

Skirmish 1: Jotun vs Kahraman

Tom Hancocks : Friday, 18:30 to Friday, 19:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 18:30 : 20 minutes : Talaeiros, Gambit, Kahraman

Players will take the field and then need to find areas in the woods to hide for a few minutes as a force of Lasambrians approaches. Radio Plot Contact when players are in place.

Skirmish will enter from MidGate

Monsters will have a Freeborn NPC with them they need to bring back to Anvil.

The NPC can thank the players and then make their excuses to leave ASAP. They have nothing of value to share with the players.

You have captured Catalina i Burna i Riqueza, the head quarry woman from the Damation Cliffs and want to get her to Reinos

Lasambrian Jotun

1 Freeborn female prisoner

Hold on field by Top Gate until 5 minutes after the start of Skirmish

Await the signal from Plot Contact to time in

OBJECTIVE - get the prisoner down through the woods and out the back of the fort

You are not expecting any Imperial forces to be in the area, so react with surprise

Fight as skirmishers and fast-footed troops

Hit and run, probe for ways to get through the Empire's troops, and avoid direct fights where possible

Skirmish 2: Jotun vs Sermersuaq

Tom Hancocks : Friday, 19:00 to Friday, 19:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 19:00 : 20 minutes : Avointaivas, Stark, Sermersuaq

Northern Jotun

Mixed troops

1+ Ghodi

Start up in Shotgun, looking to move towards player entrance area as encounter begins

Fight in area around tractor path above the fort

You are a warband of Jotun that are retreating out of Sermersuaq following the Jotun's crushing defeat at the hands of the Empire this season

Your spirits are low; but you are alive, and the fighting has been glorious

One of your ghodi carries a magic brooch that bestows a calming influence on the wearer in pressing times - it is a relic that has been with your clan for generations

You are not expecting an attack from the players, but will quickly respond to an attack and form up ready to fight. Try to ensure the safety of your ghodi and the relic they carry. Look to either overcome any enemy, or effect a slow fighting retreat.

Players are going to engage Jotun in the woods, around tractor path.

One of the orcs is carrying a magic item the players want to recover.

Skirmish 3: Druj vs Zenith - poison raid

Oliver Faulkner : Friday, 20:00 to Friday, 20:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 20:00 : 20 minutes : Tower of the Fall, Occursion, Zenith

Players are going to assault a Druj outpost, overwhelm the defenders and loot the piles of herbs, potions and poisons in the camp.

Skirmish 4: Druj vs Zenith - Iteri pillar

Tom Hancocks : Friday, 20:30 to Friday, 21:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 20:30 : 20 minutes : Pallasian Steps, Iteri, Zenith

Skirmish 5: Druj/Agramant vs Zenith

Oliver Faulkner : Friday, 21:00 to Friday, 21:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Friday, 21:00 : 20 minutes : Rift in the Veil, Lustri, Zenith

The monster will start in the Mid Field

Druj are scattered around the open field area

Let the players come to you

If 3/4 of you die, then retreat

Endless Stalker

a fearsome ghulai wizard you serve under has called on Agramant to send a guardian of the Winter realm to help you fight the Empire

It is massively powerful and quite terrifying, it has already killed several of you who got too close

Allow it to cause havoc in the enemy lines, but keep your distance

Use it to your advantage and focus your efforts elsewhere

If/when it is killed, retreat and flee

Skirmish 6: Druj vs Ossium

Tom Hancocks : Saturday, 15:00 to Saturday, 15:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 15:00 : 20 minutes : Petka's Path, Drownbark Forest, Ossium

You are a force of Druj fighters, including a number of you skilled in engineering, sapping, and demolition works. You've entered Ossium in Varushka with the intent of destroying bridges, roads and other infrastructure as you find it.

You are expecting to encounter Imperial forces at some point, so are on alert and operating in small groups.

Start in the fort, roleplaying that you are attempting to destroy the structure. Someone is shouting orders, a few sentries and scouts out. Once the players are spotted you will pull out of the fort and move up to the tractor path and mid woods.

Split into small fighting forces, attempting to pick off any stragglers and trying to keep safe.

BREAK and rout into the woods once roughly 50% of your number have been dropped.

Skirmish 7: Druj vs Barrens

Tom Hancocks : Saturday, 15:30 to Saturday, 16:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 15:30 : 20 minutes : Aurelius Estate, Dawnguard, The Barrens

You are a bunch of Druj stationed in Dawnguard, close to the border with the Empire. Your posting has been quiet, very quiet. You are not particularly motivated or enthused, very little happens in this area, except for the occasional herald that leaves a nearby winter ritual.

The sudden appearance of the players will shock you into action, with your leaders trying to work out what to do. React to the player's arrival, try to work out what the Imperials are up to, then decide what to do... You are not keen on a protracted engagement, so will likely harry and harass the Imperial forces rather than fight to the death.

Skirmish 8: Druj vs Zenith - Lustri Pillars

Tom Hancocks : Saturday, 16:30 to Saturday, 17:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 16:30 : 20 minutes : Spire of Twisting Shadow, Lustri, Zenith

You are a force of Druj fighters assigned to protect a pair of important pillars that maintain the miasma across the territory of Zenith. It is really important that you fight to protect the pillars.

There are two pillars here, decide how you will protect them if the Empire attacks - only protect one? both? just fight the enemy?

Aim is to create a dynamic and interesting fight that makes the players think how they need to act.x

Skirmish 9: Druj vs Zenith - Proceris Pillars

Tom Hancocks : Saturday, 17:00 to Saturday, 17:30 - No Flexibility Of Any Kind

Conjunction: 70 people : Saturday, 17:00 : 20 minutes : Plantation of Tall Ferns, Proceris, Zenith

You are a force of Druj fighters assigned to protect a pair of important pillars that maintain the miasma across the territory of Zenith. It is really important that you fight to protect the pillars.

There are three pillars here, decide how you will protect them if the Empire attacks - only protect one? both? just fight the enemy?

Aim is to create a dynamic and interesting fight that makes the players think how they need to act.

Try and avoid the enemy destroying too many of the marshlings as your leaders have told you they are important.

Marshlings

Ten Marshlings Bimble about and engage the Empire without thought for your own safety.

Skirmish 10: Druj vs Sarangrave - Vallorn investigation

Oliver Faulkner : Saturday, 17:30 to Saturday, 18:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 17:30 : 20 minutes : Karliss, Whisperwood, Sarangrave

You are mixed Druj forces in Sarangrave, part of the Druj homelands

You were sent on a mission to Therunin in the Navarr lands by Cintra Blackstaff, your ghulai commander. You were successful in your goal of capturing two Navarri spring ritualists that Cintra wanted to interrogate for knowledge of the vallorn. Despite her instruction to leave them alone, several of you have tortured them for information in the hope that you might be able to make use of it. Regretably they are tight-lipped, or know very little about what Cintra wants to learn

Start at Fort with the captives

As players engage try and get the captives out and move them away from the fight

Form a rearguard to keep the players away

Ultimately you want to have the players retreat and be able to head off into the deep woodland and return with your captives to Cintra

Skirmish 11: Druj vs Zenith - Occursion Pillar

Tom Hancocks : Saturday, 18:00 to Saturday, 18:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 18:00 : 20 minutes : Field of Celestial Mist, Occursion, Zenith

You are defending a key strategic location in this region of Zenith. You are on alert for Imperial attacks. Respond with ferocity and aggression. Use tactics to lure and distract the Imperial forces, drop anyone vulnerable.

The miasma pillar is the primary focus of your defence, it CANNOT be destroyed by the Empire and you have been tasked with ensuring it is protected.

Your tepel - Mus Arval - also has a critical supply of poisonous smoke bound for the battlefield on Sunday. However you are sanctioned to use it to try and defeat the players if required.

Skirmish 12: Jotun vs Bregasland

Tom Hancocks : Saturday, 20:00 to Saturday, 20:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 20:00 : 20 minutes : Jayne's Top Copse, Grey Fens, Bregasland

You have been assigned to protect an area of Bregasland as an occupying force and keep the local Marchers under control

Split into 3 groups, 1 group in the stockade, 1 group in reserve, 1 group as scattered sentries
Spread out across the entire area in small groups

The players are going to be mounting a stealth attack to eliminate your piecemeal

Ignore their arrival and 'play dumb' to start with as they sneak up

Make it as cool as possible letting them take out sentries

IGNORE CALLS MADE BY PLAYERS YOU CANNOT HEAR THEM

If it is evident you are under attack, then the fort force can muster up

Reserve force will enter the field after 10 minutes and move to the fort as if returning from a patrol

You will have no idea that the enemy might be lying in wait for you unless you spot dead bodies etc

THIS IS A BIT OF A FUDGE MISSION, BUT LET US MAKE IT REALLY COOL FOR THE PLAYERS!

Skirmish 13: Jotun vs Sermersuaq

Tom Hancocks : Saturday, 20:30 to Saturday, 21:00 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 20:30 : 20 minutes : Flat Hills, Stark, Sermersuaq

Mixed Jotun

The Empire raided the Jotun territory of Skallahn last season

One Wintermark raider attacked a forge dedicated to the Autumn eternal Estavus, looting several valuable items

Your warband is pursuing the raider back into the Empire's territory accompanied by one of Estavus' Brass Titans

Start on Top Field and head towards the light at the field fort, aiming for the fight to occur in this space

Skirmish 14: Jotun vs Sermersuaq

Tom Hancocks : Saturday, 21:00 to Saturday, 21:30 - No Flexibility Of Any Kind

Conjunction: 60 people : Saturday, 21:00 : 20 minutes : Kilpailuala Bay, Tanikipari, Sermersuaq

You are all warriors of Jarl Snekmar, Roarer of Ulven

You are demoralised with the defeat of the Jotun in Sermersuaq - missing out on victory, or a heroic death

You are certain you will not cross the Howling Abyss now

Your Jarl has called out Wintermark, and the General of the Bloodcloaks, to come and fight you to ensure you all die heroe's death

You want a heroic clash of warriors, not an 'honour fight', you are quite maudlin about this as you want to die gloriously

Alm to have a truly awesome fight as mighty heroes, bringing down champions and fighting to the last orc. This isn't about trying to win or outsmart the players, it is about looking absolutely epic, 300 style.

Lots of shouting and calling on the ancestors - Ulven, Raoljost, Skaldi...