

Objectives: SDF/GF

Day 1/Phase 2 (Defending)

Defend mobile satellite from being destroyed by enemy faction via specially marked Thunder B.

Defend the security center from being destroyed by enemy faction via specially marked Thunder B.

Keep the enemy from retrieving the container of foam grenades from the supply barracks. Defend this area.

Keep the enemy from retrieving the intel from the security center. Defend this area.

Defend the red elite hq from capture. Deactivate electronic alarm if activated. The area is captured if the alarm sounds for 15 minutes.

Defend the security poles from capture. Deactivate electronic alarm if activated. The area is captured if the alarm sounds for 15 minutes.

Toggle switch OFF – Sirens are activated by moving the toggle switch from to the 12 or 6 o'clock position to middle 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.

