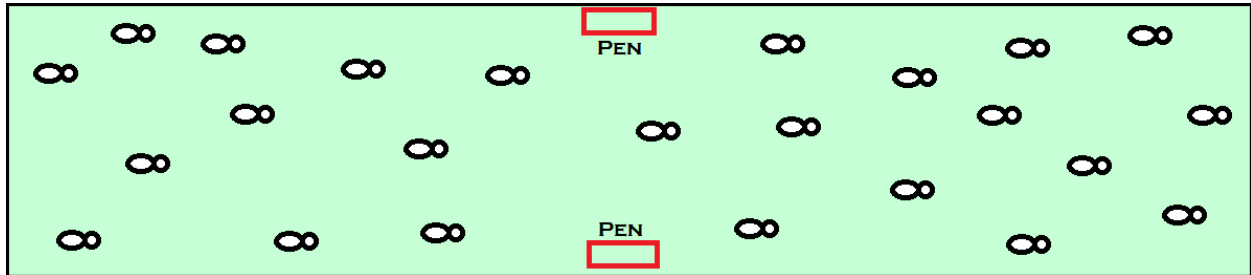


## Little Bo-Peep Scenario

*Little Bo-Peep has lost her tasty sheep, and we know where to find them!*

### Field Setup:

- A long narrow pasture will be clearly marked. Any player outside of the pasture is dead.
- The sheep are resources which are scattered about the pasture.
- In the center of the long sides, each team will have a sheep pen, for holding captured sheep.



### Shepherd:

- The primary objective of the shepherd is to collect sheep and bring them back to their pen.
- Shepherds will be clearly identified with unique garb. (White tunic, headband, crook, etc.)
- Shepherds may not carry or use any fighting gear of any kind. (No shields, no armor, etc.)
- The shepherds are the only players on the field who may move sheep.
- A shepherd may only move one sheep at a time, with running allowed. (Sheep are fast)
- A sheep being moved must remain in contact with the ground the entire time. (Sheep are heavy)
- Shepherds may steal sheep from the opponent's sheep pen. (Dirty sheep rustlers!)
- Shepherds may not be: grabbed, held, grappled, shield bashed or body checked. (No rough play)
- Shepherds may not: grab, hold, grapple or body check any player on the field. (No rough play)
- Shepherds are immune to missiles, but may be injured by non-missile weapons.
- Shepherds may declare themselves to be dead at any time, for any reason.
- A shepherd may resurrect by touching any part of the sheep pen with any part of their body.

### Game Play:

- All players will start behind their resurrection line, outside of the field of play.
- When lay-on is called, all players enter the field and fighting ensues.
- When players die, they step out of bounds on their side of the field, behind their res line.
- At any time, any dead player may declare that they are consuming a sheep. They should loudly yell out the declaration to all their dead comrades, and then visibly throw the sheep out of bounds. At this time, all dead players who are behind their resurrection line resurrect and re-enter the field of play.
- It is up to each team to decide how to protect their shepherd and their sheep.
- It is also up to each team to decide how to manage their resources to their advantage.
- Heralds may introduce new sheep into play, to ensure a more fun scenario for everyone.