

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 Batz - 11 Jun 2011 03:51

The game 'Union' has started!

Ian

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Re: Capture the Flag?

Posted by Batz - 24 Jun 2011 02:21

Just a quick update on this game to whet the appetites of the lurkers!

We are up to Turn 8 already with a rapid rotation of turns helping a lot. We decided to go without Fog of War to try a slightly different style of open game. This might help to track the flag items when they are raided from their cities later on! It also means there is lots to watch - most entertaining!

An early war has erupted between Lich Cult and Khuzan and Lich Cult (me) got a quest on a min very near Khuzan (Bill). Bill played a blinder by razing his sites nearby and as my hero had treked across the desert I wasn't about to turn back and get another quest so I hijacked a ship and sailed down to a nearby city and took it on this latest turn, grabbed a quest and amazingly was able to complete it straightaway - phew!

Meanwhile in the middle of the map a curious game is developing with White Order (AI) allied with Sun King (me) which was fortunate as Dark Elves (Bill) have gone to war with the White Order. My Sun King Barbarian hero is nearby waiting to see what will happen and I am busy sending Ravens to the nearby mountains to see if the White Order AI can put together a decent attack on Dark Elves!!

Meanwhile ... Molotov's Sand Maggots are busy keeping to themselves in the South West and on the south edge of the Sun King forest (don't worry we are keeping an eye on you!!). And the Wizards are likewise readying themselves to get stuck into Moon King (AI) by the looks of it!

Bill, Molotov - anything to add?!

Ian

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Re: Capture the Flag?

Posted by Molotov - 24 Jun 2011 14:42

yeah i've captured one of blue cities this turn. really AIs help more than impede as they soften neutral city defenses (which are really strong here).

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