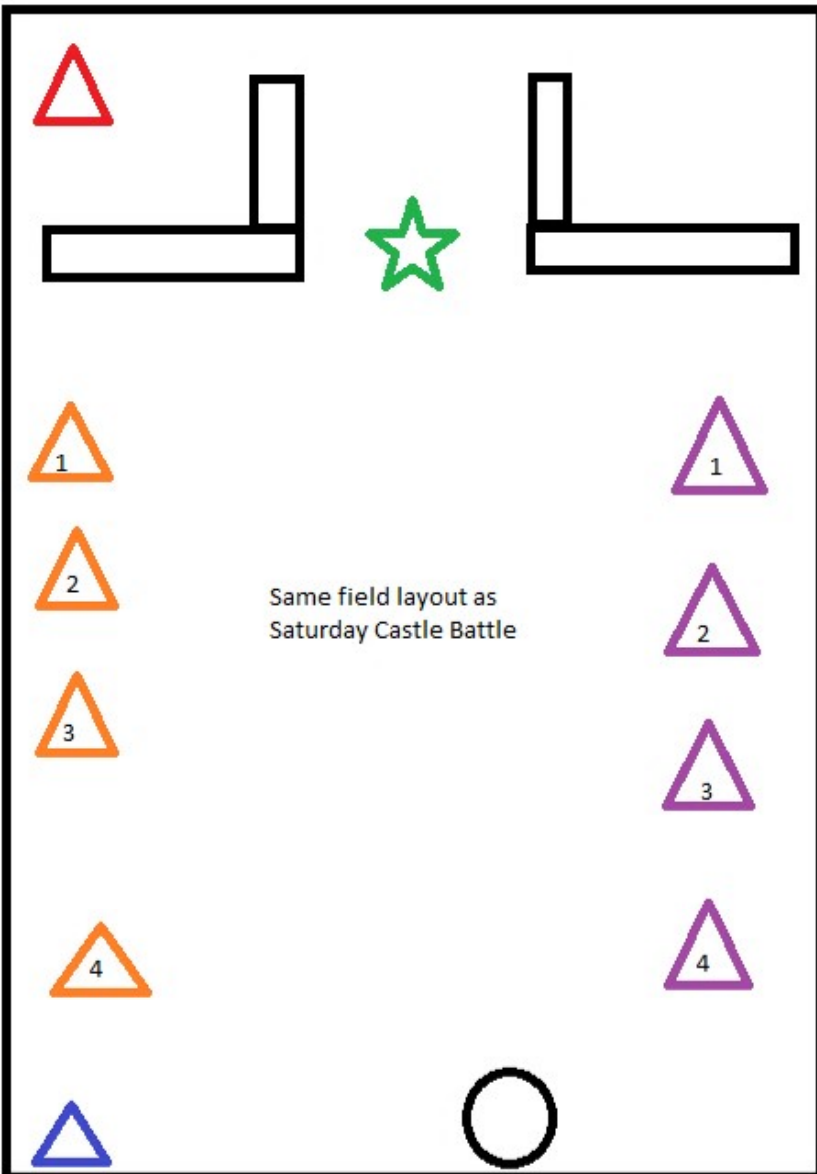


Day 2 Scenario 3



Objective - Red Team, survive as long as possible. Blue Team, escort bomb to gate weak point and detonate.

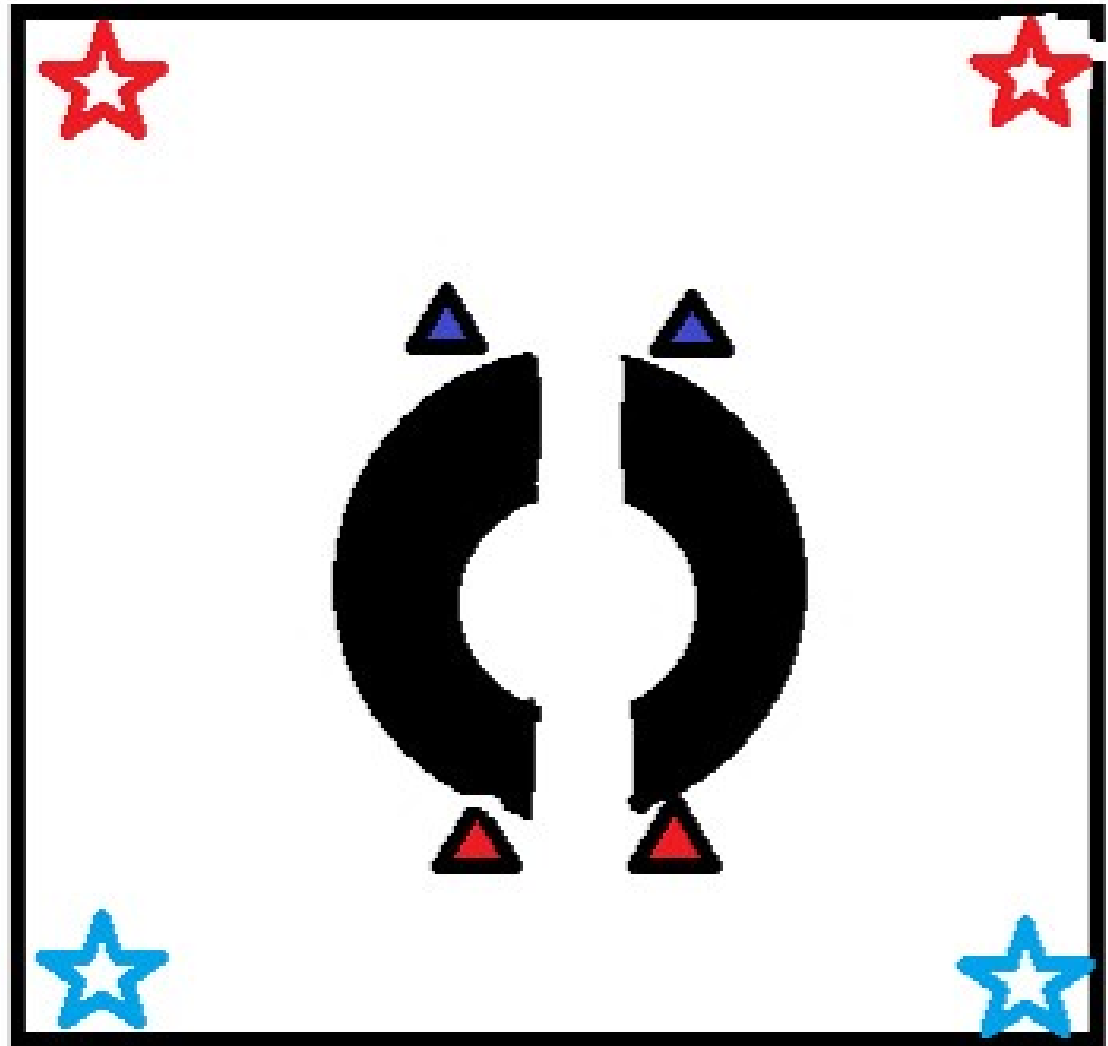
Field Items - Respawn cones, bomb, flags.

Mechanics - Blue team shuts down temporary spawn by knocking over flag opposite. 2 people to move bomb. Bomb must maintain contact with the ground. Detonate by chanting detonating 1, detonating 2, ..., Detonating 5.

Win Condition - Survive the longest, explode the fastest.

-  Red team spawn
-  Blue team spawn
-  Red team flags
-  Blue team flags

[Day 1 Scenario 2](#)

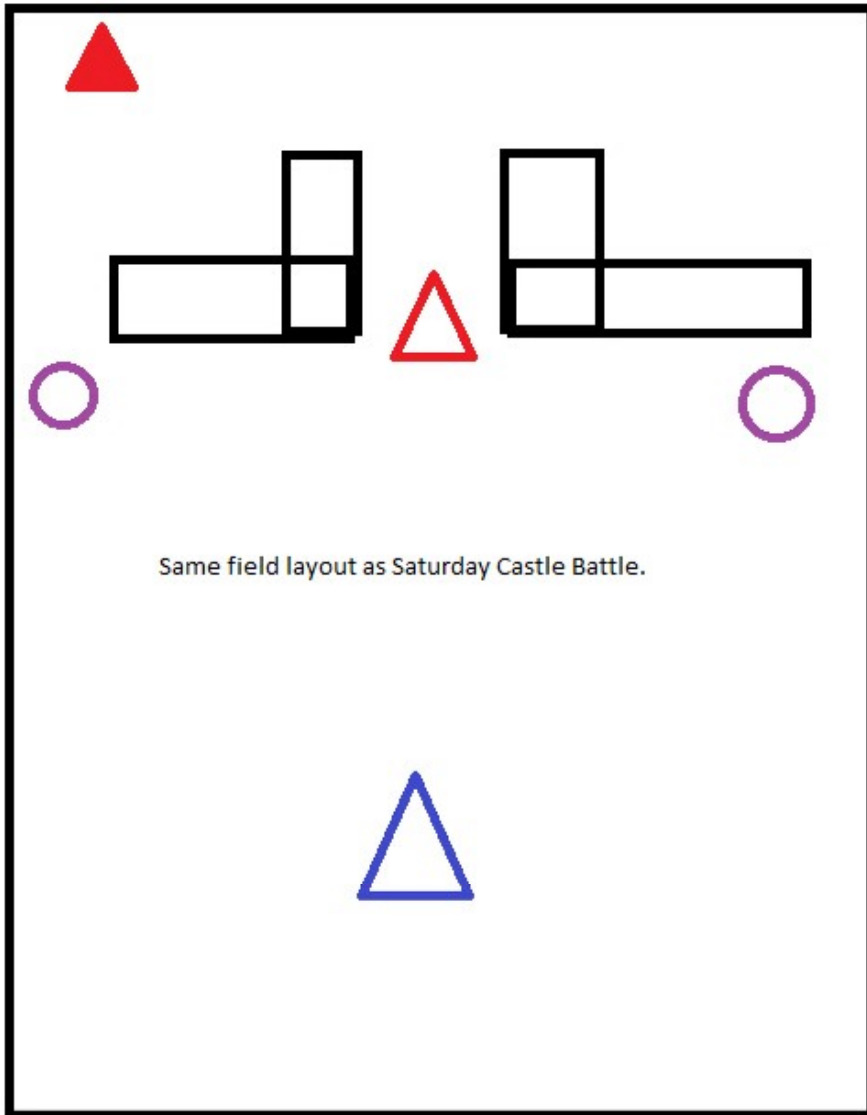


2 Team Rez Scenario

Objective - Knock down opposing teams flag to turn off rez.

Black space is a bottomless pit.

Day 1 Scenario 3



Red Team Unlimited Spawn Point



Red Team Death Tax Spawn Point



Blue Team Unlimited Spawn Point



Flag to shut off Red Team unlimited Respawn.

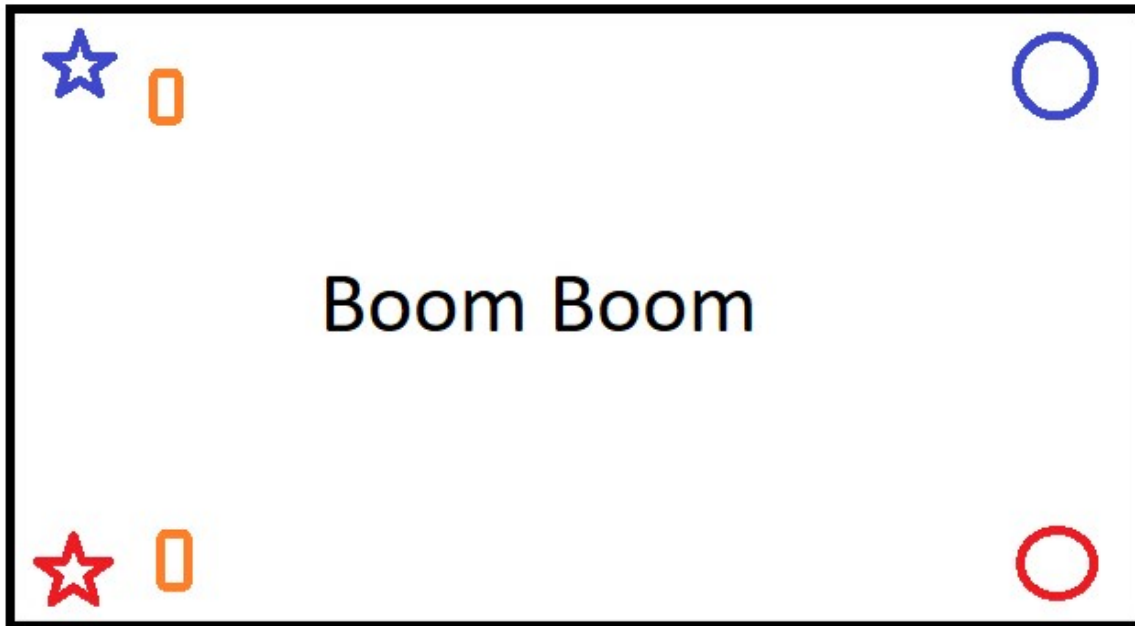
Objective - Red Team, survive as long as possible. Blue Team, shutdown Red Team Unlimited Spawn and exhaust Death Tax





Field Items - Respawn Cones, Flags.

Mechanics - Blue team shuts down unlimited respawn by knocking over both flags. Red team cannot touch/reset flags once they are knocked down. Once both are knocked town, herald will remove unlimited spawn and death tax spawn will open.

Win condition - Survive the longest, win the fastest.

Day 1 Scenario 1



-  Blue team Spawn, touch and go
-  Blue team Fortress
-  Red team Spawn, touch and go
-  Red team Fortress
-  Bomb, starts at spawn. Returned to center of field when used. Can be used by any team.

Boom Boom, 2 team scenario

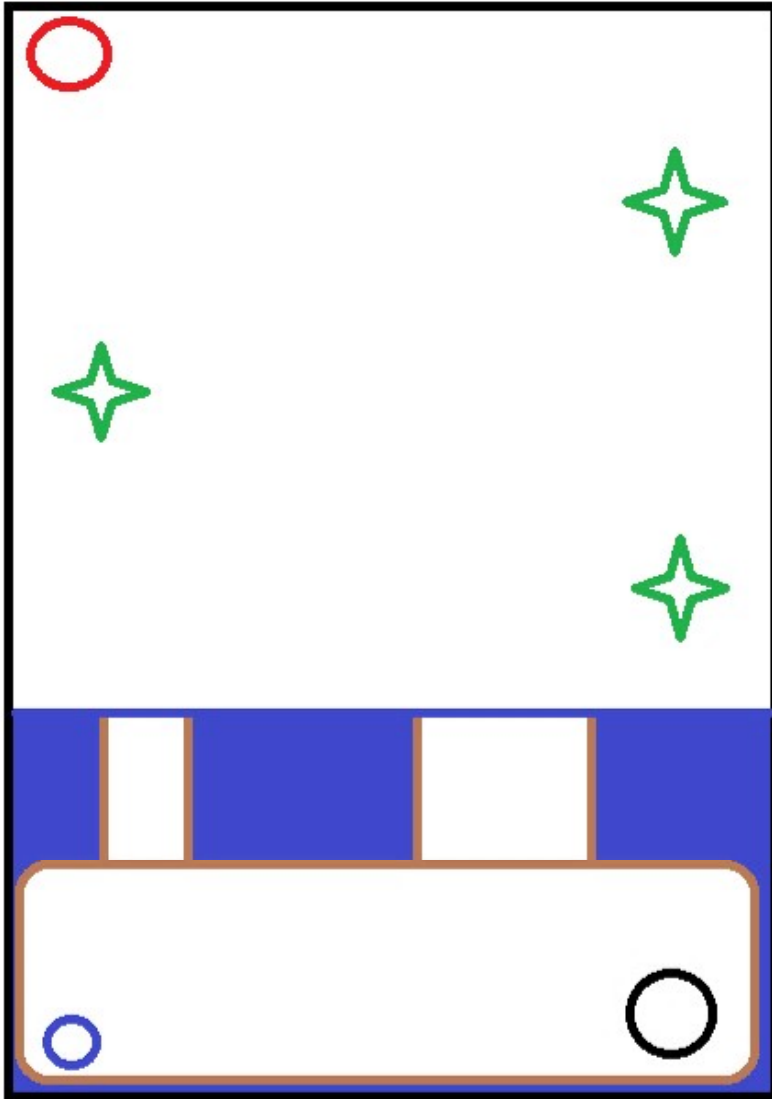
Objective: Blow up other teams fortress with Bombs and protect your own.

Field Items: Bombs, Spawn Points, Fortress circles.

Mechanics: Bombs can be moved with 2 people, 1 open hand each. Bombs can be detonated by counting Boomboom 1, Boomboom 2, Boomboom 3, Boomboom 4, Boomboom 5. Once complete bomb will explode, weakening the fortress and killing everyone in a 10' radius. Herold will return bomb to center of field.

Win Condition: Detonate 3 bombs in enemy fortress.

Day 2 Scenario 1



Objective - Red Team, stop the attacking ship from establishing stronghold positions on beach.
Blue Team - Maintain control of all 3 beach stronghold points.

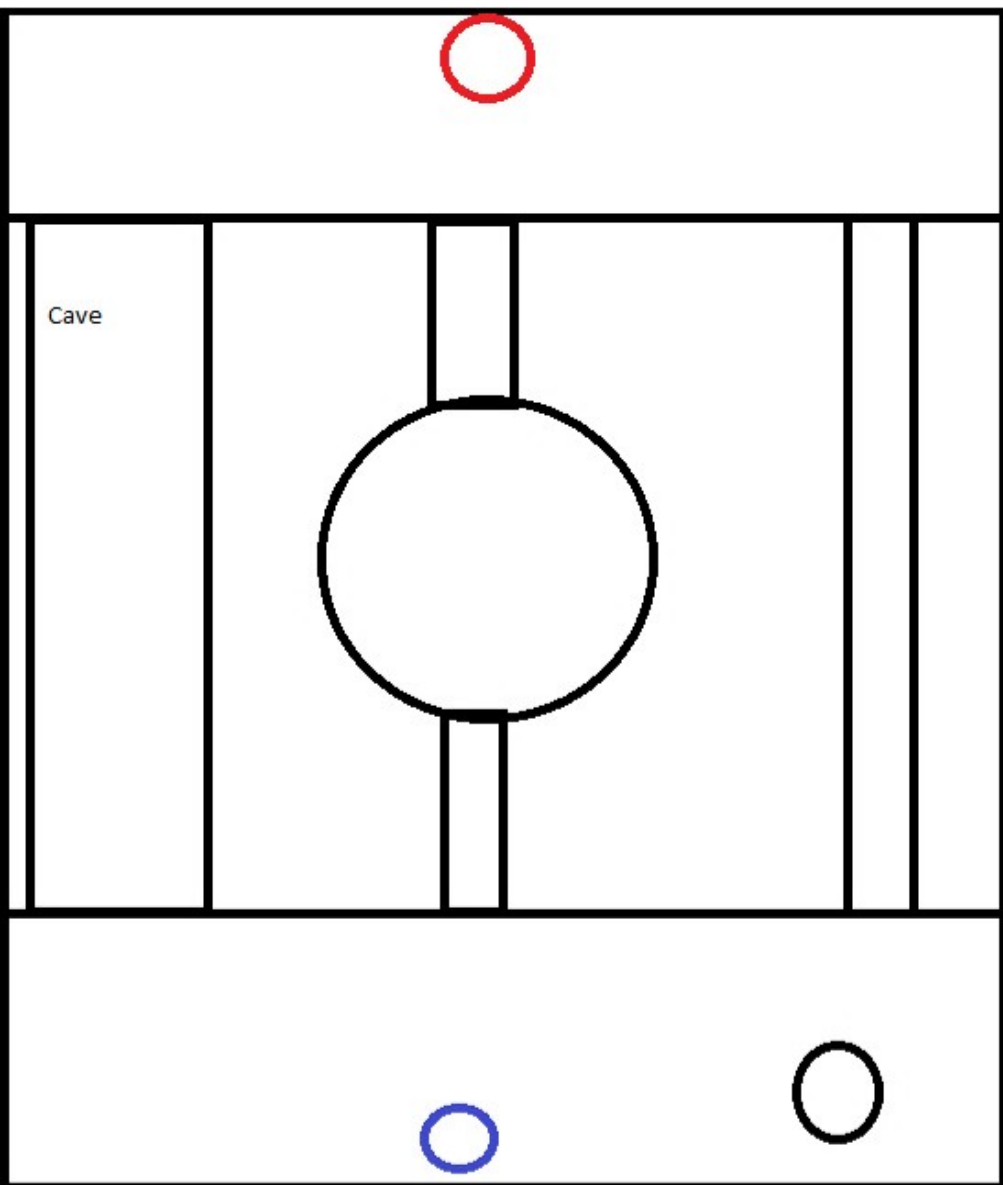
Field Items - Bomb, Respawn cones, Cones for Beach Strongholds.

Mechanics - Unlimited respawn, 5 Second Red Team, Touch Go Boat Blue Team/3 Second Beach Stronghold. Blue gains control of Stronghold by escorting their Bomb to location and maintain control for 10 seconds. Once stronghold is controlled it cannot be taken back. Bomb must maintain contact with the ground.

Win Condition - Blue Team, gain control of all beach strongholds. Red Team, after bomb leave boat, return to boat to blow up boat.

Special field rules - Water Travel, on knees with/without armor. Can have a wounded limb and still traverse shallow waters.

Day 2 Scenario 2



Objective - Red Team stop bomb, Blue Team escort bomb through each path once.

Field Items - Bomb, Respawn Cones

Mechanics - Bomb can be moved with 2 people. Bomb must maintain contact with the ground. Once the bomb passes through to the other side it is reset by herald. Scored path remains open but is identified by upright cone.

Win Condition - Red Team, survive as long as possible. Blue Team, escort bomb through each path once.

Special Rules - Cave, no reds/projectiles. Spaces between paths, death.