

RED FOX GAMES

CITY WARS 2009 – MISSION TWO: FINAL DOMINANCE

MISSION TIME PARAMETERS:

17:00 – 20:00 hours

MISSION OBJECTIVE:

In the aftermath of the war your team must take control of strategic positions in order to ensure the continuation of the survivors. Specific objectives will need to be claimed, both in your territory and within the enemy's.

MISSION PARAMETERS:

1. Your team must gain control of strategic objectives at specified times.
 - 1a. Objective locations and times will be presented to commanders on game day.
 - 1b. Control of the objective will be determined when either team has an active player in the specified structure at the objective at the specified time.
 - 1c. If neither team is in control of the objective at the specified time that objective (and the points) are no longer available.
 - 1d. After control of an objective has been determined the points will be awarded to the controlling team. This area is still in play and can be used to launch attacks, ambushes, etc.

2. Secondary Objective: Your team can earn bonus points by either capturing or eliminating the enemy commander.
 - 2a. If the enemy commander is captured or hit, the capturing team will be awarded points accordingly.
 - 2a-1. Teams cannot eliminate their own commanders
 - 2a-2. Commanders must surrender when no escape is possible
 - 2b. Any group that captures or eliminates a commander must fully depart that playing area after capturing/eliminating the commander.
 - 2b-1. If a team captures or eliminates the enemy commander they must make their own escape from the playing area
 - 2b-2. A referee must verify the capture or hit before points can be awarded.
 - 2c. Captured or hit commanders will be reinserted at the next re-spawn time.
 - 2d. Commanders that have been captured or hit cannot give orders until they return to their command post and reassume command.

POINT ALLOCATION:

Control of objective within own territory	50 points
Control of objective within enemy territory	100 points
Control of final objective	200 points

BONUS POINTS:

Capture of enemy commander	100 points
Elimination of enemy commander	50 points