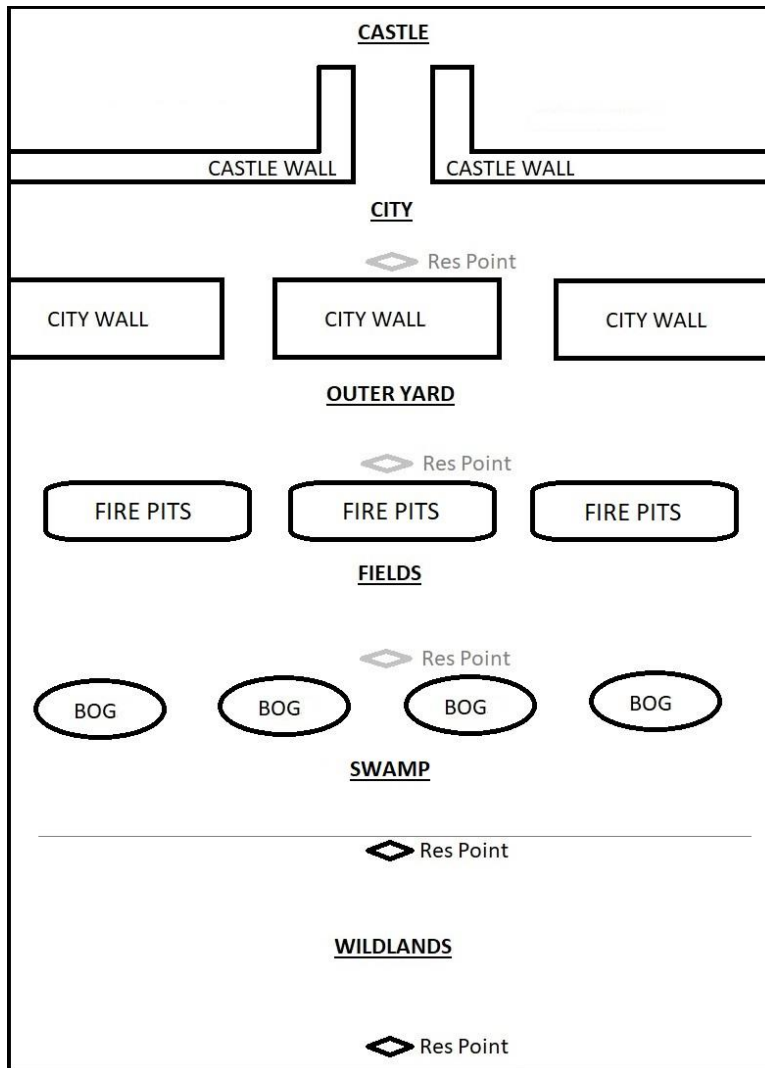


# Castle Siege Scenario

*Defending the castle seems hopeless against the never-ending stream of attackers!*

## Field Setup:

- Clearly mark areas and lines for all terrain and locations on the field.
- Attackers start in the Wildlands, below their initial Res Point, ready to capture the castle.
- Defenders start in the Wildlands, above their initial Res Point, ready to defend the Swamp.



## Game Play:

- When lay-on is called, fighting ensues. Defenders may move forward / down towards attackers.
- When Defenders Die: Move behind the “next” Res Point and defend from there, unless in Castle.
- When Attackers Die: Touch-and-go Res Point, which moves forward / up as they control locations.
- Bogs, Fire Pits and Walls: If a player steps into any marked location, they are dead.
  - Players may jump, swing and use missiles across Bogs and Fire Pits.
- City Walls (Infinitely Tall): Players may NOT jump, swing or use missiles across city walls.
- Castle Walls (Infinitely Tall): Same as City Walls, except Defenders may fire missiles through Castle Walls.
- Defender Mage: The mage is an ethereal being who may move through city and castle walls
  - Lightening Bolts: Destroy the first body part or item they hit. (They may be healed and resurrected.)
  - Fireballs: Kills the first player hit or who has their gear hit. (Any gear they are holding or wearing.)