



Scenario inspired by Unreal Tournament Capture The Flag gameplay and levels.

SETUP

Standard 50 muster points for armies apply + an extra 5 muster points for camp base.

Use any kind of tokens to your liking to represent the Red and Blue flags. Starting locations for the flags are in their respective bases.

SPECIAL RULES

A flag is automatically picked up if a unit enters a hex with a flag.

When a flag carrier unit is destroyed, the flag is dropped on that same hex.

When a unit picks up his own flag, that flag is automatically teleported back to its own base.

A unit can never carry its own flag outside its base.

A flag is scored when you carry the opposing flag back to your own base while your own flag is still in its base.

When a flag is scored the opposing flag is teleported back to its own base.

OBJECTIVE

The winner is the team that scores a predetermined number of flag captures (to be agreed upon between players). Suggested is to start with 1 flag capture to get a feel of the gameplay, first to 2 flag captures makes for a decent challenge without making the game too long. That said, go with whatever number of flag captures you feel comfortable with as to declare a winner.

Alternative is to play for a fixed time (e.g. 60 minutes, or 90 minutes) and count the number of flag captures at the end (could end in a draw).

If at some point an army has lost all of its units, the other team automatically wins and the game ends.