

# Capture the Flag

by Shane Meehan

*Classic match of capture the flag. Teams must assault the enemy HQ to steal their flag and then return it to their base to achieve victory.*

## OBJECTIVE:

Both teams must capture the opponents HQ objective marker by ending their turn in control of the HQ hex. The objective marker is removed and placed under the

capturing squad and must be brought back to their base. The first team to capture the flag first wins.

## Rounds:

### Special Rules

**Tank Crew Rules:** Tank crews may abandon their vehicles at any time. Place a disrupted marker on the tank to signify that it is unmanned and place a new squad in the same hex(3 regular infantry, 1 officer). Tank crew squads may enter/exit tanks at the cost of 2 movement points. Enemy tanks may be captured.

Only squads can carry flags.  
Vehicles may not carry flags.

**Flag Returns:** When an enemy flag carrier is killed, the attacker may pass through the hex containing the flag(objective marker) and return it instantly to base.

**Flag Runners:** Any squad carrying a flag has +2 movement points

## Americans

### Division One

- 6 Squad Bases
- 22 Regular Infantry
- 2 Officer
- 5 Sherman Tank
- 1 M3A1 Half Track



x 1



x 1



x 1

### Division Two

- 0 Squad Bases

### Starting Strategy Cards: 0

#### Special Rules

2 of the American Shermans are actually M26 Pershings. Place an American command objective marker under 2 Shermans to represent the Pershings. Both tanks have the following stats:

MV: 6

Armor: 6

Infantry range: 6 Firepower: 6

Vehicle range: 8 Firepower 12



# Germans

## Division One

- 6 Squad Bases
- 22 Regular Infantry
- 2 Officer
- 2 Panzer IV Tank
- 2 Tiger I
- 2 SdKfz 251 Half Track



x 1



x 1



x 1

## Division Two

- 0 Squad Bases

Starting Strategy Cards: 0





