

DELTA TEAM



Team Size: ____ to ____

% of total players 30% 40% 50% 60% 70%

Time Line:

-Sync Watches

0 1 2 3 4 5 6 7 8 Move from staging to Building

0 1 2 3 4 5 6 7 8 Move to Building, Center, West, East, Back

3 4 5 6 7 8 GAME ON!

40 50 60 GAME OVER

Objectives:

1. Eliminate all opponents
2. Have more players alive at the end
3. Infiltrate enemy area with ____% of your team
4. Recon for intel
5. Hold specific area _____
6. Destroy target(s)
7. Identify, locate and retrieve _____
8. Hold hostage alive Take hostage alive
9. Interrogate _____ for ____ mins
10. Escort dignitary/Capture-Kill dignitary
11. Exfiltrate to Staging, Center, West, East, Back

Initial Alert Level

- **Green** – Relaxed main weapons stacked in a central team location
- **Yellow** – Weapons kept within 15ft in small group stacks
- **Red** – Weapons carried
- **N/A**

Guards carrying weapons on patrol

1 2 3 10% 20% 30% N/A

Ammo

- Pistol or spring gun
- Only 50 rounds
- Only standard mags
- Unlimited
- 50 rounds to start unlimited after first restart
- Pistol or spring to start any gun and unlimited ammo after first restart

Special Instructions:

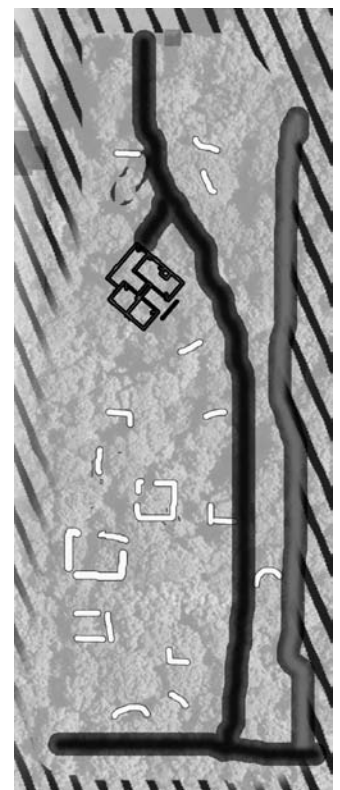
Once shot:

- 1) Restart at Staging Center Back
- 2) Restart at (above) only when you can leave with # ____
- 3) Wait for Medic, medic can carry (spring, pistol, SMG, any)
After ____ min. bleed out and go to option ____
of Medics 1 2 3 4 all players
Medic Bag Required for Medic YES NO
 - a) Heal by touch (two hands no firing) ____ sec.
 - b) Heal with medical band and ____ sec.
 - c) One person can be saved up to ____ time(s). saves per Medic ____
- 4) Return to staging
- 5) Use casualty card

AAR

Positives

Negatives



INFANTRY TEAM



Team Size: ____ to ____

% of total players 30% 40% 50% 60% 70%

Time Line:

-Sync Watches

0 1 2 3 4 5 6 7 8 Move from staging to Building

0 1 2 3 4 5 6 7 8 Move to Building, Center, West, East, Back

3 4 5 6 7 8 GAME ON!

40 50 60 GAME OVER

Objectives:

1. Eliminate all opponents
2. Have more players alive at the end
3. Infiltrate enemy area with ____% of your team
4. Recon for intel
5. Hold specific area
6. Destroy target(s)
7. Identify, locate and retrieve _____
8. Hold hostage alive Take hostage alive
9. Interrogate _____ for ____ mins
10. Escort dignitary/Capture-Kill dignitary
11. Exfiltrate to Staging, Center, West, East, Back

Special Instructions:

Initial Alert Level

- **Green** – Relaxed main weapons stacked in a central team location
- **Yellow** – Weapons kept within 15ft in small group stacks
- **Red** – Weapons carried
- **N/A**

Guards carrying weapons on patrol

1 2 3 10% 20% 30% N/A

Ammo

- Pistol or spring gun
- Only 50 rounds
- Only standard mags
- Unlimited
- 50 rounds to start unlimited after first restart
- Pistol or spring to start any gun and unlimited ammo after first restart

Once shot:

- 1) Restart at Staging Center Back
- 2) Restart at (above) only when you can leave with # ____
- 3) Wait for Medic, medic can carry (spring, pistol, SMG, any)
After ____ min. bleed out and go to option ____
of Medics 1 2 3 4 all players
Medic Bag Required for Medic YES NO
 - a) Heal by touch (two hands no firing) ____ sec.
 - b) Heal with medical band and ____ sec.
 - c) One person can be saved up to ____ time(s). saves per Medic ____
- 4) Return to staging
- 5) Use casualty card

AAR

Positives

Negatives

