

Camp will be divided into two teams during capture of the flag. Each team will be led by a designated cabin who will secure allegiances from the other cabins to build out their teams. Once teams are divided up the “captain” of the designated cabins will divide campers into two sides “capturers” and “defenders”. Once divided up the combat, skill, and power xp of each camper will be added to a pool for their respective side (capturer or defender).

Example: Camper A (12 combat xp, 3 power xp, 10 skill xp) and Camper B (3 combat xp, 1 power xp, 5 skill xp) are assigned as capturers. The combined pool of xp for the capturers would be 34 xp.

These pools of xp will be used to determine advantages during the game. Team A capturers will pair with Team B defenders and visa versa (Team A capturers: 112 xp vs. Team B defenders: 83 xp). The difference of the two would be taken and then examined in the table below to determine how much of an advantage a side would have.

XP Difference	Bonus (on a d20)
0 - 25	0
26 - 60	2
61+	5

The game itself will be played on a series of d20 rolls. There will be simultaneous rolls for each side’s “base” to simulate the simultaneous nature of capturers searching and attempting to take the other team’s flag. There will be a sliding scale where each team of capturers will try to outroll the other team’s defenders. The scale will have 4 phases. Each side automatically starts in the first phase which is the “hidden flag” phase. The second phase will be the “flag located” phase. Following this comes the “flag captured” phase. And the final phase is the “flag secured” phase which would represent the flag being brought across the boundary line and the game ending. Capturers will only advance to the next phase if they beat the defenders roll. Tied rolls will result in no change in the phase. The phase system is laid out below.

Phase 1 (Start)	Phase 2	Phase 3	Phase 4
Hidden Flag	Flag Located	Flag Captured	Flag Secured

In order for capturers to advance to the next phase on the scale they must roll higher than the opposing defenders. (Optional, the system can be used in reverse as well, if the capturers have made it to Phase 3 but then the defenders roll higher they can be sent back to Phase 2. Ties would still result in no change to the phase.) The game ends when the first team crosses the boundary line with the other team’s flag (reaches the flag secured phase). *An example follows.*

Capture the Flag Example:

	Team Hypnotic	Team Hermes
Capturers	259 xp	410 xp
Defenders	359 xp	210 xp

Team Hypnotic Capturers (259) vs. Team Hermes Defenders (210) (Difference of 49, +2 to Team Hypnotic)

d20	Team Hypnotic Roll	Team Hermes Roll	Result
1	9 (2) 11	20	
2	14 (2) 16	10	Flag Located
3	12 (2) 14	2	Flag Captured
4	4 (2) 6	9	Flag Located
5	18 (2) 20	6	Flag Captured
6	2 (2) 4	6	Flag Located
7	17 (2) 19	6	Flag Captured
8	14 (2) 16	1	Flag Secured

Team Hermes Capturers (410) vs. Team Hypnotic Defenders (359) (Difference of 51, +2 to Team Hermes)

d20	Team Hypnotic Roll	Team Hermes Roll	Result
1	2	4 (2) 6	Flag Located
2	2	9 (2) 11	Flag Captured
3	3	9 (2) 11	Flag Secured

As it only took 3 rounds for the capturers of Team Hermes to secure Team Hypnotic's flag they would win this game of Capture the Flag. The results of the game provide a skeleton outcome for writers to then flavor and make their own. (Optional, randomly roll which camper from the capturers actually takes the flag if worried about some campers getting overshadowed in the event.)