

Celtic Fire 8 – Destroy All Celts

The Greeks have had enough. They have rallied their local allies to expunge the savage barbarian threat from their borders. They will pay no more tributes to keep the Galatians at bay. The Greeks will fight to the last man, and should they perish then there will be no one for the evil Celts to exploit.

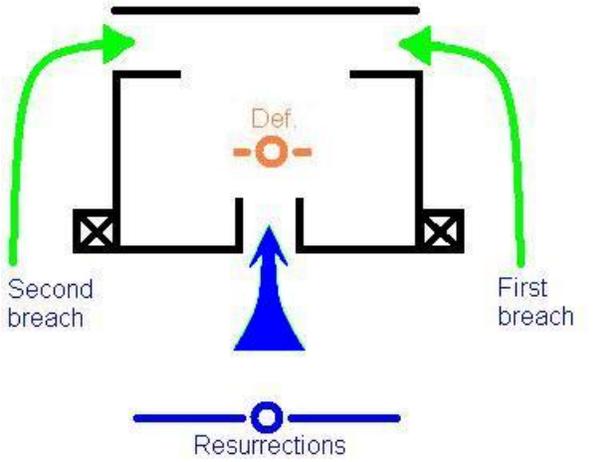
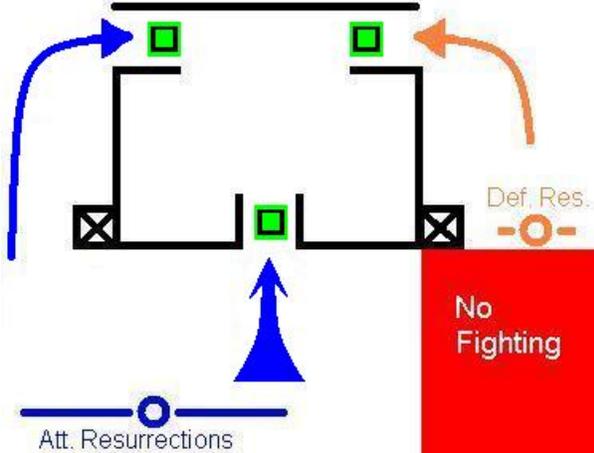
Overriding rules:

Plate is proof. Freon cans and plastic are not plate.

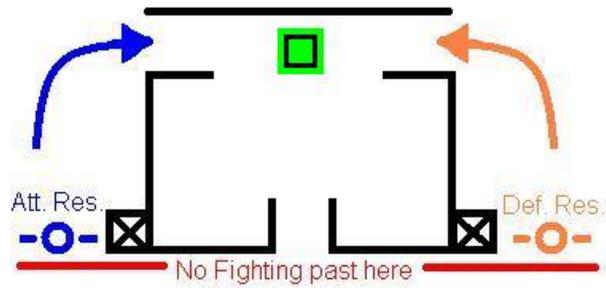
During battles with infinite resurrections for both sides, and where there are no special rules about how to resurrect, you must resurrect in a group of 3 fighters. (*1)

Do not climb on walls, fences, or barriers (*2) especially!

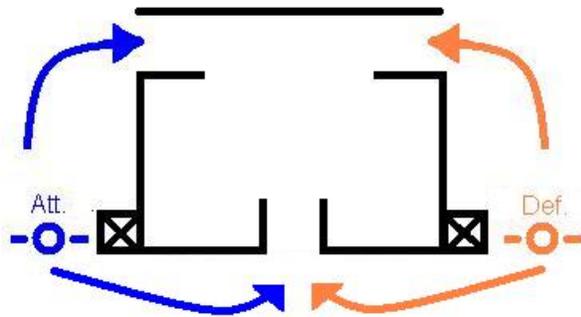
Drawings are not to scale.

<p>Scenario: Take the fort.</p> <p>Objective: Take the fort by killing all the defenders in the quickest time.</p> <p>Rules: Two sides, one attacker, one defender. Switch places for second battle. Defenders have no resurrection and must remain inside the fort. Attacker have unlimited resurrections. If the battle lasts more than 5 min, then a breach will open on the side of the fort. If the battle lasts longer than 10 min, then another breach will open. No fighting over the walls, however, archers may shoot over them.</p>	
<p>Scenario: Reinforcements.</p> <p>Objective: Hold the gates.</p> <p>Rules: Scenario will last 10 mins. Defenders win if they are able to hold any combination of 2 gates for a total of 1 min combined. Attackers win if they hold all three gates, at any time, for 10 sec uninterrupted. Holding a gate requires that your foot must be on it. (*1)</p>	

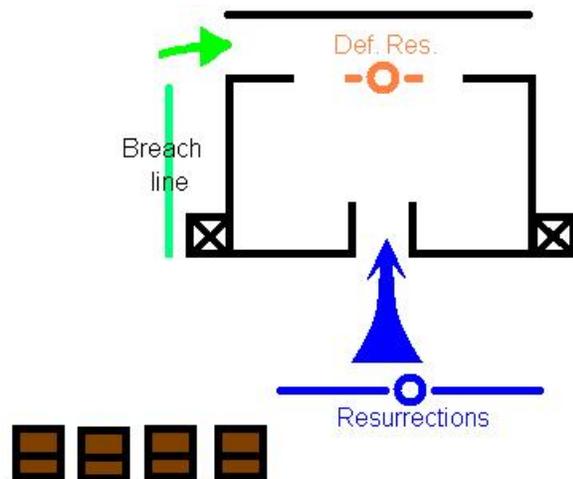
Scenario: Secure the Treasure.
Objective: Hold the objective point when time elapses to earn point. First side to three points wins.
Rules: Both sides have infinite resurrections. Time will stop every 3 minutes to determine who holds the objective. If the objective is deemed contested, all fighters within spear range will be able to fight it out to determine who holds the objective. (*1)



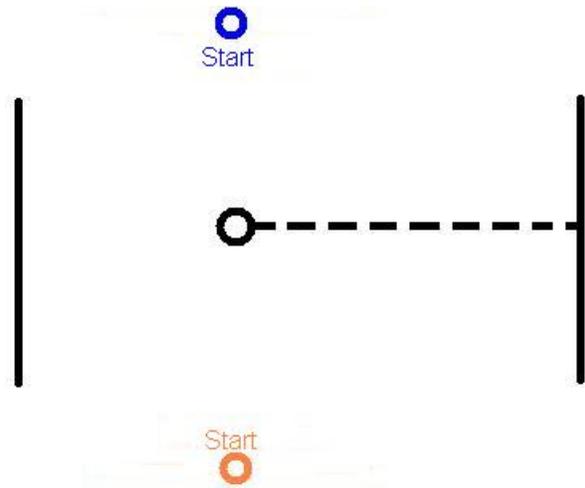
Scenario: Last stand.
Objective: Don't Die.
Rules: One life. Last side standing takes the fort.



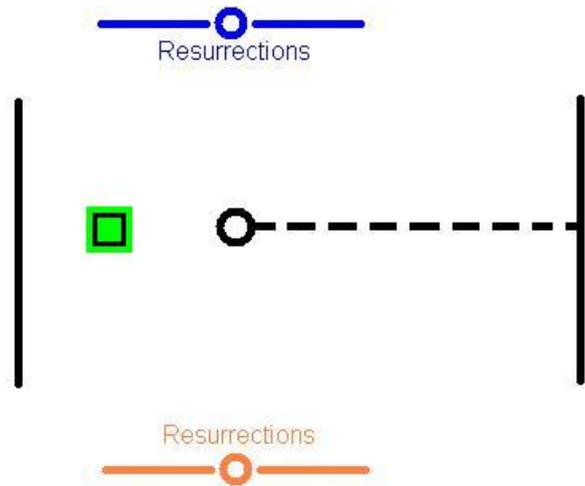
Scenario: Breach the wall.
Objective: Take the fort by killing all the defenders in the quickest time.
Rules: Two sides, one attacker, one defender. Switch places for second battle. Defenders have 3 resurrections and must remain inside the fort. Attacker have unlimited resurrections. Should the attackers choose to use the barriers to sap and successfully complete the "tunnel", they may fight in the breach. Successful sapping also removes all of the defenders remaining resurrection. No fighting over the walls, however, archers may shoot over them. Archers can not kill fighters in the "tunnel".



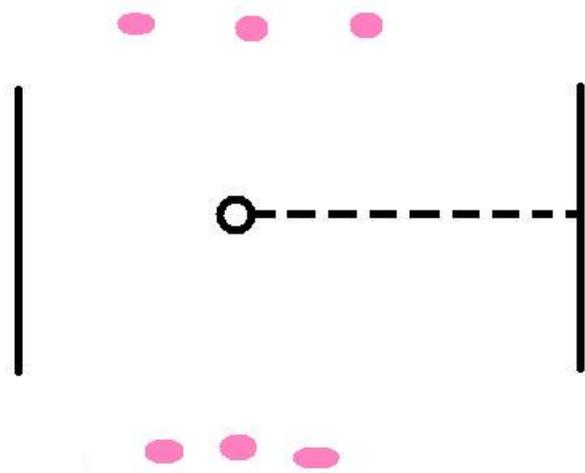
Scenario: Delaying Action.
Objective: Don't die.
Rules: One life. Last side standing wins.
 You may fight over the wall, but not cross over it.



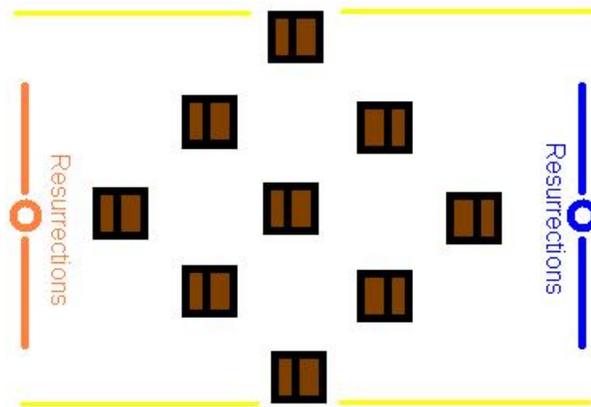
Scenario: The Hot Gates.
Objective: Hold the objective point when time elapses to earn point. First side to three points wins.
Rules: Both sides have infinite resurrections. Time will stop unannounced every 1.5 to 3 minutes to determine who holds the objective. The objective is considered held by whichever side is touching it. If no one is touching it, then no points are awarded. Fighters reset after each hold. (*1)



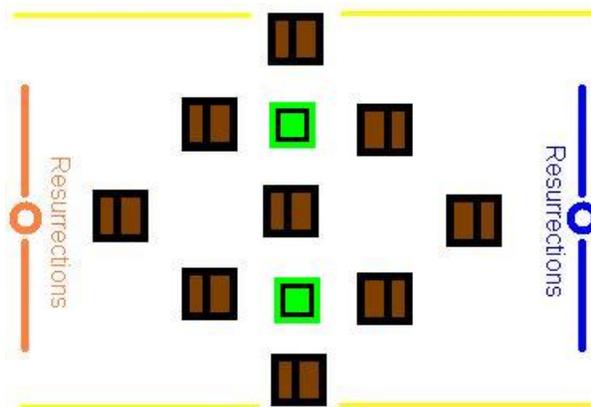
Scenario: Plague.
Objective: Survive and give plague to the other side.
Rules: Each side is given a number of Medics and "Plagued Parts". Only Medics can resurrect fighters. Any fighter killed by "plague" can not be resurrected. Dead fighters can not move, and may be given plague even after death. Any fighter that is dead at the timed holds remains dead as medics did not get to them in time. Plague defeats all armor, and can not be ricocheted. A side loses when they are wiped out or all their medics die. Medics may be armed with a short sword.



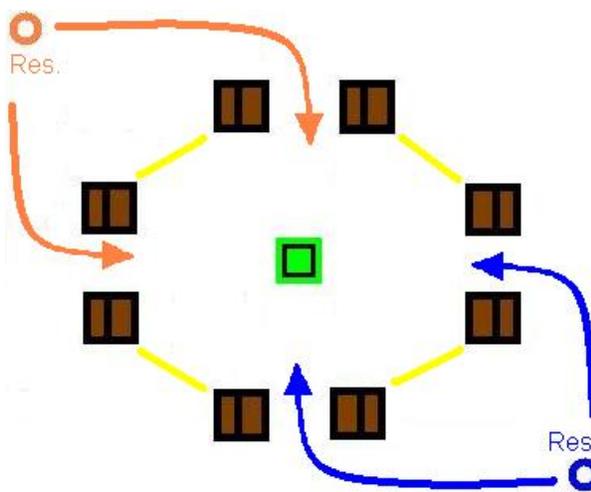
Scenario: Billy Goat Trail.
Objective: Don't die.
Rules: 3 lives. Last side standing wins.
 You may fight over and around barriers, but not through. (*2)



Scenario: Mountain Pass.
Objective: Hold the objective points when time elapses to earn point. First side to five points wins.
Rules: Both sides have infinite resurrections. Time will stop every 3 minutes to determine who holds the objectives. If an objective is deemed contested, all fighters within spear range will be able to fight it out to determine who holds the objective. (*1)



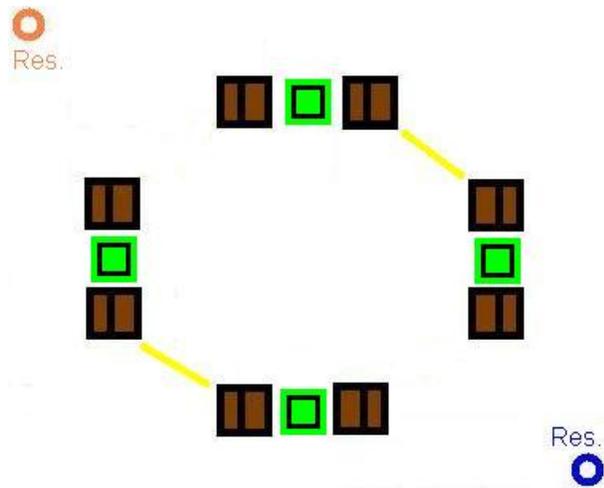
Scenario: City Plaza.
Objective: Hold the center of the plaza.
Rules: 3 lives. Last side standing wins.
 You may fight over and around barriers, but not through. Fighters may only enter the fight through their assigned gates.
 Fighters may not fight around the outside of the plaza. (*2)



Scenario: Free Markets.

Objective: Hold an objective point when time elapses to earn a point. First side to five points wins.

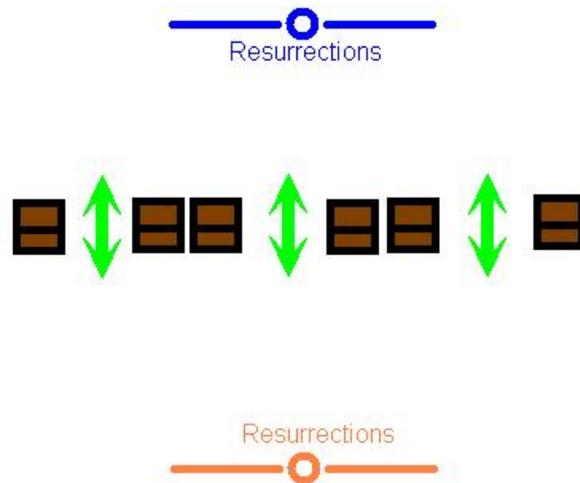
Rules: Both sides have infinite resurrections. Time will stop every 2 minutes to determine who holds the objectives. If an objective is deemed contested, no one scores. You may not fight over the rope line. Fighters may fight on either side of the markets. (*1) (*2)



Scenario: The Old Chalk Wall.

Objective: Hold an objective point when time elapses to earn a point. First side to five points wins.

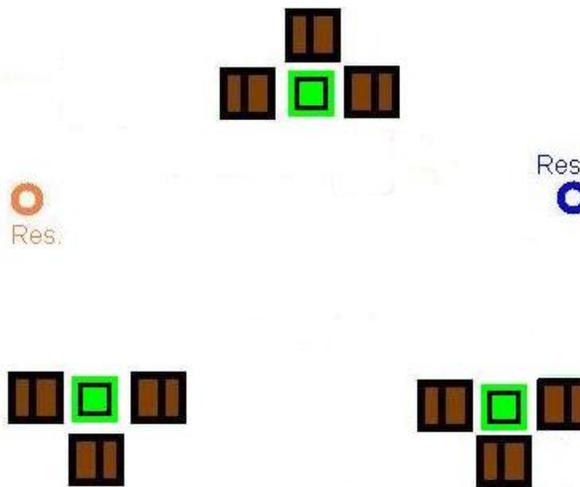
Rules: Both sides have infinite resurrections. Time will stop every 1 to 3 minutes to determine who holds the objectives. If an objective is deemed contested, all fighters within spear range will be able to fight it out to determine who holds the objective. (*1)



Scenario: Three Bunkers.

Objective: Hold an objective point when time elapses to earn a point. First side to five points wins.

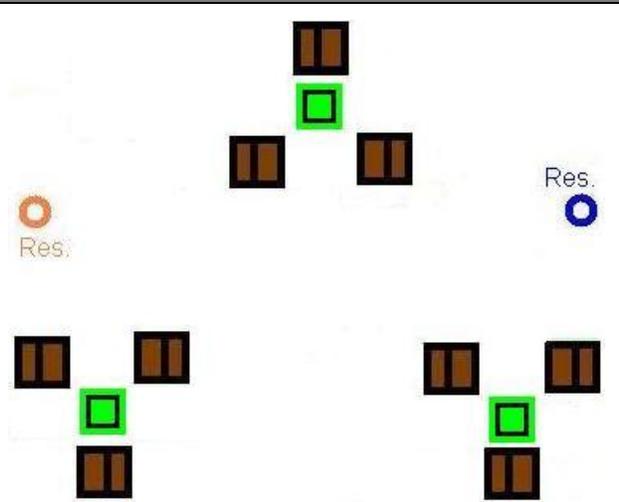
Rules: Both sides have infinite resurrections. Time will stop every 2 minutes to determine who holds the objectives. If an objective is deemed contested, no one scores. You may only assault the bunkers from the largest opening on the front. Fighters "inside" the bunker are immune to archer fire. (*1)



Scenario: Three Huts.

Objective: Hold an objective point when time elapses to earn a point. First side to five points wins.

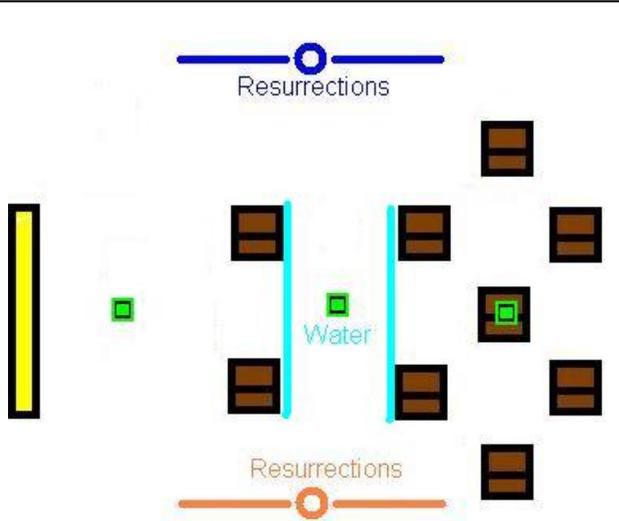
Rules: Both sides have infinite resurrections. Time will stop every 2 minutes to determine who holds the objectives. If an objective is deemed contested, no one scores. (*1)



Scenario: Three Passes.

Objective: Hold an objective point when time elapses to earn a point. First side to five points wins.

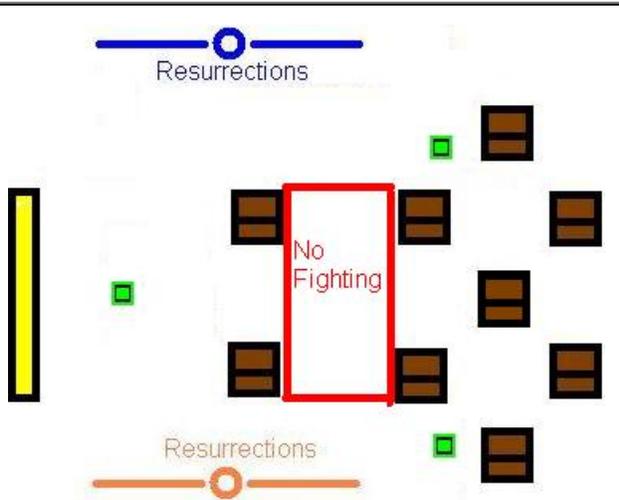
Rules: Both sides have infinite resurrections. Time will stop every 1 to 3 minutes to determine who holds the objectives. If an objective is deemed contested, all fighters within spear range will be able to fight it out to determine who holds the objective. Fighters in different passes can not interfere or attack one another.(*1)



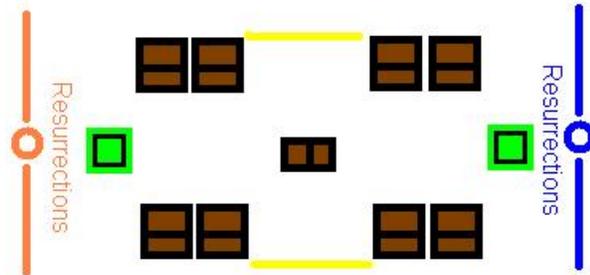
Scenario: High Road or Low Road.

Objective: Hold an objective point when time elapses to earn a point. First side to five points wins.

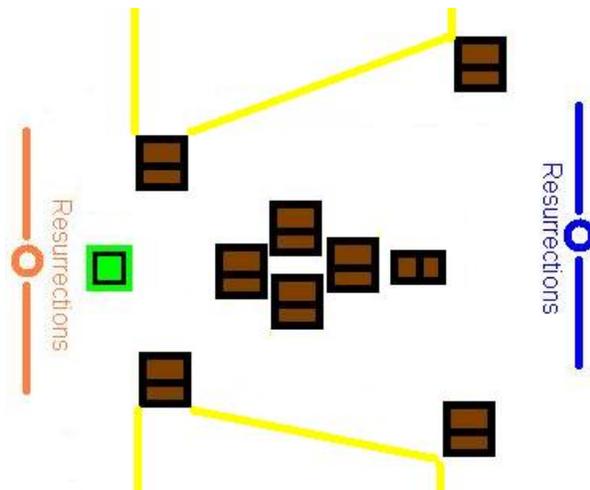
Rules: Both sides have infinite resurrections. Time will stop every 1 to 3 minutes to determine who holds the objectives. If an objective is deemed contested, all fighters within spear range will be able to fight it out to determine who holds the objective. (*1)



Scenario: Rival Temple.
Objective: Defile the Enemy's Relic
Rules: Both sides are given a relic to protect. The relic may not fall off the alter. If the Relic is knocked off by the pushing of the dead, a reeve may reset the relic. The first side to upset the enemy's relic wins. (*1)



Scenario: Ziggurat Climb.
Objective: Stop the sacrifice!
Rules: Defenders may resurrect so long as their "Shaman" is alive. Defenders must keep the attackers from reaching the alter (like in Rival Temple) for as long as they can. Attackers have infinite resurrection. Their goal is to reach the alter alive. Time stops when that happens, team with the quickest time wins



Scenario: Field Battle.
Objective: Don't Die
Rules: Last side Standing wins.

1. In resurrection battle, each fighter will be given three lives
2. In Kill the King, both sides will have unlimited resurrections, until their king is killed.
3. In King of the Hills, both sides will attempt to plant a flag in the other side's hills.

Imagine a big flat field without ankle busters.
 AHHHHH!
 See you at Celtic Fire.