

- Once their flag is captured by our fighter, the group will work to take out opposing players and setup camp in the opponents graveyard — see map (figure 153) — killing off their players as they are resurrected and before they create any form of group. Taunting Alliance players is encouraged.
- Once their graveyard is contained, the cell will split into two cells. A small offensive group consisting of a couple of wizards will take out opposing stragglers and the larger cell (including our flag carrying fighter) will continue to camp out in the opposing team's graveyard killing all players that resurrect. Once opposing players are contained in the graveyard the cell will reform and our fighter will keep running the flag. If the plan fails then the group will reform around our flag carrier.

**Figure 153 — the Map of the play**