

Team Fighting
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SKBC 2006

❖ Block 1 – The Basics

❖ **Activity** - Few moments: What do you think your responsibilities while fighting on a team? (allow brainstorming and discussion) : 5 min or less

- **Middle-Line Responsibilities - It is your responsibility to (5 mins):**
 - Make sure that your guy doesn't kill your neighbor as long as your neighbor is fulfilling his responsibilities.
 - Capitalize on your guy failing in his responsibilities.
 - Not harm your teammates.
 - Communicate vital information (dead, flanked, behind, etc.) list?
 - Give your life for the good of the team (ego, flash, etc. do not belong in a team fight)
 - Stop your guy from getting behind or around your teammates.
 - Arrange match-ups with favorable numbers differences (i.e. 2-on-1) for yourself or your teammates.
- **Communication (2 mins):**
 - Some things are requisite and you must communicate them:
 - Dead
 - Flanker/Behind
 - I'm approaching (wording)
 - Some help a lot but are not required:
 - Armed
 - Legged
 - Responsibility changes (such as movement or other's status)
 - Movement
 - Brevity is effective
 - Communication: 1 name and 1 word
 - Learn names / nicknames
 - Use what they respond to.
 - Communicating the plan
 - Discuss in advance
 - Can exhort
 - Changes in plan can confuse your team or alert bad guys
 - Can alert the other team
- **Making openings for your teammates (2 min):**
 - Baiting
 - Losing ground, looking vulnerable (make it too tasty a treat)
 - Faking overextension
 - Baiting your neighbor's guy (instead of your own)
 - Pull forward (really risky)

- Faking overextension
 - Small, sharp move. (sound, hitting the ground, little lunge)
 - Free shot, just to make neighbor's guy worry
 - Leg baiting (usually a trade of the leg for whatever you can get)
 - **Cross-Shots** (3 min):
 - Cross shots are the key to middle-line team fighting.
 - Works best when your guy is conservative (there are ways of making him cautious)
 - Watch for neighbor's guy to do something dumb
 - It is easier to x-shot sword side (x-shot off side opens you up to x-shots, guy on off side pays less attention, but its still a hard make, Florentine helps (make a left x-shot))
 - Fake the x-shot (especially with glances) to open up your guy. (may be intermediate) shot goes for the arm.
 - Be careful... making x-shots sets you up to be open yourself.
 - Try starting with legs. Arms are harder.
- ❖ **Activity:** In canyon drill: Point game. Kill person in front: 1 pt. Neighbor: 3pts. 10 min
- ❖ Block 2 - Intermediate
 - **Flanking** (2 min)
 - Flanking is moving to get angles other than from the front, for the purposes of getting better than normal matchup or trades)
 - Amtgarders generally prefer flank to the right (shields in, left defense sword in)
 - Works for battlegames too (shield stops spellballs from core opposition)
 - In the absence of overwhelming threat (such as a pole or wizard), it is the duty of the outside fighters to attempt to flank... therefore the team with the strongest fighters on the outside will actually flank. When overwhelming threat exists it is those same fighter's duty to suppress said threat and think about flanking only once the threat is disposed of.
 - If both teams are matched, the battle will spread out on the flanks until one or the other breaks... that team will actually flank.
 - Since it is in the favor of both teams to flank, it is the responsibility of the outside guys to push hard and fast in order to maximize chances of successfully flanking. *Incumbent.*
 - **How to Execute a Flank** (1 min):
 - Your outside guys pull slightly away from their team mates and the outermost begin moving out and around. Once the flankers have "won the flank" (i.e. done whatever is needed to allow them to flank, like beating opposing counter-flankers) they begin a hard and dedicated push against the line, especially trying to get back-attacks and split attention and line cohesion.

- If terrain prevents you moving around your opposition, you have to move through them. Kill, kill, kill.
- **Who should flank?** (1min)
 - Your flankers should be some of your better fighters (but should be those able to do the work...some good fighters don't like to move, or like 1-on-1 fights to much).
 - Enough skill should be committed to the flank that it gives your team a legitimate chance (at least even) to run the line.
 - *Corollary: If you're a good fighter, it is incumbent upon you to learn to be a good flanker.*
- **Posting (counter-flanking)** (2min)
 - When don't you flank? When you can't.
 - Why can't you?
 - They already have you flanked.
 - They are better than you are.
 - Terrain, and you can't push through the guys in front of you.
 - As a post it is likely that you are at the end. What do you do? You can:
 - Go for legs. Helps stop the flankers from being effective.
 - Go for simul. Riskier but more helpful.
 - Remember you communication responsibilities.
 - Make your fights take as long as possible, without giving dangerous ground (i.e. putting your teammates in an untenable position)
- **Terrain** (2 mins)
 - This means, like, landscape yo.
 - The only terrain we care about is impassable terrain on the outside(s).
 - Terrain changes flanking in the following ways:
 - You have to push through instead of go around to flank.
 - It gives significant advantage to the team who has the terrain on their left.
 - It slows the time it takes for the line to collapse.
 - It can cause people to make extremely wide movement around the terrain... this is often a sneakier rather than a harder flank and must be watched for, but can be guarded by a counter-flanker of significantly less skill (often taken from the middle of the line) than a hard flank.
 - It can mean loading more skilled fighters on the left to hold the flank against aggressors or even to flank from the left.
- **Damage Control** (2 min)
 - Proper communication is the key to damage control.
 - It is the duty of the person who notices the problem to communicate it.

- It is the duty of the nearest person who notices to stop the flanker, usually at any cost, unless there is already someone performing that duty.
 - If you believe you are best capable of stopping the damage, you should self nominate to take care of the flanker. Since the flanker usually has to be stopped one-on-one, your best one-one fighter should usually be the one to go.
- ❖ **Activity:** Let em fight 5 times, rotate through flankers, breakdown after each (you may not switch positions): 15 min.
 - **Adjusting for uneven teams** (1 min)
- ❖ Block 3 – More advanced
 - **Pole arms** (5 min)
 - Pole-arms are the exception to many of these rules. A pole allows you to considerably extend your threat radius at the expense of defense. In a team situation a teammate can take over the defensive responsibilities and this specialization can make you both better.
 - responsibilities do not change with a pole except that the Defense and Offense switch a little
 - The teammate without the pole is responsible for keeping both his guy and the pole's guy from making a successful charge. He trades this for little offensive responsibility.
 - The Pole is responsible for keeping both enemies back with his larger threat radius.
 - The Pole is responsible for attacking often and quickly. Lots of bad shots are better than not enough good shots.
 - In terms of the responsibilities listed above, this means the guard is not only responsible for making sure his opponent doesn't get his neighbor but also he is partially responsible for making sure that the pole's opponent doesn't get the pole.
 - The pole user takes over some of the responsibility for taking advantage the the mistakes of his guard's opponent.
 - Guards on either side of the pole make this work even better but the theory is the same.
 - Flanking
 - The addition of a pole doesn't change the basic fact that you should always flank.
 - However, the coordination required to allow two (or more) people to move together is enough of a challenge as to make flanking as a pole/guard team significantly harder. Also the greater total threat radius that the unit has, makes them considerably harder to flank against. Often this means that poles don't flank as much but do hold a flank a lot..

- This can mean that it is a good idea to put the poles on the left flank.
 - Flanking against
 - When flanking against a pole it is very important to flank wide. You are seeking to split the pole and the guard. Since the pole is weaker on defense (especially against a shield man) you want to split them enough that you can get a 1-on-1 against the pole. This is sort of equivalent to getting a 2-1 on another fighter.
 - Instead of trying to 2-1 the outside guy (usually the guard) you are trying to 1-1 both the pole and the guard.
 - Using a pole to counter a pole is also an acceptable strategy. If your pole is longer it is often a good one. Otherwise, it can be a longish process, reducing the effect of both poles on the battle. You might not want this. A good rush with a shield will kill a pole more reliably among skilled fighters.
 - Terrain
 - Poles can make very good use of impassable terrain. The greater threat radius makes it hard to engage and kill them and where they can't be easily flanked, they become that much more dangerous.
- **The Plan (3 min):**
 - Plan for the goal, not for the specifics.
 - Using your best fighters to best advantage
 - Using your resources (pole, etc)
 - Using terrain to best advantage (pole anchor)
 - Choosing roles (flankers, pole-guards, etc.) and positioning
 - Assigning matchups
 - Assigning codenames to tactics and fighters (like Iceman or Maverick)
 - Giving pep-talks
 - Covering for skill deficits

❖ Q&A