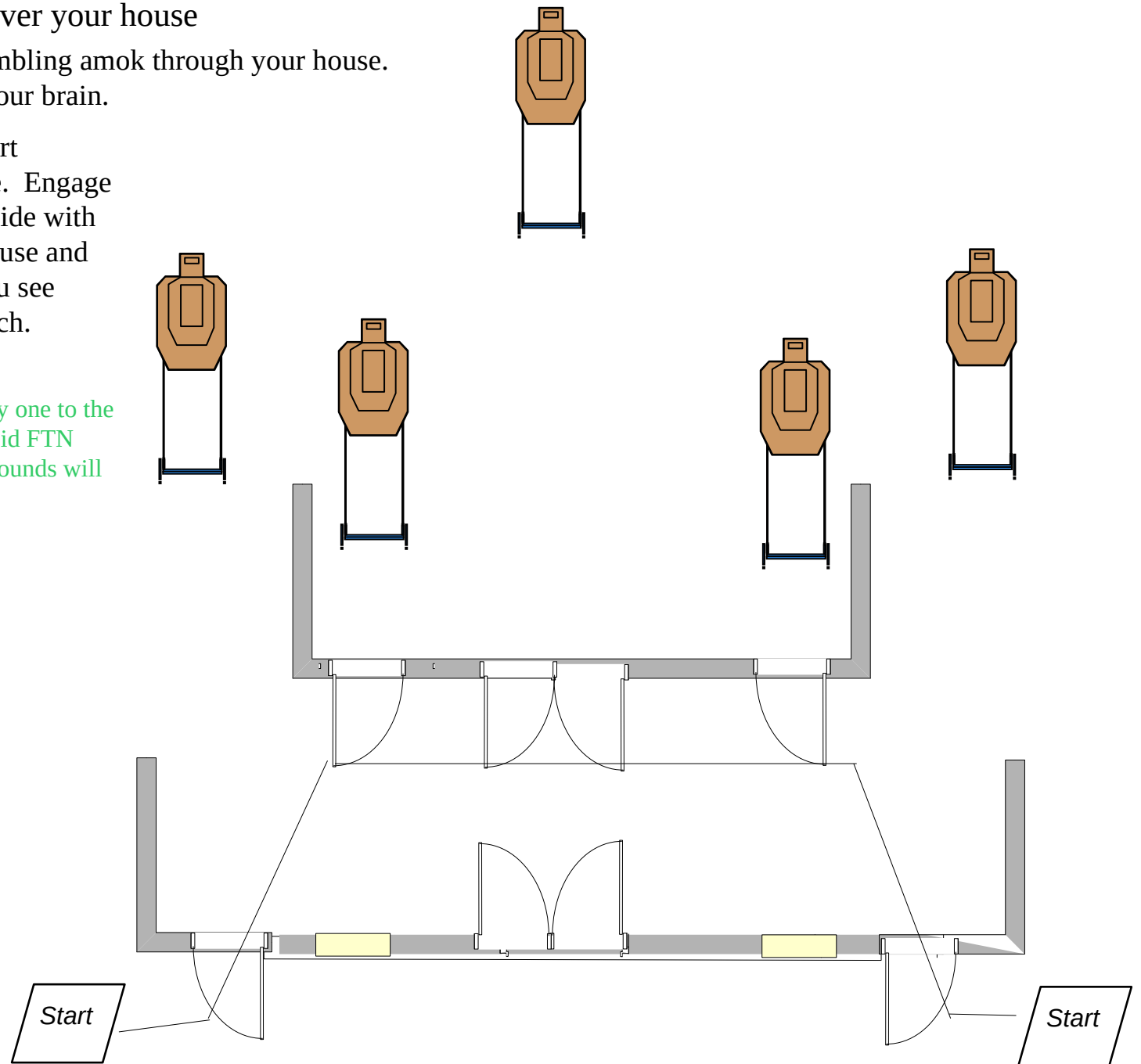


Stage 3 Zombies take over your house

Scenario: Zombies are stumbling amok through your house.
Eliminate them and save your brain.

Course of Fire: Pick a start location outside the house. Engage the first zombie from outside with three rounds. Enter the house and engage the zombies as you see them with three rounds each.

MoZombie scoring two to the body one to the head. Head shot is required to avoid FTN penalty (10 pts, 5 sec), best three rounds will be scored.
15 rounds minimum



Stage 4 Grave danger

Scenario: While in the grave yard you encounter zombies. Using the Mausoleum for cover eliminate the zombies.

Course of Fire: Start in box, engage Zombie popper to activate both the clam shell and swinger target. Engage reactive targets with three rounds. Move to right side of the barrier engage the zombie targets with three rounds.

*NOTE due to the difficulty FTN penalty will not be applied to Swinger target head shot.

MoZombie scoring two to the body
one to the head. Head shot is
required to avoid FTN penalty (10
pts, 5 sec), best three rounds will be
scored.

16 rounds minimum

