

Objectives: SDF/GF

Day 1/Phase 1 (Attacking)

Destroy mobile satellite dish by setting specially marked Thunder B Grenade near the specified object.
(250 pts)

Destroy research facility by setting specially marked Thunder B Grenade near the specified object.
(250 pts)

Retrieve explosives container filled with foam grenades at the supply barracks. Grenades can be used against players.
(250 pts & Assets)

Retrieve intel package at the security center.
(250 pts & Asset)

Disable security poles by activating the electronic alarm (Toggle switch ON). Alarm must sound for 15 minutes.
(3x 125 pts ea)

Capture Enemy HQ by activating the electronic alarm (Toggle switch ON). Alarm must sound for 15 minutes.
(500 pts)

Toggle switch ON – Sirens are activated by moving the toggle switch from the middle position to the 12 or 6 o'clock position. Admin in area will begin time once they hear the siren. Admin in area are keeping track of the time while they are activated. In the event the pole has been deactivated, the pole will be removed. If you still see the pole, it has not been deactivated.

