



The Kingdom of Neverwinter



Company Battle

Pre-Requirements:

- 1) All members of a company must be dressed in the garb of that company to participate.
- 2) Each company must provide a reeve (does not have to be a member of the company).
- 3) Each company must provide a digital stop-watch for their reeve to use.

Battle-game format:

- The company battle is a modified “pole-battle” scenario. The object, is for each team to obtain and retain control of a designated pole at their base for the longest period of time.
- There will be exactly one pole for every two teams participating in the battle. In the event of an odd number of teams, an additional pole will be furnished for the first round.
- Each round lasts for fifteen minutes. At the end of each round, the times of each team for that round will be announced and the two teams with the lowest times will be dropped from the battle. In the event of an odd number of teams at the outset, the three lowest timed teams will be dropped after the first round. At the end of the last round, the lowest timed team is dropped, and the remaining team is the winner.
- Additionally, at the conclusion of each round, one pole will be removed from the battle. In the event of an odd number of teams at the outset, two poles will be removed after the first round.
- The battle will consist of however many rounds it takes to eliminate all teams, with each round being fifteen minutes and the final round being twenty minutes. For example: If there are eight companies entering the battle, then the game will last sixty-five minutes (three qualifying rounds of 15 minutes each, and the final round of 20 minutes).

Rules/Clarifications:

- Each player has unlimited lives. When a player is dead they must return to their base (or just outside of it if a fight is occurring at it). When all members of a company are dead and at their base, then the team re-spawns.
- All times reset to zero at the start of each round.
- At the start of each round, the poles are reset to the center of the field. A team must obtain a pole and return to their base with it. Their time is not started until the team has the pole placed in a vertical position on the designated mark within their base and the time is stopped if the pole is removed for any reason. *Time*

- within each round is cumulative.* The reeve for each team has the duty honestly record the time for the team that they are assigned to.
- The member holding the pole on its mark may fight if he is able to otherwise do so, but *one hand must always remain holding the pole* in its position (the pole may not be propped up in any manner).
 - If a team is in possession of a pole when shattered: 1) The aggressing team may take possession of the pole if they need it, otherwise 2) the pole is reset by the reeve to the center of the field. The team that was just in possession and shattered must wait till the pole reaches center field before taking possession again, but any other team may intercept the reeve and take possession.
 - A team may only ever be in possession of *one pole at a time*.
 - Teams may form alliances.

Any questions should be directed to darianstaruk@gmail.com