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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
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.

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

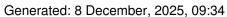
Re: Capture the Flag?
Posted by Bill Irwin - 16 May 2011 07:45

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

Re: Capture the Flag?
Posted by Bill Irwin - 19 May 2011 08:55

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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				