

Capture The Flag - Army

Note: These Capture the Flag scenarios are presented as novelty games. They can not be played against the computer opponent - please find a human. Play these if you are tired of realistic situations and you want to get out the soda and pretzels and just enjoy a monstrous free for all.

Map01

Scenario time limit: 120 minutes

SITUATION:

The US player commands a mech heavy brigade and OPFOR a reinforced motorized rifle regiment (BMP). The opposing orders of battle are approximately equal in overall capability. During setup, each player plants a "flag" somewhere in his setup area on his end of the battlefield. The location of both flags will be revealed after setup by selecting the "Show Mission Objectives" item in the Map Menu. Use of mines, artillery, or airstrikes is prohibited within 500 meters of the flag objective. First player to reach and hold his enemy's flag at the end of a combat phase is the winner.

Admin Notes: Optional minefields, unmanned aerial vehicles, and entrenchments are provided for both sides. OPFOR's end of the battlefield is a bit more open than that of the US - you might consider permitting OPFOR greater use of entrenchments and mines.

MISSIONS:

US and OPFOR - Seize the enemy's flag before he gets yours. Victory will be awarded instantly at the end of any combat phase in which a ground unit remains in the flag objective of the opposing player. If play exceeds the 120 minute time limit, the game is a draw.

ORDER OF BATTLE:

US - Tank Battalion, 2 x Mech Battalion

OPFOR - Tank Battalion (+), Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

US - 2 x 155mm Howitzer, 1 x MLRS, 6 x F16/F18
Good chance of additional artillery and air support.

OPFOR - 2 x 152mm Howitzer, 1 x 122mm MRL BN, 6 x MIG27
Good chance of additional artillery and air support.

Capture The Flag - Tanks

Scenario time limit: 120 minutes

SITUATION:

The US player commands a tank brigade and OPFOR a reinforced tank regiment. The opposing orders of battle are approximately equal in overall capability. During setup, each player plants a "flag" somewhere in his setup area on his end of the battlefield. The location of both flags will be revealed after setup by selecting the "Show Mission Objectives" item in the Map Menu. Use of mines, artillery, or airstrikes is prohibited within 500 meters of the flag objective. First player to reach and hold his enemy's flag at the end of a combat phase is the winner.

Admin Notes: Optional minefields, unmanned aerial vehicles, and entrenchments are provided for both sides. OPFOR's end of the battlefield is a bit more open than that of the US - you might consider permitting OPFOR greater use of entrenchments and mines.

MISSIONS:

US and OPFOR - Seize the enemy's flag before he gets yours. Victory will be awarded instantly at the end of any combat phase in which a ground unit remains in the flag objective of the opposing player. If play exceeds the 120 minute time limit, the game is a draw.

ORDER OF BATTLE:

US - 2xTank Battalion, 2x155mm SP Howitzer Batteries

OPFOR -Tank Regiment (+)

OFF MAP ARTILLERY AND AIR SUPPORT:

US- 2 x 155mm Howitzer, 1 x MLRS, 6 x F16/F18
Good chance of additional artillery and air support.

OPFOR - 2 x 152mm Howitzer, 1 x 122mm MRL BN, 6 x MIG27
Good chance of additional artillery and air support.

Capture The Flag - USMC

Scenario time limit: 120 minutes

SITUATION:

The US and OPFOR players each command a reinforced regiment. The opposing orders of battle are approximately equal in overall capability. During setup, each player plants a "flag" somewhere in his setup area on his end of the battlefield. The location of both flags will be revealed after setup by selecting the "Show Mission Objectives" item in the Map Menu. Use of mines, artillery, or airstrikes is prohibited within 500 meters of the flag objective. First player to reach and hold his enemy's flag at the end of a combat phase is the winner.

Admin Notes: Optional minefields, unmanned aerial vehicles, and entrenchments are provided for both sides. OPFOR's end of the battlefield is a bit more open than that of the US - you might consider permitting OPFOR greater use of entrenchments and mines.

MISSIONS:

US and OPFOR - Seize the enemy's flag before he gets yours. Victory will be awarded instantly at the end of any combat phase in which a ground unit remains in the flag objective of the opposing player. If play exceeds the 120 minute time limit, the game is a draw.

ORDER OF BATTLE:

US - Tank Battalion, Rifle Regiment (Mech) (-)

OPFOR -Tank Battalion, Motorized Rifle Regiment (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

US - 3 x 155mm Howitzer, 1 x MLRS, 4 x F16/F18, 2 x AV8
Good chance of additional artillery and air support.

OPFOR - 2 x 152mm Howitzer, 1 x 122mm MRL BN, 6 x MIG27
Good chance of additional artillery and air support.