

Krigslive 21

The Battle Plan

Version 2.5 - April 11, 2026



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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.
- ☛ **Skirmish:** Each battle block consists of two one-hour skirmishes, each of which has different game mechanics. The exception is the last battle block, where The End Battle consists of 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	Skirmish: Bulwark	1 hour	Skirmish: Bulwark
		1 hour	Skirmish: Onslaught	1 hour	Skirmish: 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	Skirmish: Field Battle	1 hour	Skirmish: Field Battle	2 hours	Skirmish: 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 rules of the match, 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 General's 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 during the End Battle, which decides the winner of Krigslive.
- ☛ You regroup by going back to the General's Outpost, and reporting to the General Staff that you are ready for battle. After this, the unit is sent into battle again.
- ☛ In these skirmishes, all units can regroup twice, without using up the army's points.
- ☛ Once the unit has regrouped twice, the General can begin to use the army's points to revive individual units.
- ☛ 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 Map of the area

At each type of skirmish the following is described: 1) the field of the battle, 2) the points at which the armies are positioned (where the general's outpost is also placed), and 3) the strategic positions being fought for. The strategic positions are named after altars dedicated to the gods of the Empire - or by banners, with an accompanying number.

If you want to bring a map with you in the field, you have to print it yourself from home.



3.0 Types of skirmishes

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

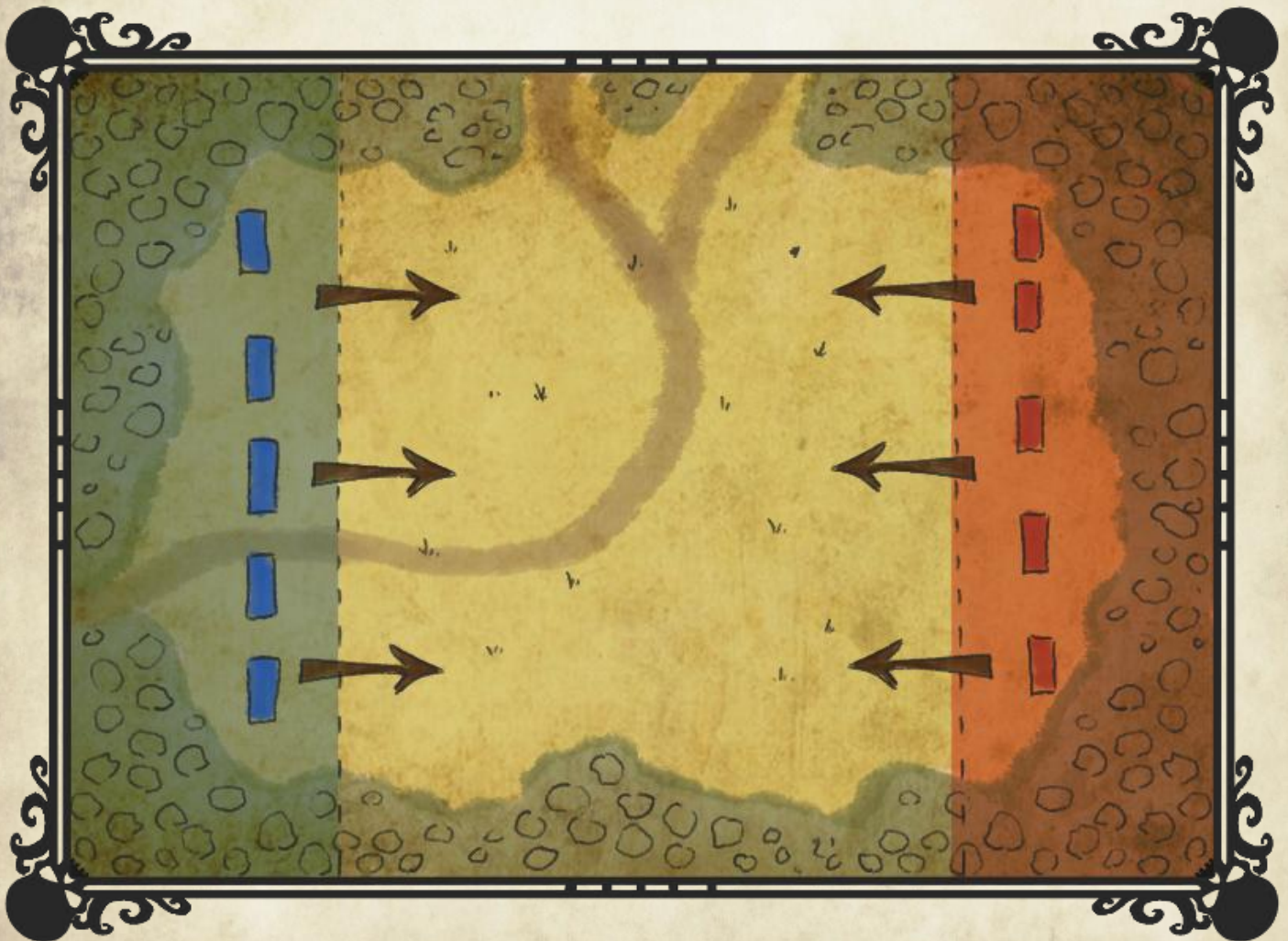
3.1 Field battles

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 Land Battles:

- ☠ There is collective regrouping, with three matches per skirmish.
- ☠ The battle is won when the entire enemy army is defeated.

- ☠ Each match gives 3 points.
- ☠ Field battles are held on Heldenhammers Hede. At the first skirmish field battle, each army lines up on the side of the battlefield closest to their camp - on either side of the cluster of trees in the middle. At the next field battle skirmish, the sides are swapped.
- ☠ **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.

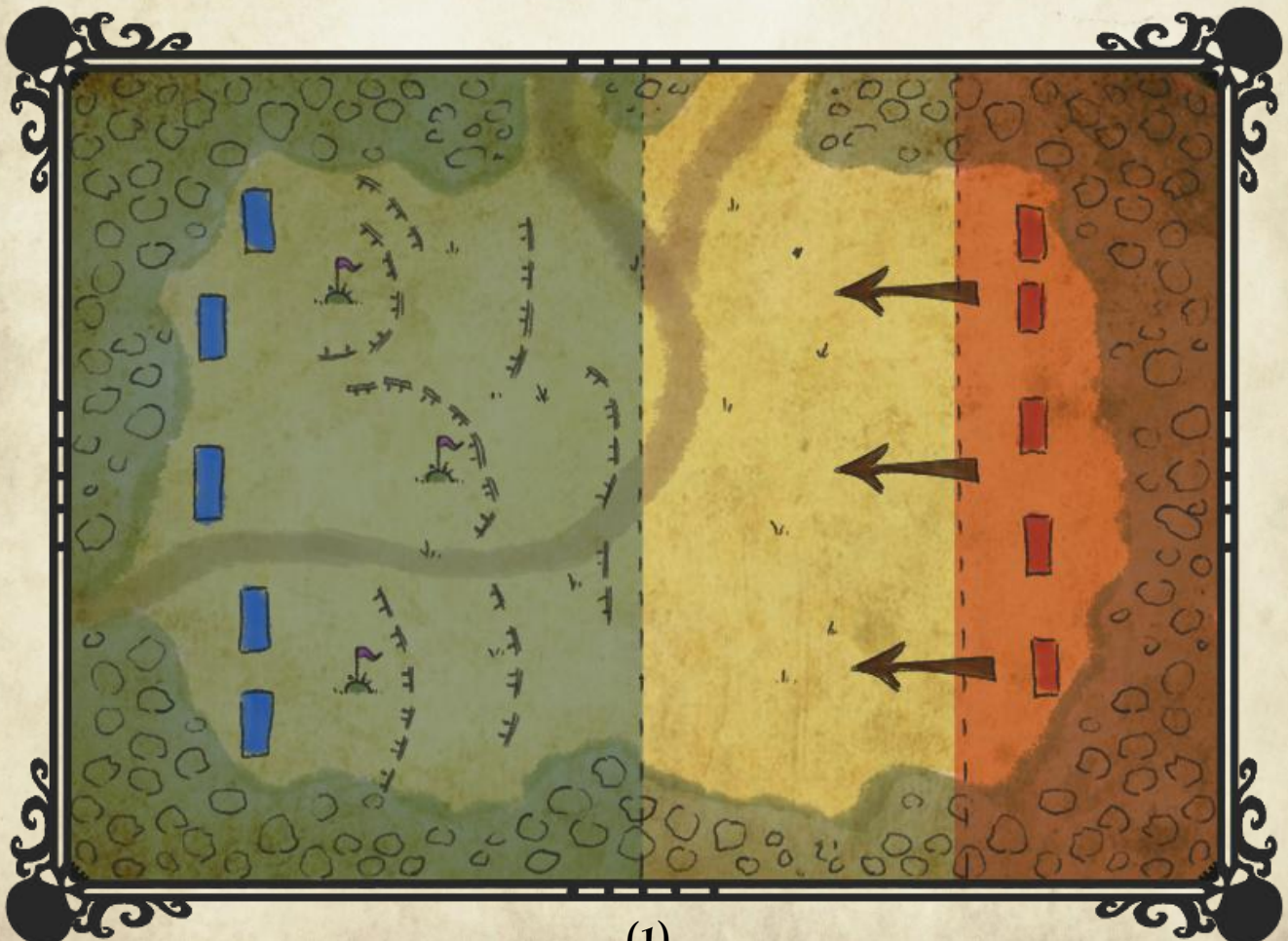


3.2 Bulwark

Bulwarks take place in a field, where one army is to line up behind the palisades and defend; The other side will line up outside the palisades and must attack. The target is the army banner of the defending side, which is placed in one specific place. The installation of palisades takes place in games, but the organizers and the general staffs decide how.

Rules for bulwarks:

- ☛ There is collective regrouping, with three matches per skirmish. Each match gives 3 points.
- ☛ There must be at least three large entrances between the palisades, and each entrance must have a minimum width of approx. 5 meters for fighting. At the entrances, the palisades must be placed with a curve so that the braces do not get in the way of battle. In addition, smaller holes (about 1 meter) are made in the palisades through which fallen soldiers can move.
- ☛ All fighting must take place through the large openings.
- ☛ Palisades must not be moved, and the units must remain in the field (you may not go into the edge of the forest).
- ☛ 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.
- ☛ Pioneers are not allowed to set up traps, Tilian horsemen, etc. in this type of skirmish for the sake of the player experience; The match is already balanced in favor of the defenders.
- ☛ Bulwarks are held on Nørre Sejrens Hede. At the first skirmish Bulværk, Averland takes position at the Myrmidea altar and Nuln-Brettonia takes position at the Morr altar. At the next skirmish Bulværk, the sides are swapped.



3.3 Conquest

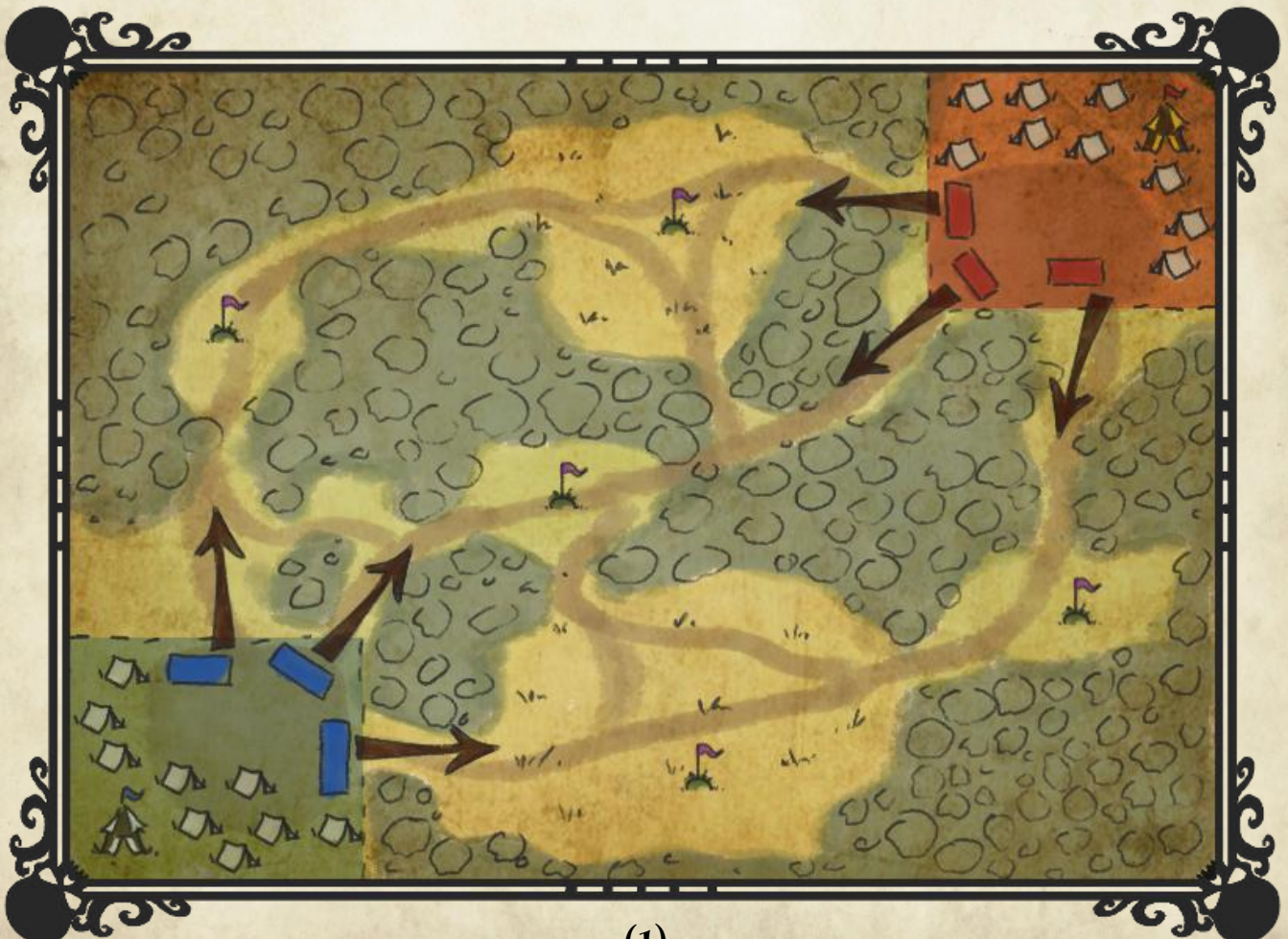
In Conquest, five strategic positions are placed in the terrain that the armies try to take over - and thereby earn points for the army. The general sets up an outpost in the terrain, which remains standing throughout the skirmish. The army is divided into three equal groups that move out into the terrain. 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 strategic position, the unit must be disengaged and be in physical contact with the strategic position. When you take over the position, you hoist the army's colors. Once this requirement is met, the position is immediately under control and does not require any further presence from the

unit.

- 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.
- Conquest is held on Dommens Høj. At the first Conquest skirmish, Averland takes position at the Shallaya altar and Nuln-Brettonia takes position at the Sigmar altar. At the next skirmish Conquest, sides are switched.
- The positions that are fought for are Banner positions 1-5.



3.4 Onslaught

At Onslaught, 3 strategic positions are distributed out in the terrain, placed on a strip, with impassable terrain in between each post. One side must defend the three positions at once, and the other side must attack. As with Conquest (3.3), Onslaught is about spreading the battle out into the terrain, so there are several smaller battles between individual units - so you should try not to get lumped together too much.

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. Once this requirement is met, the position is immediately under control and does not require any further presence from the unit.
- The attacking side wins 3 points if all three positions are taken at the same time. Then the

battle stops and the armies line up again, for a new battle.

- The defending side wins 3 points when the attacking side has failed to win within 20 minutes. When this happens, the timer resets and the match continues without interruption.
- In Onslaught, shooting across the lakes is not allowed - this applies to ALL unit types with ranged weapons.
- Onslaught skirmishes are held at the Stridssøerne. At the first skirmish Onslaught, Averland takes position at the altar of Sigmar (attacker); Nuln-Brettonia takes position at the altar of Ulric (defender), and distributes troops on the altars of Taal, Manaan and Ranald. Only about 1/4 of the army's troops may be kept in reserve. At the next skirmish Onslaught, sides are swapped.
- The positions that are fought for, Taal, Manaan and Ranald's altars.



3.5 The End Battle

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. At either end of the battlefield, the general places his/her 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 twice for free, after which the General Staff can use the army's points to revive the 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, for the sake of strategy.
- ☠ It costs 1 point to regroup one unit, per 5 soldiers in the unit - rounded to the nearest whole 5.
- ☠ An undefeated unit can also regroup to get parts of the unit's soldiers back. In that case, only the selected soldiers heal HP - other soldiers in the unit who do not regroup continue with their current HP. If a partial regrouping is performed, the units

free regroups are not used.

- ☠ The battle is supposed to take place in the center of the battlefield, in one long stretch of time. This means that units must stand ready on an ongoing basis, and step on the battlefield - even if the rest of the army is not ready. If there are no units on the battlefield, and if there is too long a pause in the battle - then the general may be forced to capitulate.
- ☠ When the army has run out of points, the general steps on the battlefield with his/her 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.
- ☠ The final battle is held on the Dommens Høj. The two armies set up on opposite sides of the battlefield, closest to their respective camps. The battle must take place on the flattest area, with the fewest possible advantages for one or the other army.

