

Martial Activities for Barony Beyond the Mountain / Bergental Yule

Spear Tournament – Armored Combat

This year's Spear Tournament will be held as triad teams of spears.

- There are no restrictions on team compositions for this year so bring the strongest team you can muster.
- There will be an enclosed fighting area the teams will fight in with a small no-man's land for a divider.
- Tournament will be run as a round robin.
- If there are enough teams we will break into pools for the competitors.

Spear Tournament – Rapier Combat

Our Yule has hosted Spear Tournaments in various formats. Help us build up the Rapier Spear Part of that tradition.

Swords, Daggers, and Bucklers, are great for close quarters fighting, but Spears are where it is at when quarters are not close. Boarding a ship, storming a fortification, hunting a dangerous animal all use spears. Bring your best and fight for Honor and Bacon.

Tournament will be two man teams one or both of whom will be armed with a Rapier Spear, the other armed as they please.

Prizes will be two packages of Bacon and bragging rights.

Boar Hunt (Armored Combat):

This year sees the return of the classic Boar Hunt, with a few new twists.

The hunt will be held in a designated woods area with a hard edge of the world.

The battle will be a max time 45-minute resurrection with one side acting as the Boars and the other side taking the place of the Hunters and their Dogs.

Boars are limited to using two weapons as their only weapon form.

Hunters are allowed to bring a max length 6' spear (a boar spear).

Dogs are allowed to bring a single weapon, with protection for the offhand.

The entrance to the wooded area shall act as a resurrection point for the hunters and their dogs.

Boars are able to resurrect where they have died in the woods and may resurrect at their leisure (either try to get back in the fight right away or wait until the area is clear).

- Boars are not allowed to abuse this grace period and stay dead for egregious periods.
- Any found doing so will have their bacon cooked.

Each boar will be given a number of tusks on a necklace. The exact number will not be revealed until the day of the battle. Every time a boar dies, to be able to resurrect they must give one of their tusks to the Hunter or Dog who killed them. After handing over their tusk they may resurrect at their leisure, SAFELY.

Dogs have no penalty for resurrecting but must do so back at the entrance of the woods. Dogs also may only temporarily carry a single tusk at a time and must hand off the tusk to hunter for scoring. If a dog dies while holding a tusk, the tusk is lost and cannot be scored.

Hunters may collect and store as many tusks as they would like in their pouch, which will be used for scoring at the end of the 45 minute mark. Hunters may also only resurrect at the entrance to the woods. HOWEVER, if a hunter dies they lose all tusks in their possession before resurrecting.

Anyone on the Hunter/Dog team may fight as either a Dog or a Hunter and may at any point while alive opt to go back to the entrance and change positions. When a Hunter becomes a dog their pouch will remain with their spear and any tusks will be 'stored' and be unable to be lost.

The spirit of the hunt is for smaller groups and skirmishes to take place through the full woods. While there are no specific rules about numbers, any large groups are discouraged and will be broken up into smaller groups at the marshal's discretion.

THE WIN CONDITION IS BASED ON THE TEAM WITH THE MOST TUSKS AT THE END OF 45 MINS.