Capture the Flag?

Posted by Batz - 10 May 2011 17:57

Has anyone played a PBEM scenario where the victory conditions are not the default 'last warlord standing'? I haven't but I was wondering how 'capture the flag' plays out. I can imagine it might be quite fun and offer some different strategies than usual.

Assuming it's not a broken idea is anyone up for a trial game? Maybe 4 player?

Batz

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Re: Capture the Flag?

Posted by KGB - 11 May 2011 07:00

Batz,

It works fine. In fact I'm playing 2 of them right now.

There are a few caveats though.

1) The powers of the Flags are not 'equal'. Some are *much* better than others and they are assigned at random so you can easily find yourself seriously handicapped due to no fault other than random luck of the flag.

2) Typically I fill all the rest of the sides with AI opponents so you have 8 sides playing. Usually giving the AI personality points of +1 strength, +1 hits, +3 moves to compensate the AI. The reason for doing that is to add more flags to the game to help 'even' out the luck of flag powers. Plus the AI with those bonus's in the early turns can kill your own hero if you aren't careful because it has special routines added for CTF games to hunt the flags.

3) Limited sets games (Myth/Divine Right) may not work well with CTF because the flag powers tend to be so powerful that the limited units may not be enough to overcome a hero with a couple of good flags.

KGB

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Re: Capture the Flag?
Posted by Molotov - 11 May 2011 11:01

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I'd like to play

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Re: Capture the Flag?
Posted by Bill Irwin - 12 May 2011 08:40

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I have never played capature the flag, but am willing to learn and play if you need an additional Player

Bill

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Re: Capture the Flag?
Posted by Batz - 14 May 2011 19:10

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Thanks for the input KGB. Sounds like it might be fun to play.

How about me, Molotov, Bill + 5 AI? I can't be bothered creating a PGS set so any ideas on what scenario to use or just random??

I suppose it would be possible to play capture the flag in a custom scenario like Myth by just making the victory condition to get a certain magical item and when you have done that you must announce your victory and if necessary prove it by giving your turn password.

Ian

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Re: Capture the Flag?
Posted by Batz - 14 May 2011 20:45

OK, so I dug out my old DLR rule book and played around with the Random Map 'Game Types' and Victory Conditions and I also played with different Victory Conditions on some pre-built scenarios.

The most interesting one for me would be Utopia combined with King of the Hill. This means that one city has 10 mana and 100gp income and is 'heavily fortified' and whoever holds it for 10 turns is the winner.

The problem is the AI is not very good at setting up the random map so 'heavily fortified' might mean 24 light infantry ... hmmm.

I think it might be fun to make up some alternate victory condition for a game and just adjudicate who has won manually. For example:

We could play (say) on Myth scenario with the victory condition of whoever holds a certain city for 1 complete turn (i.e. they start the round owning it and by the time it comes back to them they still own it) or you could do more than 1 city.

Any thoughts?

Ian

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Re: Capture the Flag?
Posted by Molotov - 15 May 2011 23:54

I think manual conditions are ok

1 turn is too short span maybe 2-3 would be better

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Re: Capture the Flag?
Posted by Bill Irwin - 16 May 2011 07:45

Guys I have never played a capature tye flag ganme before,so what ever condition you guys think is best is fine with me, I have also never created a custome are set, so I would suggest we use an existing

map.

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Re: Capture the Flag?

Posted by Batz - 17 May 2011 16:43

OK, any suggestions?

If not then I suggest we play on Myth 5 and each play 2 sides, ones that follow each other e.g. White/Yellow or Yellow/Orange etc.

We need to decide:

Which 3 pairs are good/sensible?

What are the victory conditions?

There are two options I think:

Collect certain magic items (e.g. those in fortified cities that are spread around the map).

Hold certain cities for a certain amount of time.

If you could both take a look at the map and come back to me with ideas please?!

Ian

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Re: Capture the Flag?

Posted by Bill Irwin - 19 May 2011 08:55

Hey guys I just took a look at the map and if we are going to go with playing 2 side each it appears we have 2 choices

Option 2 1

Player 1 Player 2 Player 3

Sun King Sand Maggots Lich Cult

Wizards Dark Elves Khuzan

Option 2

Sun King Wizards Elves

Lich Cult San Maggots Khuzan

In both options each player would have 2 consective turns to keep the game moving, the problem I see with Option 1 is Player 3 would have 2 sides next to each outher and would not have to defend the common border, so I would recommend option 3 each player get to go twice in a row and no one has consective sides.

Now I have never played Capature the flag before and I have no idea how to place objects in cities or in ruins, we could put certain items in four cites in the middle of the map and then 1 player has to get and keep all 4 items for 4-5 turns or we could say 1 plays has to keep and hold 4 certain cities such as White Tower, Silver Peak, River Bed and Old Marsh for 4 turns, again if either of you have played this type of game before I am more than willing to listen to your suggestions.

Bill

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