

Stage 1 El Jefe

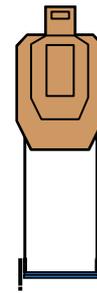
Scenario:

You are surprised by three thugs. Engage all threats twice.

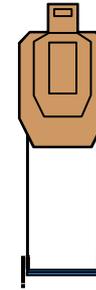
Course of Fire:

Start facing uprange. Turn, draw and engage each threat with two rounds each. Reload and reengage each threat with two more rounds.

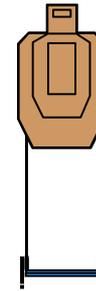
12 rounds total Limited Vickers.



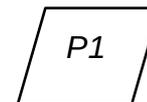
T1



T2



T3

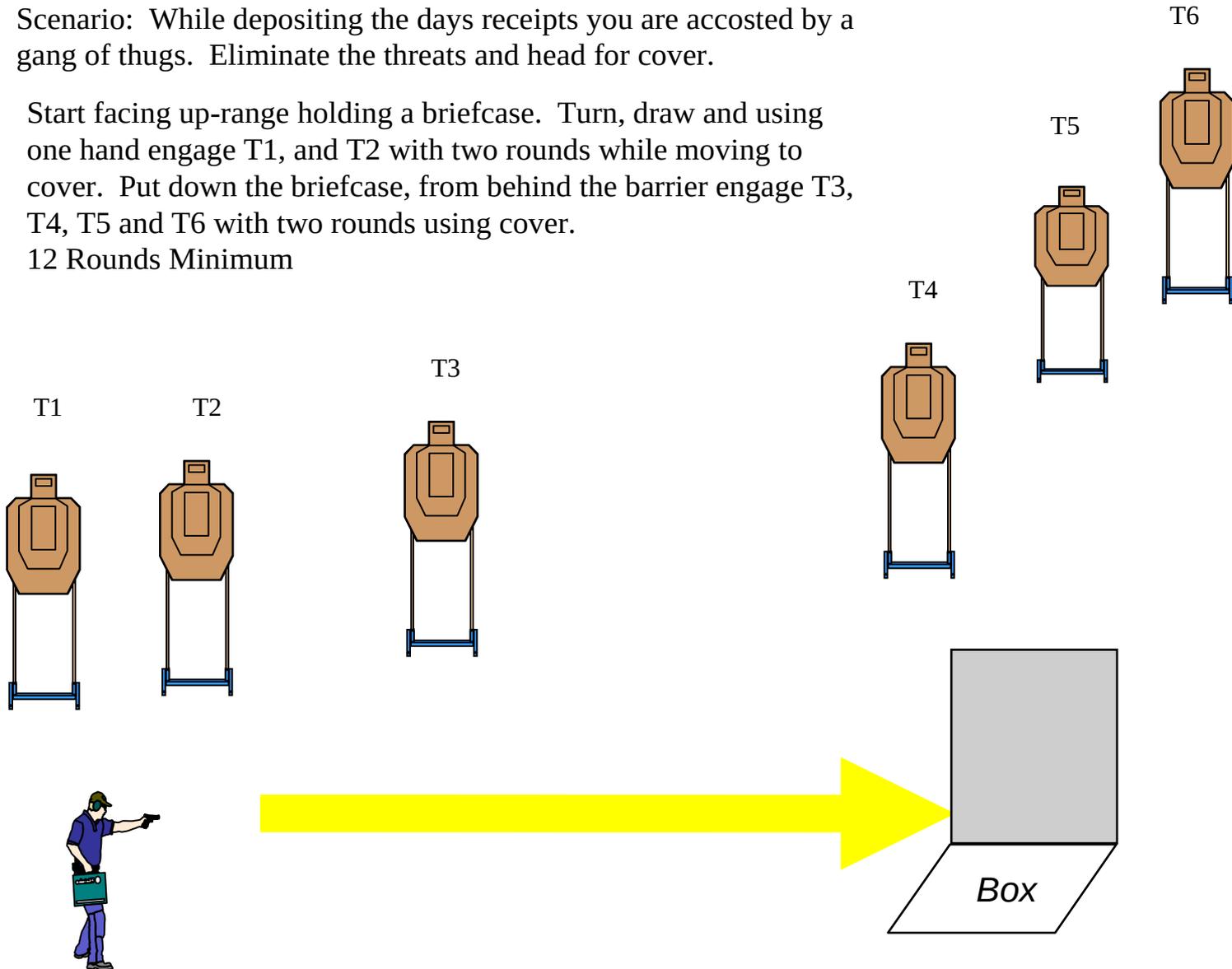


Stage 2 Bank drop

Scenario: While depositing the days receipts you are accosted by a gang of thugs. Eliminate the threats and head for cover.

Start facing up-range holding a briefcase. Turn, draw and using one hand engage T1, and T2 with two rounds while moving to cover. Put down the briefcase, from behind the barrier engage T3, T4, T5 and T6 with two rounds using cover.

12 Rounds Minimum



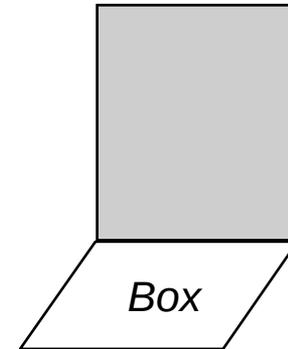
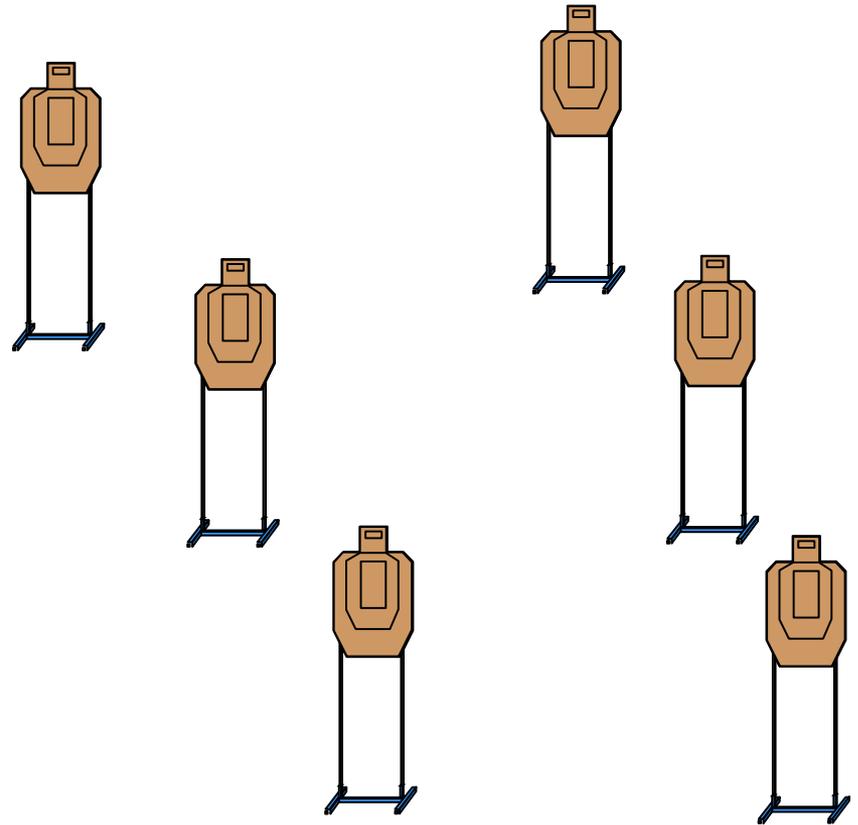
Stage 3 Barrier Standard

Scenario: Looking around the wall you are threatened by a gang of bad eggs. Engage the threats as they appear using cover.

Course of Fire:

Starting behind the barrier. Engage left targets from left side of barrier and right targets from right side of barriers with two rounds each using cover. Choose your side and engage all threats on that side first. Reload behind cover.

12 rounds minimum.



Stage 4 Car Park Escape

Scenario: While going to your car in the parking garage you are accosted by thugs. Use cover to take care of the threats, as you move to your car.

Course of Fire: Draw and engage T1, and T2 with two rounds using tactical sequence (each target gets one hit). Move to cover at P2 and shoot T3, T4 and T5 with two rounds using tactical priority, (as they appear around cover). Move to P3 and shoot popper, to activate T6, engage T6 with two rounds. Reloads must be done behind cover.
13 Rounds Minimum.

