a large group as much as possible without long bouts of pulling people away. Second, with only two teams we're going to refrain from having a 1st, 2nd, and 3rd place for each tournament and returning to the historic system of only having first place points for everything. Finally, as has been stated earlier, all crafting will happen at the event for the crafting tournaments and much of it will be jovial in nature, though certainly still worth doing your best in.

Once again, these large-scale changes in how this year is running are a temporary measure to make sure we can throw a successful version of the event in 2022 despite its many challenges. We completely anticipate returning to our regular format in 2023 and beyond, but also hope

that this year allows us to experiment and learn a little bit about some other ways of thinking about things. We appreciate everyone's willingness to play along.

Site Rules

Please refer to [this page](#) for all site rules. They remain the same as previous years.

Running a Team

Banner and Heraldry

There are no requirements this year for a banner that your team brings to site or worn heraldry for any members of your team.

True Supporters

In order to run for Queen you need three True Supporters. This is a group of individuals who work together to keep the team functioning at its most productive levels. **Though we emphasize that this year's event will need little preparation before arriving at the site, at the very least these three people should be as prepared as possible to execute their roles as described below.** Doing so involves numerous different responsibilities that are divided as follows:

General: The general is responsible for leading their team on the battlefield. This individual usually decides a strategy for the war maneuvers, positions people within the ranks of the army, and has overall control of the flow of battle to best pursue victory. When starting a war maneuver, the general may be called upon in order to make overall decisions for their team. A general is also responsible for managing the honor and sportsmanship of the team, making sure that all combatants are being their best selves at all times.

Senechal: The seneschal is responsible for making sure that the team is where it is supposed to be when it is supposed to be there. When the marshalling staff sounds the horn in order to communicate directions, the seneschal is expected to respond promptly. Making sure teams take the field when they're supposed to and individuals are reporting where they need to be are the main functions of the seneschal, along with distributing playing cards from the marshals to the members of the team and other basic organizational tasks.

Provost: New this year is the provost role. The provost is responsible for knowing all of the rules for every tournament as written on these pages and making sure that all of the members of their team know the rules of a war maneuver before it starts. Questions about tournament rules should be directed from members of the team to their team's provost and only the provost should take those questions to the marshaling staff. In short, any communication that comes from teams and any queries they have always go through the provost. **This year we will provide the Provost on each team with a booklet with all rules to make their job more manageable.**

Team Caps and Composition

There is no team cap this year. Matt (Cecil) and Travis (Elwin) are responsible for team construction and balance and are essentially marshaling staff in that regard only: their decisions about who ends up on what team are final.

Basic Tournament Rules

All tournaments are live steel unless told otherwise by a Marshal. Because of the magic of the Solar Powered Resurrection Point, at the conclusion of a tournament and the word of the marshaling staff, dead combatants are returned to life. Being returned to life in this manner does not repair armor or restore spells.

Armor may be worn in all war maneuvers unless you are told otherwise by a marshal. Repair spells will be required to fix armor, as it is not instantly repaired by the magic of the land. Rumor has it that someone freely donating a Mystic Forge to everyone in the tournament may change that. I guess we'll have to see if it works.

Each team may enter each tournament once. As individuals win tournaments, they will be given playing cards representing their contribution to their team. These cards are worth points towards becoming Queen of Hearts and allow the possessors to initially compete in the culminating tournament of the weekend: Queen's War. Cards are not stealable items. If anyone is caught stealing cards, they risk disqualifying their entrant for Queen of Hearts, and may be asked to leave the event. See the rules of Queen's War for more details.

Honorific Awards:

Everyone who puts forth the effort to throw a Queen of Hearts Team is a vital part of the tradition that has kept this event going for over two decades. As such, the staff of Queen of Hearts has decided that more needs to be done to honor the effort put in by the teams and individuals who make Queen of Hearts so successful year after year. To help us approach that goal, we have come up with a set of honorifics that will be presented to teams and individuals as a part of our yearly awards ceremony. These awards are not worth points for your team, but they are a way of recognizing those who truly stand out and showing our appreciation to all of you who put passion and effort into this event every year.

Best General, Best Senechal, and Best Provost will all be decided upon by the event staff and recognized during the closing ceremonies.

Team Honorifics:

Team with the best Pageantry: Beyond the garb of the queen, beyond the creation of a team banner, there are sometimes teams who truly demonstrate that they exist to bring accolades and honor to their queen. Pageantry can partially be about the props and physical things that

you have that increase the visual impact of your team, but it is also about the attitude of respect and reverence for the individual that you are fighting in the name of.

Team with the best Camaraderie: This award is for the team that demonstrates the strength of the bonds that keep them together. More times than not, a Queen of Hearts team bridges the gaps between groups and nations and causes different types of people to be united in the same goal. Even if a team only consists of a single group, it is one of the rare occasions where every person in that group is working together towards a common goal. To overcome the disparity that exists between groups and individuals and unite in purpose is a difficult goal. This award honors the team that does so most effectively.

Team with the best Spirit: This award is for the team that best encompasses the spirit of friendly competition, respect for themselves and their opponents, and the proven ability to endure with high morale and a positive attitude no matter what difficulties they have to face. This is the type of team that makes it rewarding to throw Queen of Hearts every year, to bear witness to the strength of character that they bring to the field.

Team Given Individual Awards:

For each of the following set of awards, members of the marshaling staff will consult with some or all of the true supporters on each of the teams (individually). Together they will compare what they have seen throughout the weekend, and a member of each team will be awarded the following based on their overall contributions.

Most Inspirational: There are moments throughout the weekend for every Queen of Hearts team where stress and weariness take their toll on the morale of a team. But regardless, there are always those who can overcome those limitations, who brush off the tension and push themselves forward through the difficult moments, inspiring their teammates, even their opponents, to do the same. One such person on each team will be dubbed most inspirational.

Team Tactician: The war maneuvers at Queen of Hearts each have their setups, their rules, and their conventions. Many competitors know the rules for all of the tournaments, but a select few ponder over them, analyze their every facet, think through each scenario to plan how their team can be most successful. Generals often lead the charge and shout the orders, but behind the generals are those who advised them with their calculations and their predictions to help find victory for their team. One such person on each team will be dubbed team tactician.

Team MVP: There are dozens upon dozens of factors, both subtle and great, that contribute to making a Queen of Hearts team successful. There are those who give the best of themselves in combat, there are those who work for months on the planning and preparation, there are those whose support is absolutely critical to everyone making it through weekend intact. Everyone on a Queen of Hearts team is valuable, but this award is meant to honor the one person on the team who worked their hardest and gave most profoundly toward the goal of making their team successful.

Magic Guidelines

Basics

All magic must be checked in with the Magic Marshal before it is used in any tournaments. No spellcaster may break restriction in any tournament, even if it is "limited".

Interventions and Divine Aids

Interventions and Divine Aids must be marshaled in such a way as to make them worthy of the power of each of their respective circles, but also not be so powerful that they unbalance the fight in an unfair way. As such, the following is a list of powers that you can expect to receive for using each of those spells in tournaments. You may attempt to ask for a different boon that you believe to be equivalent in strength to what is listed below, but if the marshal will fail your spell if they believe you are asking for something too powerful.

Intervention

- Resetting the 1st through 5th circle spells of a single path of a single caster.
- Replicating the effects of any other spell, 4th circle or lower.
- Allowing a character to up their weapon restriction if they forgo the use of a path of their spells.
- Things that target and help younger players (extra raises for 1st year players, for example).
- Creating an extra "Healer Staff" or "Blacksmith Staff" at the caster's location (in the tourneys that use those staves).

Divine Aid

- Resetting a single spell, 4th circle or lower, for a single caster.
- Replicating the effects of any other spell, 3rd circle or lower.
- Retrieving spell prop(s) that are out of a friendly caster's reach.
- Receiving a single casting of a long range combat raise ("character name, rise and fight!")
- Revealing the position of an opponent's circle spell.

Magic Items

You must check any magic weapons or items with the magic marshal before they can be used. The magic marshal will be following the guidelines below.

The EH is the final arbiter for that event. The EH reserves the right to deny or modify the powers of any backed magical item. If he says your amulet of raise dead casts repair item, so

it does. The EH is ultimately responsible for the safety, fairness, and fun for the entire event. Thus, they need to be entrusted with all system mechanics during that event.

All magic items must be searchable and stealable, and all items must be clearly labeled as "stealable".

Any items or weapons that are used without approval by the Magic Marshal or outside accordance with the Magic Marshal's regulations will be removed from play for the duration of the event.

Powers that can be expected to work (but you still have to check them in)

- Any magic weapons that are JUST magic weapons will work. You can swing magic in tournaments.
- No other magic items will function in tournaments apart from a weapon's ability to swing magic.
- Any one (1) power in an item that effectively duplicates the spell effects of a first through fourth circle spell will be allowed by the Magic Marshal. The magic marshal reserves the right to choose which power is active, in the event that an item or weapon was created with multiple powers. If the power chosen for your item or weapon has multiple uses, it may not be invoked more than 3 times per event.
- Knights of the Eternal Flame / Knights of the Realms' Knightly Blow.





Powers that will not work

- Powers that allow mages to break their weapon restrictions or otherwise are deemed to interfere with the game balance of system spells & abilities (ie: makes spells immune to disruption, or gives unlimited calls of "poison" to a weapon) will not be allowed.
- Any item that grants complete, continuous, immunity to a form of damage will not function.
- Powers that involve invisibility, teleportation or otherwise require players to ignore people or things they can plainly see will not be allowed. For similar reasons, powers that give characters "magical" travel. (Ie flight, teleportation) will not function.
- Any power that bestows armor points on locations not physically covered by the item itself will not function. In addition, no item power may allow a character to have more than 2 points of armor over any location at any time.
- No scrolls or potions created at previous events will be allowed, unless they were specifically released by the eventholder as the event's magic item.
- No item may bestow a tick upon an unwilling participant, and no item may remove a tick from a character under any circumstances.
- Items which instruct players on how to play their characters, or that forcibly change the way a player roleplays their character against the player's will won't be permitted.

Items that aren't on the "will work" or "will not work" list:

You can get an idea of the power level of items that we are going to allow based on our rules for what items work. You are welcome to bring your items to the magic marshall and ask about them, but don't be shocked when very powerful magic items are not passed.

Scoring

CARD					VALUE
ACES COMPETITIONS					
ACE	Ace of Spades	Ace of Hearts	Ace of Diamonds	Ace of Clubs	10
WAR MANEUVERS					
KING	Grand Teamwork	Bridge Battle	Targetball	Challenge Race	10
QUEEN	The Antonine Wall	Grand Kill The Queen	Castle Battles	Water Missile Melee	10
JACK	Field Battles	Live Chess	Team Grand Melee	Hadrian's Wall	10
TEN PERSON SQUADS					
10	Ten Person Field Battle	Ten Person Bridge Battle	Ten Person Folkestone Challenge	Ten Person Castle Battle	10
INDIVIDUALS					
9	Open Fighter	Closed Fighter	Mixed Couple	Mixed Couple	5
8	One Path	Two Path	Newbie	Three Path	5
7	Knight	Squire	Spirit	Steel	5
6	Single Short Individual	Florentine Individual	Sword & Shield Individual	Hand and a Half Individual	5
5	Single Short Squad	Florentine Squad	Sword & Shield Squad	Hand and a Half Squad	5
4	Scavenger	Duncan's Challenge	Strategist	Loxmaster	5
3	Performance	Banner / Heraldry	Cleaved	Gambler	5
2	Foamsmith	Armourer	Garb	Artist	5
Joker	Marksman	Athlete	Boff Archery	Jester	5
OTHER					
Teams may earn up to 10 points for contributing NPCs to the Western Flank, earning 1 point per NPC. There will be no "winner" of the Western Flank.					

Boffer Tournaments

Full descriptions sorted by card rank.

Aces Competition

The Aces tournament has been reimagined this year and has an overall different philosophy to it. We know that having four people dedicated to a tournament and not fighting with their team on the field is a hardship, so that was one of the main points that we tried to address.

Each team will have four Aces, one per card suit. Your team must designate which of your Aces is which card suit at the beginning of the event. Each Ace competition is separate, meaning that (for example) your Ace of Hearts is only competing against the other team's Ace of Hearts, not the other Aces, however all Aces will often work together to get those points.

Essentially you should think of the Aces as a 4-person Champion team that are each trying to earn their own points while also helping each other earn points.

The Aces tournament is in three parts:

War Maneuver Showcases: Most Aces will be able to fight with their teams in all the war maneuvers most of the time. In several cases, before the war maneuver takes place, all Aces will be called out to the center of the field and compete 4 on 4 (or less if some Aces are called away for something individual). These 4 on 4 fights are meant to be, in a sense, miniature versions of the war maneuver about to be fought. Although all available Aces will be fighting in these fights, there will be a random and rotating system that determines which Ace suit(s) the points will be applied towards.

Individual Showcases: In individual combat competitions, such as weapon styles, and skill competitions such as Athlete or Marksman, some Aces will be chosen through a random rotation to be a part of those competitions along with the other entrants. By competing against the other Aces of their suit they will earn points for their competition.

Championship Fights: Every Ace will compete in some weapon style competitions and skill competitions outside of the regular tournament structure and earn points by beating the other Aces of their suit. These championship fights are designed to be short and take Aces away from the full team for as short a time as possible.

Open Fighter Tourney

To compete in this tournament you must be a fighter. You should expect to fight with different weapon styles and in both armored and unarmored combat.

Closed Fighter Tourney

To compete in this tournament you must be a fighter. It is only open to people who are not men, including trans women and nonbinary people. You should expect to fight with different weapon styles and in both armored and unarmored combat.

Fighter Mixed Couple

Two individuals join together in several fights against pairs of opponents. Of the two people on this two-person team, one of them must be eligible to fight in the Open Fighter Tourney described above and the other must be eligible to fight in the Closed Fighter Tourney as described above. You should expect to fight with different weapon styles and in both armored and unarmored combat.

One Path Tourney

To Compete in this tournament you must have between 1 and 5 spells and a light weapon restriction. Competitors will fight one another in unlimited fights.

Two Path Tourney

To Compete in this tournament you must have between 6 and 10 spells and a medial weapon restriction. Competitors will fight one another in unlimited fights.

Three Path Tourney

To Compete in this tournament you must have at least 11 spells and a severe weapon restriction. Competitors will fight one another in unlimited fights.

Newbies' Tourney

Your newbie must have started eventing **in the year 2020 or more recently**. They will be asked not only to demonstrate their prowess in combat, but also their knowledge of the rules, etiquette (unwritten rules) and Realms history & current events (both in and out of character.) How well do you prepare the people you bring into the Realms?

Knights' and Squires' Tournament

A Knight and Squire may enter this tournament. They will compete both as a team and individually in several types of combat.

Spirit & Steel Tournament

A spellcaster and a fighter team up in this traditional two-person team competition. They will compete as a team and individually in various forms of combat.

Individual Weapon Styles

Each of these four weapon styles have their own tournament wherein individual competitors must use that style: Single Short, Florentine (mixed), Sword & Shield, and Hand and a Half. If you compete as an individual in a weapon style you may not also compete in the squad for that same weapon style (see below).

Squad Weapon Styles

The same four weapon styles as above also have squad competitions. A three-person squad must all use the same weapon style and compete together against other team's three-person squads. There are three-person squads for Single Short, Florentine (mixed), Sword & Shield, and Hand and a Half. If you compete in a squad for a weapon style you may not also compete in the individual tournament for that same weapon style (see above).

Duncan's Challenge

You must win 3 out of five fights against your opponent. You have a choice of five weapons (dagger, single short, florentine, sword & shield and hand and a half) for each fight, but once you use a weapon combo, it may not be used again. In the first fight, both fighters pick their weapons simultaneously. After the first fight, the person that won the previous fight must pick first, and their opponent can choose which weapons they want to counter with.

Boffer Archery Tourney

Are you the best archer in the realms? Can you prove it by killing other archers? You must have your own bow to participate. This tournament will involve both combat and some accuracy and skill competition.

Western Flank

If there is enough time (and energy) in the evening, we will have a short nightquest. Nightquest's need NPCs. For each NPC that your team donates (up to 10), you will receive a point.

Non-Boffer Competitions

Scavenger Tourney

A very old classic is back this year. In this tournament each competitor will get a long list of items, some concrete, some esoteric, which they must bring to the marshal for credit. Placement in this tournament will be determined by whomever completes their list quicker or in the event some or all of the competitors cannot complete their list, determined by who can bring in the greatest number of items.

Strategist Tournament

The strategist will prove their tactical and mental fortitude with a strategy game played against their opponent in this competition.

Loremaster Tournament

The Realms has over thirty years of lore. People, places, gods, threats, events, and much, much more. This tournament is for those who fancy themselves to be masters of Realms history to prove what they know, and that they know more than their opponents.

Performance Competition

During the day on Saturday the Performance entrant from each team will receive the criteria of what they need to create a bardic about including some specific creative limitations. They will be performing on the stage during the non-com presentations. We will have a basic sound system that you can use.

Banners & Heraldry

This year the banner will be judged alone, there will be no worn heraldry that is part of this competition. The banner will be made on site during the day on Saturday by one or more members of your team working together. All materials needed to make the banner will be provided by the event. You will not need to bring any particular tools for this tournament.

Cleaved Competition

Our own take on "Chopped". Two entrants are allowed from each team who will work together as chef and sous chef. They will receive a "mystery basket" full of ingredients; an eclectic selection of proteins, vegetables, starches, and spices. In one hour's time, they must put together two servings of the same dish for presentation to the judges. Entrants may only use the ingredients in their baskets, but all cooking tools must be provided by the competitors. Entrants may also bring any equipment to cook on, including charcoal for the on-site fire

pit, but all food preparation must be done in a designated area in front of the judges. The entries will be judged on taste, presentation, and creativity.

Gambler Tournament

This competition honors those who claim mastery of the art of poker. A poker tournament will take place in the evening which will include the gamblers and possibly entrants in other competitions as well.

Foamsmith

In this tournament each entrant will get an identical kit of weapons making materials including one Rhiassa Tube. You will have time on Saturday to use those materials to create the most impressive weapon or weapons that you can out of the materials provided. You may not bring any outside materials into the competition. We will provide the most basic tools but competitors can bring any other tools they wish.

Armourer

In this tournament each entrant will get an identical kit of armor making materials, some of which might be a bit unconventional. You will have time on Saturday to use those materials to create the most impressive piece of armor that you can out of the materials provided. You may not bring any outside materials into the competition. We will provide the most basic tools but competitors can bring any other tools they wish (and probably should).

Garb Competition

In this rags-to-riches tournament each entrant will be given a kit with pieces of random fabric and partial pieces of other articles of clothing. Essentially a pile of unmatched rags. You must use your garb-making skills to create as complete a garb outfit as you can including a hat. You will have time on Saturday to accomplish this. You may not bring any outside materials into the competition. We will provide the most basic tools but competitors can bring any other tools they wish (and probably should).

Artist Competition

Each team's entrant will be responsible for creating a painting given very specific requirements and limitations. We are being intentionally vague here on purpose, but all you need to know is that you should be good at traditional painting to compete in this one. You will have time on Saturday to work on your painting. We will provide all tools and materials needed for this one.

Marksman Tournament

The marksman will compete in several events that involve accuracy when hitting a target. Live archery, for which they must use a non-compound bow with a draw weight of 30 pounds or less (without any add-on items to increase accuracy), and some other target skills as well. Each event will be scored individually by ranking and the highest overall score will determine the winner of this tournament.

Athlete Tournament

The athlete will compete in several events that involve physical skill, strength, and athleticism. Elements of the old Strongman tournament are now in Athlete. The running competition has been placed inside this tournament as well. Each event will be scored individually by ranking and the highest overall score will determine the winner of this tournament.

Jester Tournament

Near the beginning of the day on Saturday, each team's Jester will receive a short list of topics. By the time the Non-Com showcase happens on Saturday evening they should have created a three-minute stand-up routine on some or all of the topics on their list which they will perform for the crowd. Only the funniest can win this competition!

War Maneuvers

A Note About Borders:

All borders on all tourney fields, with the exception of the Bridge Battle, Nine Points, Blood Bowl, and Live Chess, are considered "soft borders". The goal of a soft border is to create field boundaries, but not to cause someone to have to die because they momentarily lost track of where they are allowed to be. Our intention as marshals, when we see someone crossing a boundary is to verbally give them three seconds to get back in bounds before we call them dead. The purpose of this three-second rule is not to give players the ability to willfully leave bounds for three seconds to get an advantage. Anyone seen using them in that regard will be spoken to.

Rules for Regeneration Battles:

This year at Queen of Hearts, some tournaments will use these same rules for regeneration. These tournaments will be specified in their rules descriptions below. There will be no regeneration in the classic sense of the word. There will be no walking to a res-point in the battle; dead bodies stay dead on the ground where they die. Instead of classic regeneration, each team will have an immobile item near their edge of the tourney field called the Healer's Staff.

The Healer's staff is a pole in the ground, which healers can use to dole out extra Combat Raise Dead spells. When a healer touches the staff with their hand, that hand is now "carrying" a charge of Combat Raise Dead. There may be nothing in that healer's hand, and if anything is held in that hand while the charge exists, it will immediately dispel that charge. A healer may carry a charge of Combat Raise Dead in each of their hands. These charges of Combat Raise Dead are cast exactly like the spell, with a three word verbal. Once a Combat Raise Dead charge is used, that hand is now empty and the healer must return to the Healer's Staff to pick up another charge for that hand.

Healer's Staffs may be used in this fashion by any character that has the spell Combat Raise Dead in their spell progression. Healer's Staffs are minor magic items. They can be disenchant to lose their ability for the remainder of that round of the tournament by the spell Disenchant or a Disenchant Potion. Healer's Staffs may not be moved from their position on the field.

In some tournaments there will also be a Blacksmith's Staff. The Blacksmith's Staff functions in a very similar way to the Healer's Staff. It allows casters with the spell Repair Item in their spell progression, to "carry" a charge of Repair Item in each hand exactly as described above for Healers carrying Combat Raise Dead. All other aspects of this minor magic item are the same as the Healer's Staff.

Grand Teamwork (Non Combat Team Challenge)

In this timed challenge your entire team will be given a challenge to complete. In order to do so efficiently coordination, communication, chain of command, and quick-wits are all important. Each team will be timed and the fastest to complete the challenge will win. In the case of all teams failing to complete it within the time limit, the team that comes closest to completing it will win.

Bridge Battle

This will be a fight on a "very realistic" bridge. There will be three flags set up along the side of the bridge and each team will be assigned a color. You are considered to have control of a bridge point if the flagpole at the point is showing your team's colored flag on top. The rope that controls the flags may be manipulated even if you are holding weapons, but you may only manipulate the rope or flag with your hand.

This will be a timed battle. The total time will be determined the day of the fight, to allow us some flexibility with our scheduling. Regardless of the total amount of time, every 60 seconds each team will receive a single point for each control point that they control. These will accumulate throughout the battle. After time is called the fighting will stop and the total number of points for each team will be added up. Clearly, the team with the greatest number of points is the victor.

Alternatively, if one team completely eliminates the other before the end of the battle than that team is the winner regardless of the point totals up until then.

Targetball (Non Combat Team Challenge)

Targetball is a dodgeball-like game with an extra win condition. No spells, weapons, or armor are used in this tournament.

The tournament field is split in half with a line. At no point are you allowed to put any part of your body over the opponent's side of the field. If you do so you will be called out. You must stay in-bounds at all times if you are still alive.

Players who are dead queue up on the sidelines to come back into the tournament field. There will be a dedicated point that the line will be started at. Players must enter that line in the order that they died. Every 15 seconds the person at the front of the line re-enters the field of play. There will be a marshal calling out those 15 second increments.

At the back line of each side of the field there are four targets that can be knocked over.

At the beginning of play there will be a number of targetballs placed on the center line. All players must start play immediately in front of their own back line (and the targets).

You remove members of the other team by hitting them in a kill location with a targetball. If they are hit in an arm or a leg they lose that limb just as if they were hit by a sword blow. A targetball that hits multiple locations is just like a sword hitting multiple locations. Head shots do not count, as the targetballs are technically missile-weapons.

Targetballs cannot be safely caught and they cannot be blocked with. Catching a targetball is the same as getting hit with that targetball in the locations that are contacted. If a thrown targetball hits a targetball being held, the blow damages all limbs that were holding the targetball.

Players on the same team may toss targetballs to each other without penalty (even if they're dropped).

The primary way to win is by knocking over all of the targets on your opponent's side of the field. Players may guard the targets with their bodies, but they may not interfere with a falling target by trying to stop it from falling over after it is hit or if it is knocked into by a player. Yes, accidentally knocking over your own team's target counts in favor of the other team.

Out players who are standing along the line may help their team by returning balls to play that go out of bounds. In returning them to play they may toss them to their own teammates but may not use them to otherwise affect play. They may leave the line to get a ball and then re-enter it in the same place. If a side has no balls available to them it is possible to summon up to three balls from the other side of the field. To do this the team must inform the marshal on the number of balls they wish to summon and sacrifice that number of limbs anywhere from their team on the field in order to do so.

This game has a time limit which will be set at the beginning of the tournament. It will also have three increments of time at which point the field shortens. At the first time increment, teams will lose access to the furthest back ten feet of their field, meaning that they can no longer guard directly in front of their targets. Each of the next two time increments removes another ten feet each from the rear of the field, pushing teams closer to the center and taking them further away from their own targets. The game will end before the time limit if

all of the targets on one side have been knocked over. Otherwise, at the conclusion of the time limit, the winning team is the one that knocked over most of the opponent's targets. Ties will be broken by the team that has the greatest number of competitors still on the field.

Challenge Race (Non Combat Team Challenge)

In this unique race, all teams will compete against each other at the same time. Stretching all across the site there will be a series of physical and mental challenges that require timing, strength, speed, coordination, communication, and maybe a little bit of luck to complete. As teams complete each challenge they will move themselves closer to the finish line. The first team to finish is the winner!

The Antonine Wall

This tournament will feature a series of walls that divide the field in half and are also arranged in a square in the center of the field with open corners to give access to the very center. Around the edges of the square will be circles painted on the ground. Each team will have three circles that are on their side of the field. Before the lay-on is called, all members of each team must place all of their weapons on the ground in those circles. No more than half of a team's weapons can be in a single one of those circles. For the purposes of this tournament, bows must be placed in the circle but not arrows.

Each team starts on the back line of their half of the field. When lay-on is called, players may retrieve their weapons and begin fighting. The last team with any members alive is the winner.

This battle will feature Healer's Staffs and Blacksmith's Staffs (see above).

Grand Kill the Queen

All teams will take the field at the same time in this updated Kill the Queen war maneuver. The team whose queen survives to the end is the first place winner. The reverse order in which the other Queens are killed in determines the rest of the placement. If the queen of the team is unable to participate in the battle for any (reasonable) reason, the team will be allowed to choose a proxy that has the same weapon and armor restriction as the queen (if any).

Castle Battles

Each team will get the chance to attack and defend a castle against one another.

Castle towers will be 4' by 4' and 8' tall. There will be at least 4 and possibly as many as 6 towers, with tarp walls between the towers. The floor of each tower will be about 4' up,

and there may be no more than two players (living or dead) in each tower at a given time. Players are asked to be very careful when getting in or out of towers.

The castle will have a set of outer walls, which may or may not be surrounded by a moat. Specific rules for how the moat will work will be announced the day of the event.

Castle walls are considered 10' thick for the purpose of raise dead spells.

Teams will alternate fighting inside and outside the castle. Wins from the inside and wins from the outside are all equally valuable. The team with the greatest number of total wins is the victor of this tournament. Ties will be broken by time it took to kill the other teams.

Water Missile Melee (Non Combat Team Challenge)

No spells, weapons, or armor are used in this tournament. Just water balloons. Lots and lots of water balloons. In a field full of obstacles and hiding places, the goal of this game is to gather the objective tokens from the middle of the field while also not dying due to the assault from enemy water balloons. All teams participate in this fight at the same time.

This is a timed fight. And a very quick one at that. The goal is for this to be a fast and furious engagement.

Each team will have a starting zone that features a pool of water balloons and a goal circle. Tokens in the middle of the field must be deposited in the goal circle. Tokens may not be tossed or thrown, only carried, and a player may only carry one token at a time. You may carry a token and water balloons at the same time.

A player is killed if a water balloon explodes on any part of their body, including one that they are holding. When a player is killed by a water balloon they must go over to a specified regen point where they will tally their death and immediately go back into the fight (if they choose to).

At the end of the time limit, the number deaths that a team has sustained will be subtracted from the number of tokens they were able to gather. This will create their score. The team with the highest score wins.

(We know that getting wet in a water balloon fight is not fun for everyone. In a case where you want to opt out of this tournament, you will not put your team at a numerical disadvantage. We have a provision for that.)

Field Battle

You fight. In a field.

Rhiassan Live Chess

Players fight as chess pieces on a giant board. The squares are about 6' square and the grid is 8 x 8, so that makes it about 50' by 50' in size. The whole playing field is considered

live at all times, so you can always attack anyone you can reach. The goal is to kill the king on the other team.

Sides take turns moving and only one player per side may move (see movement rules below) per turn. Any illegal moves that are made (moving in a way you are not allowed or a second piece moving) results in the offending piece being called dead.

Touching the ground in a square other than your square is considered a move. This means that you may not lean into a square supporting your weight by putting your hand or foot down in that square.

Kings duel to determine who goes first. The King whose turn it is calls a player's name. That player moves according to their piece's limitations until they have reached the end of their move, won a square from another piece (except for the Knight - see below) or have been killed. When they are done with their move they must yell "DONE!" so the marshal can verify it was a legal chess move.

The King will only have 10 seconds to choose a piece - we want this as fast paced as possible. It is very important for the Kings to try to get every player involved to participate (that's why pawns move 2 squares and can move diagonally forward - so that they can get into the fray more easily.) Pieces do not have to move according to the King's decrees but a piece may not move at all unless the king tells them it is their turn.

Once a piece begins its move a ten second count down will begin. It is NOT necessary for the piece to finish their move in those ten seconds. After those 10 seconds have elapsed the other king then has 10 seconds to choose a piece to activate.

If your pawn reaches the final rank and needs to be promoted, play will not stop for you. If you aren't ready to make it another piece, that's your problem. You must alert the marshal as to what piece you are turning your pawn into.

It is extremely important that players loudly yell that their move is complete by yelling "DONE!" We try to keep the game flowing quickly. There will be a timer keeping track of how long it takes for the king to decide on his move and a side will forfeit its move if one is not declared in the ten-second limit. Again, this ten second limit is on choosing a piece. Once a piece is activated the next ten second count is not a time limit, it is the amount of time that elapses before the other king can make their move.

The following are the rules for the different chess pieces.

- Pawn - M: 1 or 2 squares forward OR diagonally forward. Single Short, No Armor. Spellcasters may play pawns, and they will not be breaking their weapons restrictions for the purposes of this tournament. Pawns may become any other piece by reaching the final row, but play will not stop for them to change weapons or armor.
- Rook - M: as Rook in Chess. Bow & Arrows (no more than 12 each), dagger, any armor.
- Bishop - M: as Bishop in Chess. Hand & a half, any armor.
- Knight - M: as Knight in Chess. Sword & Shield and any armor. The Knight must make its full move or die trying. This makes it the only piece that can move through multiple squares by killing several opponents.
- Queen - M: as Queen in Chess. 2 players with any weapons and armor.
- King - M: as King in chess. Dagger, no armor.

Team Grand Melee

The usual bloodbath. All teams participate at once. **Teams will be positioned so they are not standing all together as one.** The last team alive is the winner.

Hadrian's Wall

This old favorite is back this year! This war maneuver features a wall in the center of the field with three gaps in it. The only way to the other side of the field is through those three gaps. Each gap has a flag near it that can be raised to one of two colors and each team will be assigned a color.

In this timed battle your objective is to keep each of the flags to your team's color as long as possible. The total time will be determined the day of the fight, to allow us some flexibility with our scheduling. Regardless of the total amount of time, every 60 seconds each team will receive a single point for each flag that is their color. These will accumulate throughout the battle. After time is called the fighting will stop and the total number of points for each team will be added up. Clearly, the team with the greatest number of points is the victor.

There will be a forward progress line on each side of the field. If your team is able to push past the wall it may not go past the forward progress line on the opposite side of the field.

This battle will feature Healer's Staffs and Blacksmith's Staffs (see above).

Queens' War

Around a designated arena space, each team forms two lines with the head of each line at the edge of the tournament ring. One line is for people with cards obtained by winning tournaments (the active/standing line) and the other line is for people without cards (the extras/sitting line.)

At the beginning of your active line you must place the following people, in order, even if they do not have cards. Your Ace of Spades, Ace of Hearts, Ace of Diamonds, and Ace of Clubs. People in the active line will be asked to stand in line, and the people in the extras line will be asked to sit down in front of them. During play, people in line may not switch their places in the lines.

Each person at the head of an 'active line' enters the tournament ring and fights. The fighter that wins goes to the end of their active line, and the person at the head of their team's extras line joins them at the end of their active line. All the losers go to the end of their teams' extras lines.

This means that if you win in the tournament ring, your active line gets one extra person. If you lose, it means your active line loses one person. As soon as each bout is over, the people at the beginning of the active lines enter the ring and fight. The team with the last active line with people in it wins!

This tournament will be limited. No armor will be allowed, and no spells will be allowed except for Heal Limb and Magic Missile.

If you've earned a card you can use it to stand in the active line. If you have earned more than one card you may pass one off to someone who does not have a card so that they can also stand in the active line.

Teams are awarded points based on their "finishing place" in Queens War. The first through fourth place teams receive 50, 30, 20, and 10 points, respectively. If there are less than four teams at the event, the highest point award(s) will be dropped (so if there are three teams at the event, the first place winner of Queen's War would get 30 points).

Ten Person Squads

In each of these tournaments, all entrants from your team's Aces competition must compete as part of the ten person squad. Other members of the ten person squad may be different for different tournaments but must remain the same within a single tournament.

Ten Person Field Battle

You fight. In a field. With ten people on a side.

Ten Person Bridge Battle

Unlike the whole-team bridge battle this fight is not timed and has no capture points.

Ten Person Folkestone Challenge

This is a ten-on-ten fight in an obstacle course of some kind. Teams switch sides after they fight. The winning team will be the one with the most overall victories.

Ten Person Castle Battle

Like in the whole-team castle battle teams take turns fighting inside and outside the castle. The winning team will be the one with the most overall victories.

