

Krigslive 20

The Battle Plan

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1.0 Introduction

The battle plan aims to describe how the battles are organized, how points are awarded, and how the war is decided. The purpose is to reduce confusion during the game, but also to clarify the mechanics behind the war, so that all players can follow how the war develops. For Krigslive 20, the war will ultimately be decided by the Endbattle, but all battles leading up to the Endbattle award points that can pull victory to one side or the other.

The battle plan is closely linked to the Combat Rules, which describe in more detail how units are composed and how the battles take place between the units. The same terminology will be used as from the Combat Rules, including in particular section '2.9 *Common language for game mechanics*'.

The game plan is divided into two parts. The first part goes through the overall framework and rules for the matches.

The second part goes through the five types of skirmishes, which are:

- **Field battle:** The simple army battle in the field
- **Bulwarks:** Army battle with defenses
- **Conquest:** Split battle for five strategic positions.
- **Onslaught:** Divided battle for strategic positions where you take over terrain.
- **End Battle:** The final, decisive battle.

2.0 Overall

This section explains how the matches and the points system are generally organized - including how the schedule is put together, how respawning takes place and how points are distributed.

2.1 How to win War Live?

War life is decided by the final battle, called the Final Battle. All strokes leading up to the End Stroke award points, and each point can be spent on one additional regrouping (revive) to one unit during the Final Stroke. The intention is that the Battle of the End will be one long match, where nothing is decided in advance - but there will probably be one side that has a greater or lesser advantage. This is described in more detail in section 3.5

2.2 Timeline

For War Live, the organized battle in formations always takes place for a specific period of time, called a battle block. There are a total of 5 battle blocks, each of which has a duration of three hours. They start at 9.00 and 15.00 on all days. The complete schedule is presented below. A battle block consists of three elements:

☛ **Appeal:** The army gathers in its camp and hears a short motivational speech from the general. This happens as the first and last thing in each match block.

☛ **Outward / Home March:** The army moves to and from the terrain where the battle is taking place.

☛ **Skirmishing:** There are two one-hour skirmishes, each of which has different play/game mechanics. The exception is the last battle block, where the Battle of the End takes place - here there is only one long skirmish.

NOTE: There can always be changes in the schedule, due to weather and logistics, for example. However, the rules for the individual skirmishes remain unchanged.

2.3 General Staff and objectives

It is the generals and general staffs who are responsible for organizing and continuously planning the battles. In each staff, responsible persons have been appointed who are the primary facilitators of the matches. In the different types of skirmishes, there will be goals that give points; These are always manned by a staff member who ensures that the rules for the individual skirmish are complied with.

2.4 Points distribution and regrouping

The different types of skirmishes and associated game mechanics can be categorized based on the way you regroup - and a distinction is made between three types:

- ☛ Overall regrouping
- ☛ Free regrouping
- ☛ Controlled regrouping.

Thursday		Friday		Saturday	
No fight in the morning		09.00 - 12.00	Battle Block 2	09.00 - 12.00	Battle Block 4
Check-in Setup Other activities		30 min.	Appeal / Exit	30 min.	Appeal / Exit
		1 hour	Skirmishing: Bulwark	1 hour	Skirmishing: Bulwark
		1 hour	Skirmishing: Onslaught	1 hour	Skirmishing: Onslaught
		30 min.	Home march / Appeal	30 min.	Home march / Appeal
15.00 - 18.00	Battle Block 1	15.00 - 18.00	Battle Block 3	15.00 - 18.00	Battle Block 5
30 min.	Appeal / Exit	30 min.	Appeal / Exit	30 min.	Appeal / Exit
1 hour	Skirmishing: Field Battle	1 hour	Skirmishing: Field Battle	2 hours	Battle: The final blow
1 hour	Skirmish: Conquest	1 hour	Skirmish: Conquest	30 min.	Home march / Appeal
30 min.	Home march / Appeal	30 min.	Home march / Appeal		

However, the definition of regrouping is the same for everyone (cf. the Combat Rules, section 2.7):

"Once a unit is defeated, it must "regroup" before it is ready for battle again. Upon regrouping, all members of the unit regain their health points (HP); bow, gunpowder and war machine units replenish their ammunition; and field doctors refill bandages."

Collective regrouping:

- ☛ Takes place in battles where the army is gathered - e.g. Field battles and Bulwarks.
- ☛ One battle will be taken one at a time, army against army; When one side is defeated and there is a clear winner, both armies regroup and the battle repeats again.
- ☛ A skirmish with total regrouping basically consists of three matches.
- ☛ Each match gives 3 points to the winning side.

Free regrouping:

- ☛ Takes place in battles where the army is spread out over a large area, to solve many tasks at once - e.g. Conquest and Assault.
- ☛ In these skirmishes, all units can regroup individually without restriction. You regroup by going back to The Generals Outpost, and report to the general staff that you are ready for battle. The unit is then sent out again.
- ☛ A skirmish with free regrouping basically consists of one long battle.
- ☛ These matches give 1 point for every goal solved. This is described in more detail under the individual sections.

Controlled regrouping:

- ☛ Takes place only during the Endbattle, which decides Krigslive.
- ☛ In these skirmishes, all units can regroup individually up to two times.
- ☛ Once the unit has regrouped twice, the General can begin to use the army's points to revive individual units.
- ☛ You regroup by going back to The Generals Outpost, and report to the general staff that you are ready for battle. The unit is then sent out again.
- ☛ This is described in more detail in section 3.5.

2.5 Counting Points

The General Staff is responsible for the continuous counting of points and helps to communicate to the officers how the war is progressing. Along the way, confusion can arise about how a match ended, and thus how points are distributed. In those cases, the staffs agree on what happened or if it is a draw.

To counteract distortion, you can never win more than 10 points per army, per skirmish.

Before the Final Battle, the organizers and the staffs meet and look at the distribution of points, in relation to the amount of time that has been allocated. Each unit is supposed to be able to regroup about 5 times during the End Battle (including two free regroupings per unit). To achieve this goal, the points of both armies are multiplied until the numbers match. For example, it can be two or three times (it is assessed on the day). For the End Battle itself, the staffs have the opportunity to adjust the number of regroupings up/down if needed (e.g. time passes too quickly). In this case, the staffs coordinate together, and add/subtract an equal number of points, on both sides.

2.6 Engagement

Certain types of skirmishes are related to the engagement rule, which is defined in the rules of battle, section 2.4:

"A unit counts as being engaged when it is in close combat with an enemy unit; If you can stand on the spot, or take a few steps and hit the enemy with a melee weapon, then you are engaged. When no enemies are within this distance, the unit is "disengaged". "

2.7 Officers' meetings and strategy

Prior to the battle block, an officers' meeting is held, where the general staff meets with unit leaders/officers. At these meetings, rules and logistics for the upcoming skirmishes are summarized. After this, a strategy must be made. This will generally take place by two officers being asked to present an offensive and defensive strategy respectively - and it is these two strategies that are discussed on the basis of which they are discussed. In the end, it is always the general who cuts through and sets the strategy.

3.0 Types of skirmishes

This section reviews the five different types of skirmishes and the associated rules.

3.1 Field battles

The Field Battle is the simple army battle where the two armies fight for dominance on the battlefield. The two armies line up in front of each other in an open field, and when the battle begins, the units fight each other using daring strategy and cunning.

Rules for Field Battles:

- ☠ There is are collective regrouping, with three matches per skirmish.
- ☠ The battle is won when the entire enemy army is defeated.
- ☠ Each match gives 3 points.

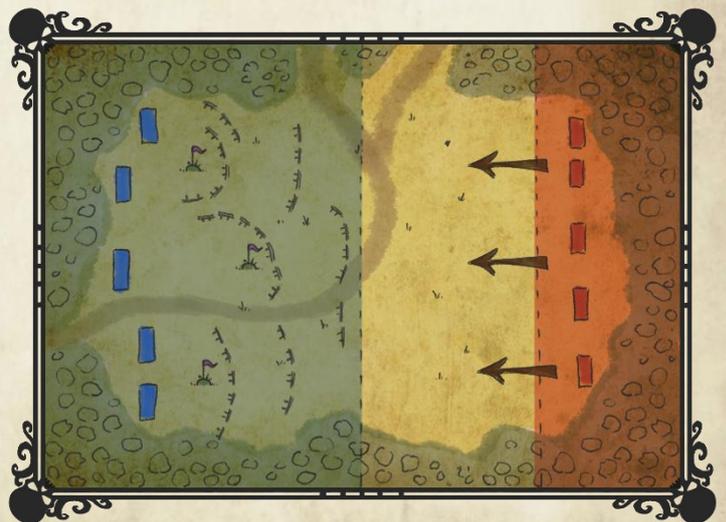
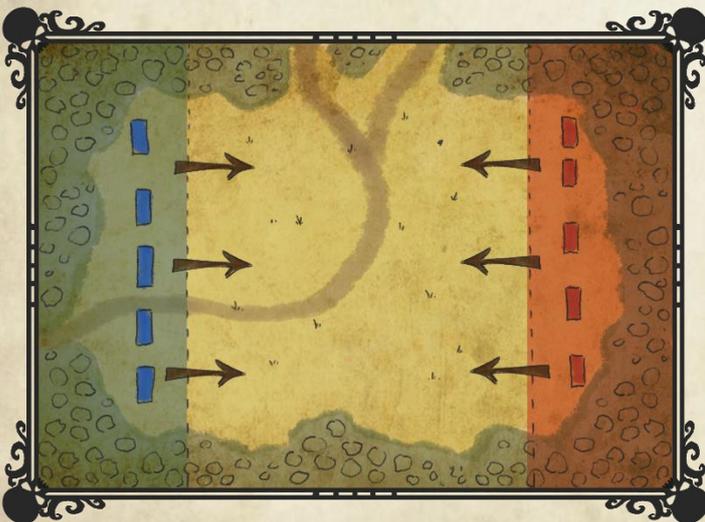
NOTE: The field battle is used as a backup battle if gaps arise in the schedule and the general staff deems it appropriate. The field battle is always easy to organize and good to fall back on.

3.2 Bulwark

Bulwark takes place in a field where one army must defend and the other attack. The target is the army banner of the defending side. The day before, the defenders set up palisades around three points, where the banner is alternately placed. The army must decide their own setup. On the day itself, the defending army lines up behind the palisades, and the attacking army on the other side of the battlefield.

Rules for bulwarks:

- ☠ There is collective regrouping, with three matches per skirmish. The army banner changes places between the three points at each battle. Each match gives 3 points.
- ☠ Palisades must not be moved, and the units must remain in the field (do not go to the forrest edge).
- ☠ There must be at least three entrances between the palisades, and each entrance must have a minimum width of approx. 3 meters to hammer in. At the entrances, the palisades must be placed with a curve so that the braces do not get in the way of battle.
- ☠ The attacking side wins if they move the Army Banner back to the general. The defending side wins if the time has elapsed (approx. 20 min) and the army banner is still in place. The defending side may not move the Army banner around, but may return it to its place.
- ☠ If a unit wants to move the Army banner, it must be in contact with the banner and must not be engaged. If the unit is engaged, the banner stands still.



3.3 Conquest

In Conquest, five strategic positions are placed in the terrain that the armies try to take over - and thereby earn points for the army. The general sets up an outpost in the terrain, which the general continues throughout the skirmish. The army is divided into three equal groups that move out into the terrain. After the initial division has moved out to the first agreed point, the units move and regroup freely and independently of each other. The division is about spreading the battle out into the terrain, so there are more battles between individual units - therefore you must try not to be lumped together too much.

Rules of conquest:

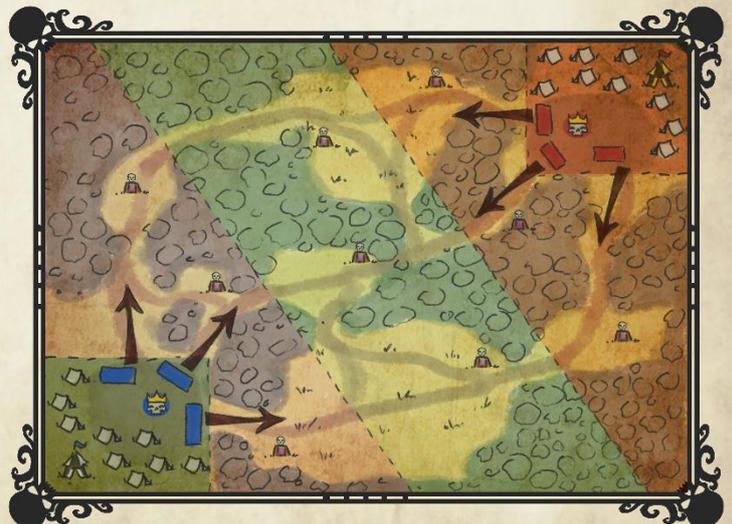
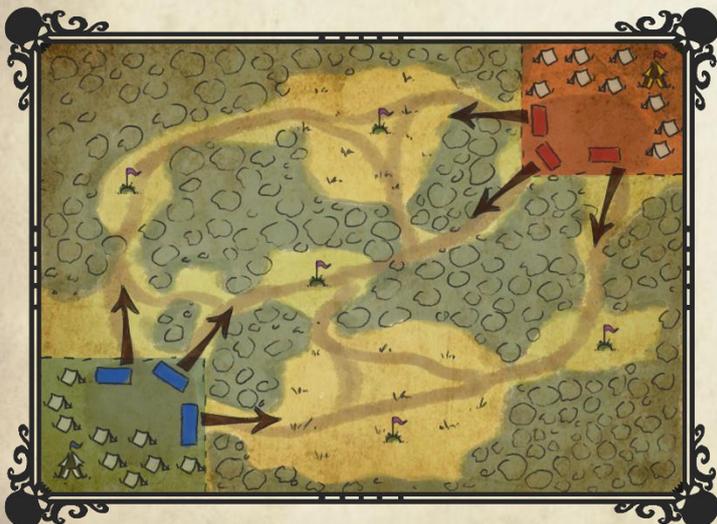
- ☠ There is free regrouping and the battle takes a whole skirmish.
- ☠ To take over a position, the unit must be disengaged and be in physical contact with the position. When you take over the position, you hoist the army's colors - and then you are in control until it is taken over again.
- ☠ For every 10 minutes a position is under control, 1 point is awarded. Each position can award up to 3 points in total.
- ☠ The match is over when the time has elapsed or no more points can be won.

3.4 Onslaught

At Stormløb, 9 strategic positions have been distributed out in the terrain. They are three in a row, divided into three zones. The generals set up an outpost behind each side of the active zone being fought over. One side defends, and one attacks. The defending side can carry palisades to set up defensive positions, under the same rules as Bulwarks. The goal is to take over/defend one zone at a time. As with Conquest (3.3), the battle is meant to be spread out over a large area.

Rules for storming:

- ☠ There is free regrouping and the battle takes a whole skirmish.
- ☠ To take over a position, the unit must be disengaged and be in physical contact with the position. When you take over the position, you hoist the army's colors - and then you are in control until it is taken over again.
- ☠ When three positions in a zone have been taken, all at the same time, the defending units retreat to the next zone and set up a new defensive post. The attacking side establishes an outpost in the zone they have just taken over. Only when the general staff of the defending side shouts "ready" can the new positions be taken over. That is, you wait to attack until this happens.
- ☠ The match is over when the time has elapsed or all positions have been taken. Each position gives 1 point to the army that holds it.



3.5 Endbattle

The final battle is where Krigslive is decided. The battle takes place in an open field, where the armies line up in front of each other. Distributed on the center of the battlefield are three strategic positions. At either end of the battlefield, the general stands at his outpost. The battle ends when one army has used all its points and the general is defeated.

Rules for the final stroke:

- There's Controlled Regrouping - and the battle takes a full skirmish. All units can regroup up to two times, after which the General Staff can use points to revive units. Points are used continuously as units are ready, regardless of the unit's size and armor - no units should be cheated out of play because it is not strategically smartest.
- It costs 1 point to regroup a unit, per 10 soldiers in the unit - rounded to the nearest 10 (you round up at 5, 15, etc.).

- In the center of the battlefield are three strategic positions (fixed banners) that form a line across the battlefield. These points have no game mechanic function, but you still have to try to "hold them". In other words, the battle must take place primarily in the center of the battlefield. This helps to create a natural line between the units that are regrouping and the units that are ready for active combat.
- When one army has run out of points, the general declares that it is time for a final attack - after which the general himself enters the battlefield, along with his entire staff. When the general is defeated, the battle is over and Krigslive is decided.
- After the End Battle, all units meet in the middle, where a short scene is played out between the general staffs. After this, a debriefing will be held.

