

Wargames

Wargames is a very mechanic-light SIK game, designed to let you test your tactical and strategic planning and execution. It will be split into two halves. During the first half, we will play Team Deathmatch, and during the second half we will play Capture the Flag. Each game is designed to take 15-30 minutes at the most, so we will play each one several times.

Team Deathmatch

This game is as simple as it gets. There is a red team and a blue team. Last one standing wins. This game should be short; we'll run it multiple times.

Team Deathmatch Rules

Hit Points You have 3 of them. If you hit 0, you are **knocked out**. Fall down and get out of the way. You can still potentially be brought up by your team's **medic** (see below).

Damage Every projectile does 1hp of damage. You should only see patrol darts and laramis.

Medics Each team has one medic, who has 10 healing points. A healing point can be applied to a friendly player on a 3-count. This heals that player 1 hp. This can be used to raise players from knocked out to 1hp, but not to raise anyone above 3hp. Medics will wear a green headband in addition to their team headband.

Team Deathmatch Loadout

Each team has 8-10 players. One of them is a **heavy gunner** with a 10-shot powerclip. One of them is a **medic** with 10 healing points. Everyone has a standard patrol dart gun. Team Captain gets final say on who is the medic and gunner each run.

Team Deathmatch Gamespace

We may vary gamespace each game for variety. Some possibilities are:

- 36-B,M,1,2,3
- 38-1,2,3; 34-1,2,3; 36-1,2,3
- Just 36-1

Capture the Flag

Capture the flag is a bit more complicated. Each team has two flags. Your goal is to bring one of your opponents' flags back to your rez site.

CTF Basic Rules

Except for the following, everything is the same as in Team Deathmatch:

Healing No medic

Rezzing Each team has a "Rez Site," where you can respawn if you die. As soon as you die, you should take off your headband and run (or walk, if you prefer) to your rez site. Once there, you must wait 30 seconds, at which point you can put your headband back on and resume playing. You re-enter with full hit points and defense points (see next section) when you rez.

CTF Rules: Zones, Defense, and Hit Points

Each player has 3 Hit Points and 3 **Defense Points (DP)**. Each team has a **Defense Zone**: Within your defense zone, your DP count as additional hit points, and you take damage to them first. Outside of your defense zone, only your hit points matter. If you reach 0 HP (regardless of your DP), you are knocked out.

CTF Rules: Flags

Flags are physrepped by boffer weapons. *THESE ARE NOT TO BE USED FOR COMBAT*. Each team has two of them. You may pick up the other team's flags, *but not your own*. While carrying a flag, you may only walk. You can still shoot as normal. If at any time you are alive and see an enemy carrying your flag, you may yell "**Red, drop the flag**" (if you are on the blue team), or, as you may guess, "**Blue, drop the flag**," if you're on the red team.

If you are carrying a flag and you hear someone yell "[your color], drop the flag!" *YOU MUST DROP IT IMMEDIATELY*.

GM Note

Yes, we're trying to make it damned hard to actually capture a flag. Figuring out how to coordinate an effective attack while balancing defense is exactly the point.

CTF Game Space

CTF will use buildings 38,34,36, and 26, floors 2 through 4 in each building. One team's defensive zone will be building 26, the other's will be buildings 38 and 34. Each team will have a flag on the 2nd and 4th floors in the farthest part of the defensive zone. Each team will have a rez site on the third floor of the defensive zone.