

Objectives: SDF/GF

Day 2

Defend extraction area from being invaded and destroyed by enemy faction via specially marked Thunder B (PVC pole with flashing lights).
(250 pts)

Locate and destroy TRX18 missile system (Toggle switch ON & Thunder B).

-TWO STAGE PROCESS-
1

Alarm must sound for 15 minutes without deactivation for capture. Admin will keep track of time. The area does not reset if captured. In the event of capture, admin will take note and award points. Alarm pole will be removed.

2

Toss specially marked game use Thunder B grenade into specified area. When it goes boom you have successfully completed objective.
(500 pts)

***Only those that have gas masks can enter the building (attackers & defenders) (aka toxic area from leaking rockets)All other players must remain 20 feet outside the building. Each team will be given 5 gas masks each before the start of the game.

Activate/Defend sector control units.
(2x 250 pts /4x 125 pts ea)
***Scored every 90 min.

#1 = 250

#2 = 250

#3 = 125

#4 = 125

#5 = 125

#6 = 125

