

Capture the Flag



For 2 players or 2 teams

Parts needed:

From the game Snipe Hunt:
Deck of Forest cards

From elsewhere:

10 pawns in two colors; 5 of each

2 different colored tokens (these are to represent the flags)

Objective:

Collect the opponent's flag from their side of the board and bring it back to your own.

Setup:

Shuffle the Forest cards and deal a 6 by 6 square grid of cards. Place the Ranger Station, Deep Woods, and Spooky Woods in three of the corner spaces. Each of the woods represent the side's Jail. The diagonal of spaces from the Ranger Station to the opposite corner represents No Man's Land.

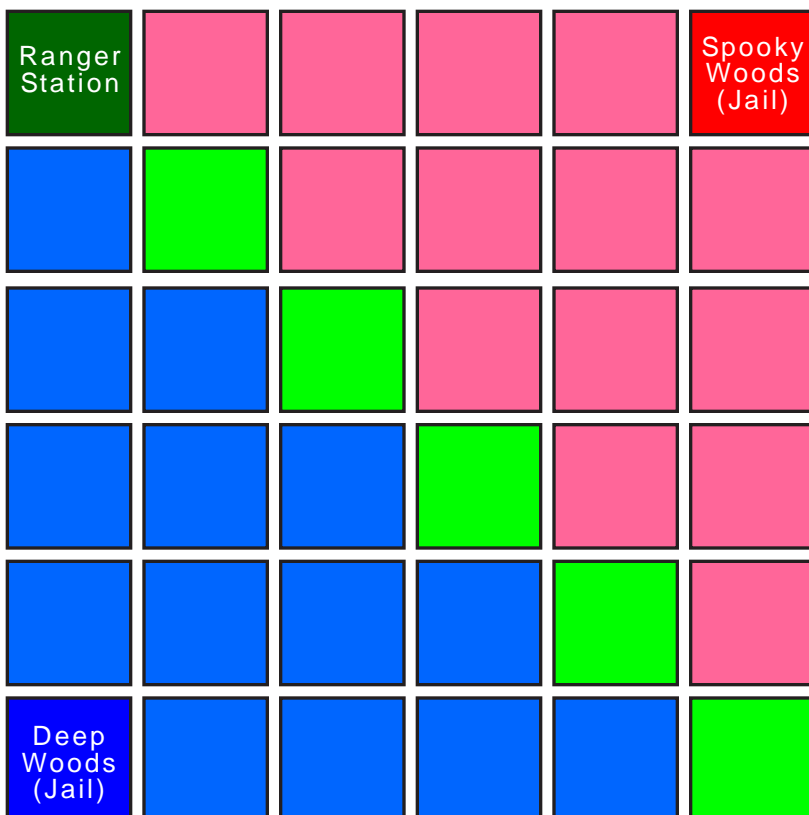


Figure 1:
Example setup of cards and color coded territorial map.

-  No Man's Land
Neutral ground
-  Red Team's
Territory and
Jail
-  Blue Team's
Territory and
Jail

Each side places their flag token in any space on their side of the board, with the exception of the Jail. Once set, the flag may only be moved when the opposing team captures it. Each side places their 5 pawns in any spaces on their side of the board, with the exceptions of the Jail and the space occupied by the flag.

Decide who plays first.

To Play:

Teams alternate moving one pawn each. Movement of pawns are in straight lines along any number of the white path spaces. Movement may take place in home territory, enemy territory, or No Man's Land. A pawn may pass along the same path as an opponent's pawn. However, no two pawns may occupy the same space at any time. Also, no pawn may occupy the same space as their team's flag.

A pawn may stop along a path to:

- * Capture the opponent's flag.
- * Capture an opponent's pawn.
- * Activate one of the specialty spaces for additional movement.

Capturing the Flag:

Pawns must be moved into enemy territory to capture the opposing flag. A player reaching the opposing flag removes their pawn from the board and moves the token to represent both the pawn and the flag. This is so both teams may track the movement of the captured flag. The flag must be brought back across the No Man's Land border into home territory. When a pawn reaches the flag, that pawn may take an additional move.

Capturing an Opponent's Pawn:

Protect your side of the board by capturing opposing pawns entering your territory. Move a pawn to the space occupied by the opposing pawn to capture it. The opposing pawn is picked up and placed in your Jail. Jailed pawns may not be moved until they are freed. If a pawn is caught while holding the captured flag, the pawn is placed in jail, the flag remains in the space the pawn was caught, and the pawn catching the opponent/rescuing the flag is moved one space next to the flag.

Freeing Captured Pawns:

To free any jailed pawns, one pawn must safely reach the opposing Jail without capture. The rescued pawn(s) are picked up and placed anywhere on their home territory. The rescuing pawn does not get safe travel back to home territory. This prevents the rescuer from capturing the flag, then getting a free ride home.

Specialty Spaces:

Special spaces are marked with either a rotation arrow or a feather. These spaces are non-functional if another pawn occupies the space.

Rotation Arrow - a pawn landing on this space, may rotate any Forest Card in either direction.

Feather - a pawn landing on this space may continue their turn by moving another one of the other pawns.

No Man's Land:

These six cards represent neutral ground. No team may capture and jail the opposing team's pawns, with the exception of rescuing a flag. A flag must be brought to the opposing territory in order for a team to win the game. When a flag is rescued in No Man's Land, the team with the pawn caught holding the flag is placed in any vacant space in their home territory, while the flag is placed in any vacant space in its home territory.

To Win:

The game ends when one team captures the opposing flag and returns it to their territory, or when all of the opposing team's pawns are jailed.