

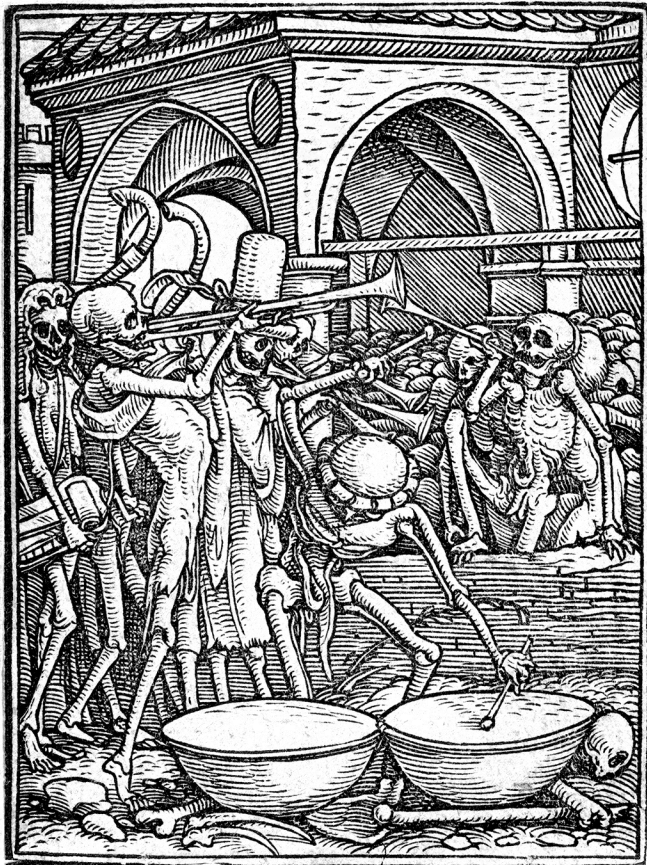
the Great Northeastern WAR

XXXVII

July 10-13, 2025

A.S.
LX
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Malagentia & Quintavia
Shyre von Sosse



GREETINGS AND WELCOME ONE AND ALL TO THE 37th GREAT NORTHEASTERN WAR

Whether you've been with us since the start or are joining us for the first time, we're delighted to have you as we meet with the SHYRE VON SOSSE on the field of, well, maybe not battle. Instead of choosing sides for War Points this year, we instead encourage you to come together regardless of where you hail from, to share knowledge, art, stories and — of course — a good bit of martial combat.

None of this would be possible without our incredible staff. Thank you to everyone who volunteered their time and effort, we literally could not have done this without you. And special thanks to those behind-the-scenes who keep us up-right and moving.

Have fun, stay safe, and have a great event!

In Service,
AESA ORMSTUNGA, Event Steward
AMÉE LE MORT, Deputy Event Steward
Great Northeastern War XXXVII



Event Staff



Event Steward
Aesa Ormstunga

Arts & Sciences Coordinator
Lydia Webbe

Sitebook Design
Elias of Malagentia

Deputy Event Steward
Amée le Mort

University Coordinator
Muirgel Bera

Sitebook Printing
Aureliana Curva

Facilities Coordinator
Aloysius Sartore

Minister of the Lists
Frances Hastings

Battlefield Coordinator
Micah of Brighton Manor

Merchant Coordinator
Anastasia Guta

Fighter Support
Thalia of Malagentia

Royal Liaison
Molly Schofield

Gate Coordinator
Camille des Jardins

Family Point Coordinator
Theo of Stonemarche

Marshals in Charge

Archery
*Magnus Surtsson
& Njall Godreksson*

Youth Combat Marshal
Matthew des Arden

Fencing
*Desimir Divoch
& Johannes von Braunschweig*

Thrown Weapons
Ameria Browne

Armoured Combat
*Richard Crowe (Fri.)
& Volmar Sollons (Sat.)*

Special Thanks to

Aelfwyn Marie von Ausburg and House Blackthorn
for providing food and support during set-up

We can't do this without you!

Many hands make light work. Here are a few places that need VOLUNTEERS -

GATE • BATTLEFIELD SUPPORT
A&S EXHIBITION STAFFING • AND MORE

If you would like to contribute a spare hour or two to help out, please see the Volunteer section of the event website, or simply ask at any of these places.





Site Rules



HEBRON PINES CAMPGROUND - 400 BUCKFIELD RD - HEBRON, ME 04238

Hebron Pines Campground is a site that caters to large weekend events for private groups. Camping is encouraged, with no restrictions on modern or period tents. The site has a small bathhouse with flush toilets and showers, potable water spigots located through the campground, and a limited number of pre-built firepits.

As in previous years, there is no Land Grab at this event. You are welcome to set up your tent and encampment, but please do not stake out space ahead of time for your entire group.

SCA Harassment Policy

The SCA prohibits harassment and bullying of all individuals and groups. Participants engaging in this behavior are subject to appropriate sanctions. If you are subjected to harassment, bullying, retaliation, or if you become aware of anyone being harassed or bullied, contact a Seneschal, President, or your Kingdom's Board Ombudsman. Per Society Seneschal, July 17, 2017.

Pets & Service Animals

Pets are not allowed. Service animals are, of course, still welcome. Remember that GNE is in a very rural location, and that wildlife of all types (including rodents and bald eagles) may come in contact with your Service Animal - please be sure they have complete and current vaccinations. Bags of animal waste may NOT be disposed of in the portable toilets. They will damage the equipment used to pump and clean the toilets. Horses, poultry, or other livestock are also not allowed on site.

Alcohol, Tobacco, & Controlled Substances

All local & state laws must be followed regarding the use of alcohol, tobacco, and controlled substances. Cannabis, being medically and recreationally legal in Maine, should be treated similarly to alcohol & tobacco. Participants should always observe courtesy with any product that produces smoke or vapor -- secondhand smoke is a health risk we should not impose on others. The legal age for alcohol, tobacco, and cannabis possession in Maine is 21.

Grey Water Disposal

All campgrounds in Maine are subject to stringent grey water discharge regulations. Cooking water, dish water, shower runoff, or anything other than pure clean water **MAY NOT BE DUMPED ON THE GROUND**. Doing so violates the law, impacts our local ecology and waterways, and may incur hefty fines for Hebron Pines Campground and the SCA, Inc. Collect your grey water and **DUMP IN THE DESIGNATED BARRELS** near the portable toilets or bath house. Please also remember to **SEPARATE SOLIDS** from grey water and put them in the garbage. Please **DO NOT** wash dishes at the bath house.

Roads

Please drive slowly while on site and adhere to all posted traffic signs, particularly those indicating **One Way**.

This year, at the intersection at the beginning of Loop Road (as you enter site, after Gate), vehicles will have the option of turning right to go to **Parking, only**. This section of road will be two ways up to the dumpster area at the top of the hill, where there is space to turn around if needed.

Vehicles and RVs

All vehicles must be removed to the parking lots as soon as possible after loading or unloading them. You may not leave a motor vehicle in camp, even if you cover or camouflage it. Trailer-based tiny houses or wagon residences are permitted so long as they are designed to be towed.

While we encourage attendees to camp in tents, RVs are permitted on site. A separate fee must be paid to the site and all arrangements for placement and hookup must be done through the site owners directly, **NO EXCEPTIONS**. When you arrive at Gate, please let our staff know that you will be camping in an RV.

Fires, Firewood, & Fireworks

FIREWORKS ARE NOT ALLOWED due to the population density of the event and the volume of flammable materials.

DO NOT DIG FIRE PITS. Fires may only be built in the rings provided by the campground, or otherwise in your own ABOVE-GROUND fireplace. Campground fire rings may not be moved for any reason. Do not dispose of ashes until they are completely cold. Failure to do so may cause a fire.

OUT-OF-STATE FIREWOOD IS ILLEGAL. Please plan to acquire your firewood as close to the site as possible. You may purchase firewood from a number of stores in Mechanic Falls, Poland, Oxford, and Lewiston-Auburn. Do not cut branches from or cut down trees.

No tiki torches in the woods, under overhanging branches, or within 30 feet of the wood line.

Lost and Found

Missing items may be left or located at the Main Gate.



Site Rules



(continued)

Garbage Disposal

Participants are responsible for their own garbage and cleanup of their campsite. A dumpster is provided for garbage at the top of the main parking lot. Garbage bags are available at Info Point. **Absolutely NO garbage should go in the grey water barrels, portable toilets, or bath house.** Thank you for your help in keeping this site clean.

NOTHING BUT HUMAN WASTE AND TOILET PAPER MAY GO IN THE TOILETS. Diapers, pet waste bags, feminine hygiene products, and even bottles & cans have been found in the past by our cleaners - these will damage the equipment used to pump out the toilets.

Leave No Trace

Aim to leave your campsite the way you found it. When departing, please **CHECK THOROUGHLY FOR TENT STAKES and GARBAGE.** In the past, site owners have found stakes in the worst possible way - with their lawn mowers. Ensure you are leaving with the amount of tent stakes you arrived with.

Minors

Parents/guardians are responsible for their minors at all times. They must not expect other adults to supervise, monitor, or otherwise control children who are wandering unaccompanied at events, but may arrange for another responsible adult or older teen to supervise when necessary. Youth officers acting in their official capacity are not to be considered the sole supervision for children who require direct supervision as defined in this document. **Children under the age of 10 must be within voice range or in sight of a responsible adult or teenager at all times.** Inappropriate behavior of any sort by a minor will be dealt with in the manner deemed most appropriate in accordance with modern, corporate, or kingdom law as applicable.

For a minor to attend an event accompanied by an adult who is not their legal guardian, the responsible adult must be in possession of an SCA Waiver and a Medical Treatment Waiver signed by the guardian. The waivers can be found on the SCA website:

www.sca.org/resources/document-library

If you have any questions about this policy, or about what may serve as proof of guardianship, please contact the Event Steward.

Pavilions on the Battlefield

Due to the size of the safety zone needed for Combat Archery to take place without danger to spectators, the space available to set up pavilions or sunshades at the sides of the battlefield is somewhat limited. **All persons wishing to erect structures on the battlefield MUST obtain permission from the Battlefield Coordinator before setting up.**

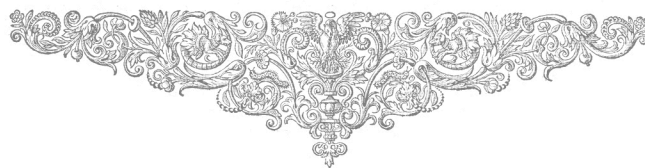


ABOUT THE SITE TOKEN

This year's site tokens were designed by AESA ORMSTUNGA, facilitated by IZZO and built by the joint efforts of many, led and organized by MAT WYCK.

Aiming to highlight the natural beauty of Malagentia's home state, the design itself takes inspiration from the numerous mountains of Maine, including its highest peak, Mt. Katahdin. Behind it, the rising sun pays homage to another mountain - Mt. Cadillac - which, during a good part of the year, is the first place in the continental U.S. to see the sunrise.

IZZO then cast the design into a bronze stamp, which was used to imprint the leather tokens you received at Gate. Like so much in Malagentia, these tokens were the work of many, and we all hope you enjoy them.





Merchants



ALISE'S ODDS & ENDS

Fabric, books, jewelry makings, odds and ends of SCA life

BRANDR FORGE

Custom metal work and custom blades
brandrforge.net

BLOODSTONE DRAGON JEWELRY

Jewelry and crochet

BRIAR & BONE

An eclectic mix of oddities with a focus on natural science
briarandbone.com

BROAKE & THUMB STUDIOS

Vinyl decals and heat press designs, bags, flags and select t-shirt designs
etsy.com/shop/sparrowhawk9

CABOCHONS

Glass jewels with sew-on settings, long stockings, gold bouillon thread, silver jewelry
"Cabochons" on Facebook

THE CELTIC WOMAN

Cloth, clothing, feast gear, period lighting, candles, bottles, books, period bedding for your period camp

CLASSICAL BANJO FARM LLC

Handwoven and Wet Felted Garments, collars and hoods, silk-screened linens and medieval woodblock prints
facebook.com/classicalbanjofarm

DESIGNS BY SPARROW

Stoneware, pottery, & sterling silver jewelry
designsbysparrow.com

DIABOLIS BAZAAR

Treasures from the Silk Road

THE FAR-FLUNG POTTER

Pottery

FAIRE FOLK WAGON

AND WARES

(aka THE MYSTICAL VARD0)

Oracle readings and traveler treasures for sale

facebook.com/MagicalLifeInc

FIFTY SHADES OF THREAD

Embroidered patches, tote bags, haversacks and apron panels
fiftyshadesofthread.com

GREEN MOUNTAIN LEATHERCRAFT

Leather goods, beads, jewellery

HEARTSPRUNG STEEL

Fencing bucklers, blacksmithed knickknacks, pommels and hilts
heartsprungsteel.com

INCARNATIONSME

Handmade spiritual supplies, bath salts, sprays, oils, and oddities
etsy.com/shop/IncarnationsME

MARTINS OF SHEFFIELD

Thrift finds with a focus on feast gear

MEADHALL OUTFITTERS

Wool, silk and linen fabrics
facebook.com/MeadHallOutfitters

MHISTY'S COVEN TREE

Spiritual and metaphysical gifts
"Mhisty's Coven Tree" on FB and Insta

NORTH TOWER ARCHERY SUPPLY

Archery supplies
facebook.com/NorthTowerArchery

PJS TRADING

Kitchenware, toys and games, flint and steel, journals and seals, and much more
PJsTrading.com

PROXIMA DESIGN CAT TOYS

Handmade cat toys
proximadesigncattoys.etsy.com

SHIELDBITER CRAFTS

Lyres, carved chests, woodwork and viking items of horn, bone, etc.
facebook.com/ShieldbitrVikingCrafts

THE SHIRE OF NICHE SHOPPE

Hand-dyed yarn and fiber products, second chance garb, candles, handmade homegoods

SIGRID AND MAGNUS LEATHER EMPORIUM

Leather & leather goods, knit goods, stitchwork
sigridandmagnusleatheremporium.square.site

STEEL WOOL

Jewellery, knives, stickers, feast gear

STRONGFORD ARTS

Historic jewellery and accessories
facebook.com/StrongfordArts

T.F. WOODCRAFT

Fiber arts products made from unique and exotic woods
tfwoodcraft.com

THIRD POND

Jewellery

THOR'S HAMMER

Metal-forged items, wood items, jewellery, arrow-making supplies, knives

TINKER'S BACKPACK

Drinking horns, jewellery, wooden feast gear, some leather pouches, all handmade
"Tinker's Backpack" on Facebook

TRIPP'S END BLACKSMITH SHOP

Hand-forged cooking equipment
trippsend.com

ULFWORKS

Viking and medieval jewellery, candles, hand-forged blades
ulfworks.com

WALT-KING STICKS & MORE

Woodworking
waltkingsticks.com

✧ — Arts & Sciences — ✧

We are excited to again offer a broad spectrum of ARTS & SCIENCE classes, activities, and competitions this year. Whether you are interested in learning a new craft, competing in the Grand Exhibition, joining a Bardic circle, or having a late-night dance, there will be something for everyone!

Arts & Sciences Coordinator: **LYDIA WEBBE**

Great Northeastern University

The full Class Schedule is available by scanning the QR Code at the end of the sitebook, or by visiting gneuniversity.org.

Changes to the schedule might occur up to the day of the event and we'll do our best to make sure updates are posted. We appreciate your patience and flexibility. Thank you to all our teachers who have volunteered their time!

University Coordinator: **MUIRGEL BERA**

Bardic Circle Join us for a Bardic gathering on Thursday after dark. Get your camp set up, then swing over to the area outside the Barn to swap stories, songs, and more.

Bardic Coordinator: **GAVIN KENT**

Thursday, by the Barn after dark

Youth A&S Many classes held at the A&S tents are family friendly. Check the class description, it will tell you if it is not appropriate for specific ages. If you aren't sure, ask the teacher! Family Point will have scheduled classes, as well various A&S DIY projects available to grab any time Family Point is open. Check the schedule for more information.



The Grand Exhibition The Grand Exhibition is open to all A&S related objects, projects, or research, finished or in-progress. Artisans and scholars of all skill and experience levels are encouraged to participate.

Come one, come all and show your art! This year's theme is all about heraldry and history! Have you made something involving heraldry in some way, yours, your household's, group's, or even the Kingdom's? Is there something specific that interests you about your persona that you want to explore? How about a creation that celebrates some part of the history of your local group? Whatever it is, we want to see it!

There will be a populace vote on the displayed pieces, but no formal judging. This is a no-pressure Exhibition – we want to see your work!

There will be people keeping an eye on the displays. Volunteer sign-ups are encouraged.

Saturday drop-off 8:30am - 9:30am at the Barn.
Voting opens at 10:00am Saturday.

Pick-up your display by 3:00pm sharp so we can prepare the Barn for Court.

The New Moon Balle The annual dance night at Great Northeastern War! From bransles to almayns to English Country to Italian Balli, the playlist will feature a variety of styles and skill levels. Please note: there will be no formal dance instruction during the Balle.

Tanzmeisterin & Balle Coordinator: **MIKEL VON SALM**
Dance preview & instruction **Friday, 2:30pm at the Barn**
Balle at **Friday, 8:00pm at the Barn**

Fashion Show Come strut your stuff and show your Pride on the catwalk! The FAFO Challenge may be over, but the spirit lives on! This is a showcase of outfits answering the FAFO Garb Challenge of: "make a period(ish) outfit inspired by a pride flag (or multiple) or a cultural reference that means something to you," for the East Kingdom. Come enter or cheer folks on!

Join us after for a parade through Merchant's Row to show off everyone's amazing garb.

Fashion Show Coordinator: **FORTUNE SANCTE KEYNE**
Friday, 6:30pm outside the Barn



Archery



Thursday

3:00pm - 8:00pm ----- Range open
Practice Lanes and Royal Rounds available

Friday

9:00am ----- Range opens - Novelty shoots and
Royal Rounds all day - see details on right

10:00am - 12:00pm ----- Beginner Lessons
with Peter the Red at the Training line

8:00pm ----- Range closes

Saturday

9:00am ----- Range opens - Novelty shoots and
Royal Rounds all day - see details on right

10:00am - 12:00pm ----- Beginner Lessons
with Peter the Red at the Training line

4:00pm (tentative) ----- Range closes

Novelty Shoots

The Cloud and the Moat

6 shots, untimed, at -
a giant Moon at 100 yards,
(4 pts. for direct hit, 3 pts. for the outer ring)
or a life-sized Werewolf at 50 yards,
(2 pts. for direct hit, 1 pt. for ring around the wolf)

Heraldic Advancing Soldier

6 shots, untimed, at -
a 55 yard target for 4 points,
a 45 yard target for 3 points,
a 35 yard target for 2 points,
or a 25 yard target for 1 point.

Castle Window Shoot

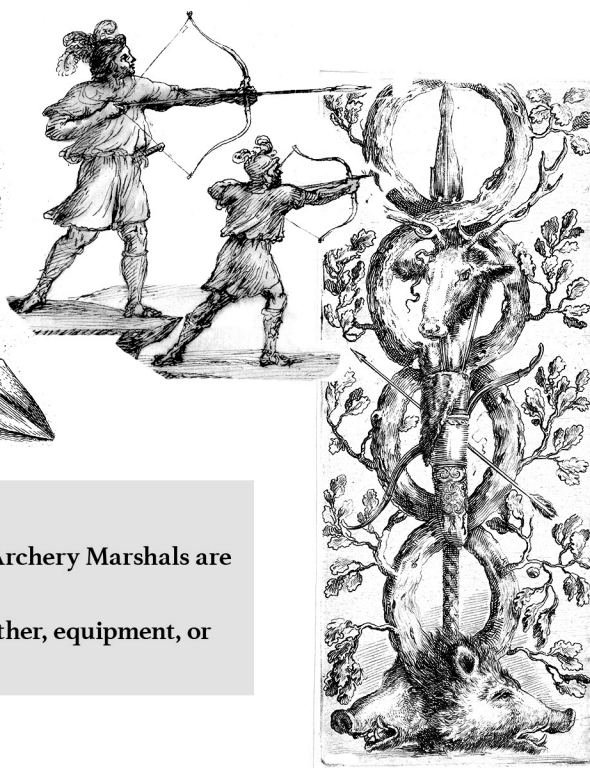
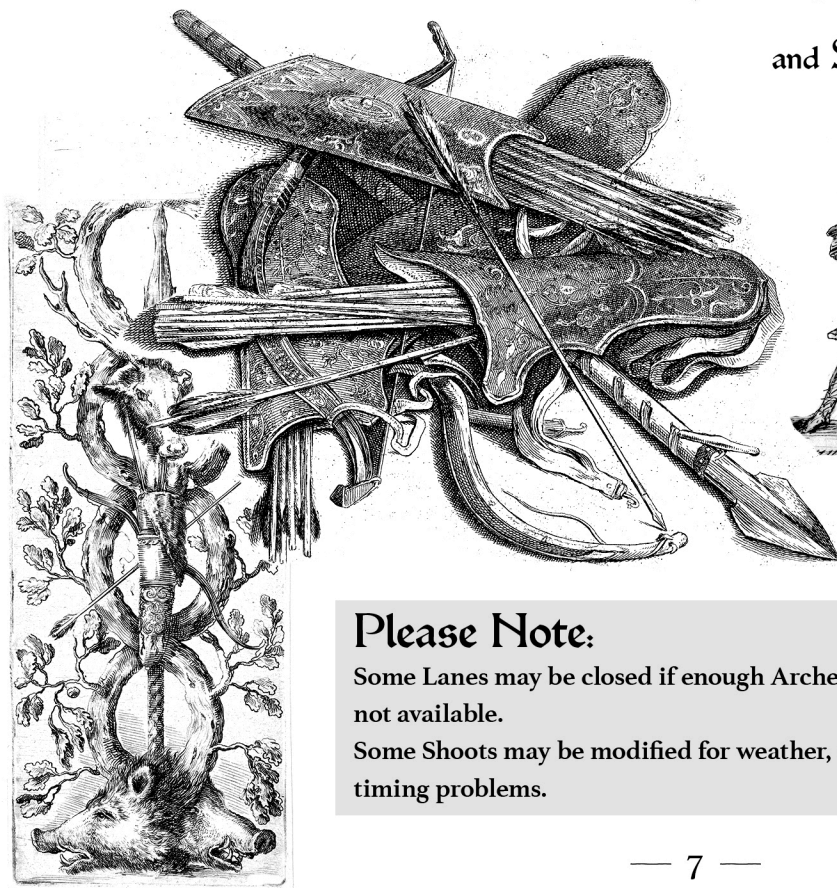
A timed 30 second round to shoot as many arrows as possible
at a moonbeam descending through a window.

2 pts. for the moonbeam,
4 pts. for the Moon at the top.

Hanging Wreath Shoot

6 shots, untimed, at -
hanging wreaths of laurel & wolfsbane (4 pts. per hit).

and Standard Royal Round Targets



Please Note:

Some Lanes may be closed if enough Archery Marshals are
not available.

Some Shoots may be modified for weather, equipment, or
timing problems.



Fencing



All RAPIER and CUT & THRUST COMBAT will be conducted in accordance with EAST KINGDOM RAPIER COMBAT RULES.

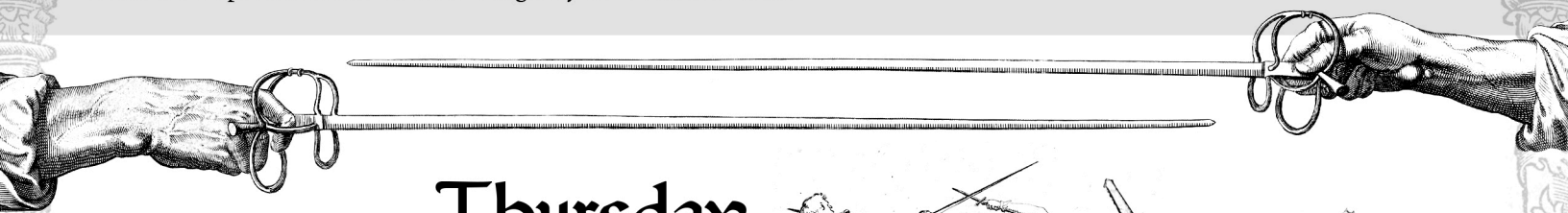
Authorizations and Inspections will be available on Thursday, Friday, and Saturday.

All times subject to change at the whim of weather, field conditions, and Roving Royal Court.

Unless otherwise noted, all activities will occur on the Fencing Field.

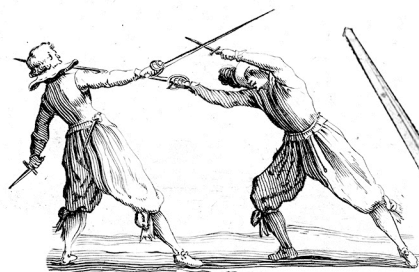
In order to participate in Melees or Tourneys, you must present proof of a current authorization and a form of identification, and pass a weapons & armor inspection. During the scheduled Auth. / Inspection times, an MOL will be available to assist fencers who have a current authorization but no physical documentation. Marshals will be available to perform authorizations.

Marshals performing the weapons and armor inspections will provide a GNE sticker to be visibly affixed to the mask of the authorized and inspected fencer, demonstrating they are cleared to fence.



Thursday

3:00pm - 5:00pm ----- Field Open
(bring your own Marshal)



Friday

9:00am ----- Field Open for Auths / Inspections

10:00am - 11:00am ----- Cut & Thrust Team Battles

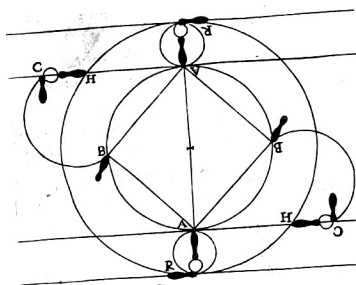
11:00am - 12:00pm ----- Rapier Field Battles

12:00pm - 1:00pm ----- BREAK FOR LUNCH

1:00pm - 2:00pm ----- Cut & Thrust Duos Tourney

1:00pm - 4:00pm ----- Field Open for pick-ups,
classes, and teaching

4:00pm ----- FIELD CLOSES



Saturday

9:00am ----- Field Open for Auths / Inspections

10:00am - 11:00am ----- Woods Battle

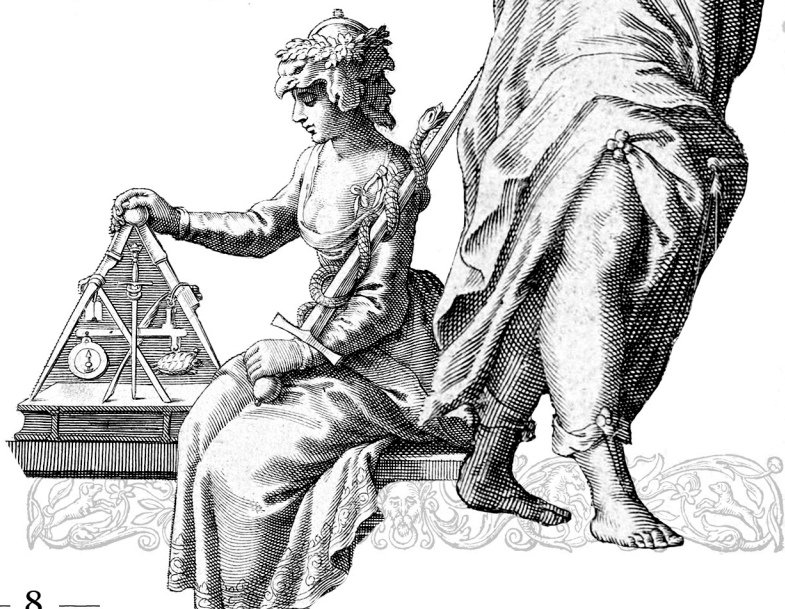
11:00am - 12:00pm ----- Field Battles

12:00pm - 1:00pm ----- BREAK FOR LUNCH

1:00pm - 2:00pm ----- Gregory Finch Memorial
Cut & Thrust Tourney

2:00pm ----- Novice Tourney

3:30pm ----- FIELD CLOSES



> Details on next page >



Fencing



Field Battles Hold the field. Very simple, the last team standing is the winner. We will be running this in both Rapier and C&T as many times as there is sufficient interest. **Spears will be allowed in half of the melees. Death from Behind is allowed. No RBGs.**

Gregory Finch Memorial C&T Tourney

The Gregory Finch Memorial C&T Tournament returns to the Great Northeastern War once again. The format will be Round-robin, best of three, bring your best weapons form.

As an entry 'fee', a small token is required, ideally something handmade. If participants would wish to bring more than one to help sponsor fencers who could not bring their own, that is encouraged.

Cut & Thrust Team Battles Teams will be drawn from available fencers, with deference paid to any existing unit that wishes to participate. Wins will be awarded to the last team standing. **Spears will be allowed.**

Rapier Team Battles Teams will be drawn from available fencers, with deference paid to any existing unit that wishes to participate. Wins will be awarded to the last team standing. **Spears will be allowed in half of the melees.**

Cut & Thrust Duos Tourney A new C&T offering for Great Northeastern War! This is a tourney where teams of two will compete against one another and show off their teamwork and prowess - in whatever weapons form they choose (no spears), matching is not necessary. The tourney will either be Swiss style, or Round-robin depending on number of teams.

The hope for this tourney is to celebrate the bonds you've formed with your friends through fencing week after week at practices, events and backyards! You know what it means when your teammate feints left, or yelps in a certain pitch, or yells "Plan 43! Plan 43!!!" Rest assured, if you show up solo, we'll fully endeavor to find a match for you!

Woods Battle Capture the flag. 30 minutes of unlimited resurrection. We will be running both Rapier and C&T scenarios if there is sufficient interest. **Spears and Death from Behind will be allowed. No RBGs.**

**** There is no fighter support in the woods! Please bring your own water. ****

Novice Tournament Open to all Rapier fighters authorized on or after July 1, 2023, who have never won a tournament or received a fencing award. Round-robin format for the first round; subsequent rounds will be determined based on number of participants. It is requested that combatants match form for those who are limited to single sword.

All Weekend Pick-ups & Learnings: We will be facilitating and encouraging pick-ups and spontaneous lessons to foster good feedback, encouragement, and plenty of fencing!

Youth Fencing If your child is interested in Youth Fencing please stop by Family Point at any time throughout the event and we will do what we can to get you in touch with a Youth Fencing Marshal.

Armoured Combat

All ARMoured COMBAT will be conducted in accordance with STANDARD SCA and EAST KINGDOM CONVENTIONS for combat, armor, and weapons standards.

Each participant MUST be inspected prior to combat - All times subject to change at the whim of weather and field conditions.

In order to participate in Armoured melees or tourneys, you must present proof of a current authorization, a form of identification, and pass gear inspection. During the scheduled Auth. / Inspection times, an MOL will be available to assist combatants who have a current authorization, but no physical documentation. Multiple Marshals will also be available to provide authorizations.

Marshals performing the weapons and armor inspections will provide a GNE sticker to be visibly affixed to the helm of the authorized and inspected combatant, demonstrating they are cleared to fight.

Thursday

3:00pm - 6:00pm ----- Pick-ups, Inspections, Auths.

Friday

1:00pm - 4:00pm ----- Pickups, Inspections, Auths.

2:00pm - 3:00pm ----- Youth Combat Archery Shoot

4:00pm - 6:00pm ----- The Deed of Arms

6:15pm - 7:00pm ----- Registration for the
Squires' Tourney

7:00pm - 8:00pm ----- Golden Sword Tourney

7:00pm - 8:00pm ----- Squires' Tourney

Saturday

8:30am - 9:00am ---- Inspections at Woods Battle entry

9:00am - 10:00am ---- Inspections at Main Melee Field

9:00am ----- Muster for Woods Battle

9:10am - 9:50am ----- Woods Battle
(40 min. resurrection, no combat archery)

10:00am - 10:30am ---- Unbelted Champions practice
at the Main Melee Field

10:30am - 2:00pm ----- Broken Field Battles
(3 non-resurrection, no combat archery)
Scenario Battles

(2 non-resurrection, limited combat archery)
Bridge-Tower Battles

(2 partial resurrection, with combat archery)

2:00pm - 3:30pm ----- Open Field (pick-ups)

2:00pm - 3:30pm --- SCA Harnischfechten Experiment
Intro, Practice, and Pick-ups at the Tourney Ground



Armoured Combat

The Deed of Arms This Great Northeastern War marks the 11th year of the Deed! Join us for a grand 14th century tournament, showcasing feats of honour and combat!

Individual Challenges - Combatants will be called by their respective patrons to meet in single combat.

Crest Battle at the Barrier - Combatants will meet at the barrier and attempt to knock the crest from their opponent's helm. Those who lose their crest must withdraw, the victor stays until their crest is removed. A limited number of crests will be available for those unable to make their own - those interested in construction should reach out to the Honorable Lord Albrecht Ostergaard for details.

Ransom Melee - The traditional culmination of the Deed! Each combatant should bring a ransom worthy of their station to present should they be captured. Further rules on this last pass of arms will be outlined at the Deed.

Squires' Tourney Entrants to this tournament must be sponsored by a member of Chivalry. Members of Chivalry may sponsor multiple fighters. The tournament will be a Bedford points format, culminating in a finals bout (best of five fights with mixed weapons forms) between the top scoring fighters.

Golden Sword Tourney This tournament is for fighters who have been authorized for less than 3 years and are not an OTC. Depending on the number of entrants it will either be a Bedford points or a Round-robin format, culminating in a finals bout (best of three fights with preferred weapons form) between the top two fighters.

*** The above two tourneys will be held concurrently, with a separate MOL for each, located under the tent adjacent to the Deed tourney ground. Lists will be located in and around the Deed tourney ground. Participants in the Squires' Tourney will be wearing a Red marker. ***

Woods Battle *The invaders have swarmed our woods. Control the high ground and kill their commander.*

****There is no fighter support in the woods! Please bring your own water.****

A 40 minute resurrection battle without combat archery. Resurrection points will be at opposite ends of the woods road. There will be two control points in the woods, indicated by a two-color padded block on a designated stump (color side up is in control). Each control point will have someone timing possession of the control point. At 30 minutes, a hold will be called, and a predetermined commander from each team will put on

their team-colored sash. At the lay-on, the new objective is to kill the opposing team's commander. Except for the two commanders, this is still a resurrection battle. Combat will continue for another 10 minutes or until one of the commanders is slain. The victor of the Woods Battle chooses whether to defend or attack first during the Bridge-Tower Battle.

Scoring for this scenario:

Longest cumulative possession of a control point: 1 point for each control point (2 points possible)

Slaying the commander: 1 point

Scenario Battles

Battle of the Four Kingdoms *Four kingdoms are battling over a central, disputed land. Each kingdom knows little about the other three, except for the limited information their spies have gathered. Each kingdom has devised a strategy to ensure their ultimate victory. Victory, and control of the disputed lands, will depend on which commander can best balance their warriors' offense and defense and foil their opponents' plans.*

Each of the four teams will be identified by color: Blue, Red, Yellow, and Black. Each team will have a commander and a lieutenant, identifiable by a sash of their color. Each team will have a home base marked by an appropriately colored banner, a colored 'artifact', a well (painted circle on the ground), and a resurrection point (located off the battlefield, 20' behind each team's banner). 5 minutes before each lay-on, team commanders will be given a scroll describing that team's victory conditions as well as threats to their commander or home base. The team which achieves its assigned victory conditions first wins the scenario.

The four possible conditions of victory (one uniquely assigned to each team):

Kill the Commander & Lieutenant - Poison the Well - Rob the Castle Vault - Steal the Artifacts

Further objective details may be found on the GNE website.

Broken Field Battles *The foe has gathered on our grassy fields. Assemble the bannermen and let us drive them from our lands.*

Three broken field battles without combat archery.

Bridge-Tower Battle *Hold them at the bridge, hold them at the gates, defend to the last fighter!*

A limited resurrection scenario – includes combat archery. It will be run twice, allowing each army to attack and defend. The objective of this battle is to kill all of the defenders the quickest.

The road to the tower crosses a mighty river, spanned by an

✧ — Armoured Combat — ✧

8' wide bridge. Falling into the river is certain death. The attacking force has unlimited resurrection at their starting point. Defenders killed at the bridge or river resurrect inside the tower (enter from the back). Defenders killed in or at the tower do not resurrect.

The tower has very tall walls. No melee attacks at or from the walls, only combat archery and thrown weapons may be used. The portcullis will be closed. The vertical bars of the portcullis must be removed. When the bars are removed attackers may pass through the entry to attack the defenders.

There are two platforms inside the tower. Each platform will have a tower key (large padded block that can only be moved with a gauntleted hand). Tower keys can only be handled by the attacking force. Defenders on the tower platforms can only be killed by missile weapons or if the tower key is placed onto their platform. Defenders on the tower platforms may only attack with missile weapons. The tower has a sally port that can be used as an exit only.

Harnischfechten Experiment Intro/Demo

Harnischfechten is a new experimental combat form in the SCA, consisting of armoured combat using blunted steel swords and hard rubber polearms with steel or synthetic daggers as options. The goal is to recreate as safely and authentically as possible the chivalrous single combat on foot of historical tournaments and duels, based on extant evidence and interpretation. Come learn more about the form! Pick-ups will be taking place towards the end of the session, depending on who is present. For more information, please reach out to the East Kingdom experiment contact, Brian of Stonemarche.

Youth Combat Youth Combat will be taking place at Family Point this year - please see Youth Activities section for scheduling. We will have loaner gear available, but in more limited quantities than previous years. If you are interested in taking part in Youth Combat activities and are able to bring any amount of gear, that would be a huge help and would allow us to outfit as many youths as possible.



Official Event Website

For additional information, please visit our website at
malagentia.eastkingdom.org/gnew
or scan the QR Code below with your phone camera.



GNE University Class Schedule

For the full schedule, please visit the University website at
gneuniversity.org
or scan the QR Code below with your phone camera.



Thursday

9:00am ----- Merchant/Staff Check-in
12:00pm ----- **SITE OPEN - GATE OPENS**
12:00pm ----- Thrown Weapons: Range open (closes at 4:00pm)
3:00pm ----- Fencing: Field open for Pickups (til 5:00pm)
Armoured: Field open for Auths, Inspections, Pickups (til 5:00pm)
Archery: Range open for Practice & Royal Rounds (til 8:00pm)
4:00pm --- Great Northeastern University begins (see class schedule)
8:00pm ----- A&S: Bardic Circle outside Barn
10:00pm ----- **GATE CLOSES**

Friday

All Day ----- GNE University (see class schedule)
8:00am ----- **GATE OPENS**
9:00am ----- Family Point opens
A&S: Artisans' Row opens (til 1:00pm)
Fencing: Field open for Auths / Inspections
Archery: Range opens for Royal Rounds & Novelty Shoots
Thrown Weapons: Range open (til noon)
10:00am ----- Youth: Youth Combat (til 1:00pm)
Fencing: Cut & Thrust Team Battles
Archery: Beginner lessons from Master Peter the Red (til noon)
11:00am ----- Youth: Puppet Show
Fencing: Rapier Field Battles
11:30am ----- Youth: Sheep Hunt begins!
1:00pm ----- Fencing: Cut & Thrust Duos Tourney
Armoured: Field open for Auths, Inspections, Pickups (til 4:00pm)
Thrown Weapons: Range re-opens (til 5:00pm)
2:00pm ----- Youth: Combat Archery Shoot
2:30pm ----- A&S: Balle Dance Preview and Instruction
4:00pm ----- Armoured: The Deed of Arms
Fencing: Field closes
5:00pm ----- Family Point closes
6:00pm ----- **EAST KINGDOM COURT**
6:15pm ----- Armoured: Registration for Squires' Tourney (til 7:00pm)
Armoured: Registration for Golden Sword Tourney (til 7:00pm)
6:30pm ----- A&S: Fashion Show
7:00pm ----- Armoured: Squires' Tourney
Armoured: Golden Sword Tourney
8:00pm ----- A&S: New Moon Balle (til 10:30pm)
Youth: Teen Meet-up Part (tentative)
Archery: Range closes
10:00pm ----- **GATE CLOSES**

Saturday

All Day ----- GNE University (see class schedule)
8:00am ----- **GATE OPENS**
8:30am ----- A&S: Grand Exhibition drop-offs open (til 9:30am)
Armoured: Inspections for Woods Battle
9:00am ----- Family Point opens
Youth: Sheep Hunt begins!
A&S: Artisans' Row opens (til 1:00pm)
Armoured: Field open for Auths, Inspections, Pickups
Armoured: Woods Battle (9:10 - 9:50am)
Fencing: Field open for Auths / Inspections
Thrown Weapons: Range opens (til noon)
Archery: Range opens for Royal Rounds & Novelty Shoots
10:00am ----- A&S: Grand Exhibition voting opens
Armoured: Unbelted Champions Practice (til 10:30am)
Fencing: Woods Battle
Archery: Beginner lessons from Master Peter the Red (til noon)
10:30am ----- Armoured: Field Battles
11:00am ----- Fencing: Field Battles
1:00pm ----- Fencing: Gregory Finch Memorial C&T Tourney
Thrown Weapons: Range re-opens (til 5:00pm)
1:30pm ----- Youth: Youth Combat (til 3:30pm)
2:00pm ----- **GATE CLOSES**
Armoured: Field open for Pickups
Armoured: Harnischfechten Experiment Demo
Fencing: Novice Tourney
Thrown Weapons: Thrown Weapons Tournament
3:00pm ----- A&S: Grand Exhibition closes
(items must be picked up by this time)
3:30pm ----- Family Point closes
Armoured: Battlefield closes
Fencing: Field closes
4:00pm ----- Archery: Range closes
Thrown Weapons: Range closes
4:30pm ----- **EAST KINGDOM COURT**

Sunday

12:00pm ----- **SITE CLOSES**



*This being the
Map of
the Great
Northeastern
War
XXXXVJJ*

a.s. LX

2025

