



► LIVE-PLAY (NOUN)

► The script for a live action scenario, including mission objectives, descriptions of scenes and props (such as which gaming guns will be used), and if relevant, team backgrounds.

Battlefield LIVE JNR

CAPTURE THE BASE



SCENE:	This Live-Play can play out in just about any terrain.
TEAMS:	Team “Bravo” versus Team “Delta”
OBJECTIVE:	The mission objective for both teams is to be in control of the area around the flag, building or other feature (typically within 15feet / 5meters) at the end of the game. It is important to note in the Live-Play briefing this is not capture the flag - no one is to run off with the flag.
RE-SPAWNS:	Unlimited first 10 minutes. But referees count the number used. From the 10 minute mark, the defenders always get 50% of their total team number in re-spawns. With the attackers, from the 10 minute mark, if they have used less re-spawns in the first 10 minutes than the defenders, they receive 100% re-spawns in the last 5 minutes. Otherwise they receive only 50% re-spawns.
VICTORY:	The team with the most “live” gamers within the objective area, wins.

The Capture the Base Live-Play scales well to virtually any size group. Because of the integrated anti-cheating technology, Battlefield LIVE can operate with very large numbers of gamers on the same battlefield playing the same Live-Play without problem.

The defenders start typically up to 130 feet (40 meters) in front of the flag. The attackers start out of sight of the defenders.

Typically the two teams start approximately 160 to 200 feet (50-60 meters) from each other and out of sight. The battlefield should have between 10 and 16

feet (3 and 5 meters) width per gamer with a minimum of 300 feet (100 meters).

The Live-Play CO should follow the teams carefully so as to be at the base for any final assault and to handle the count of “live” gamers.

Gamers’ Briefing (Attackers)

Live-Play C.O. Calling Over...

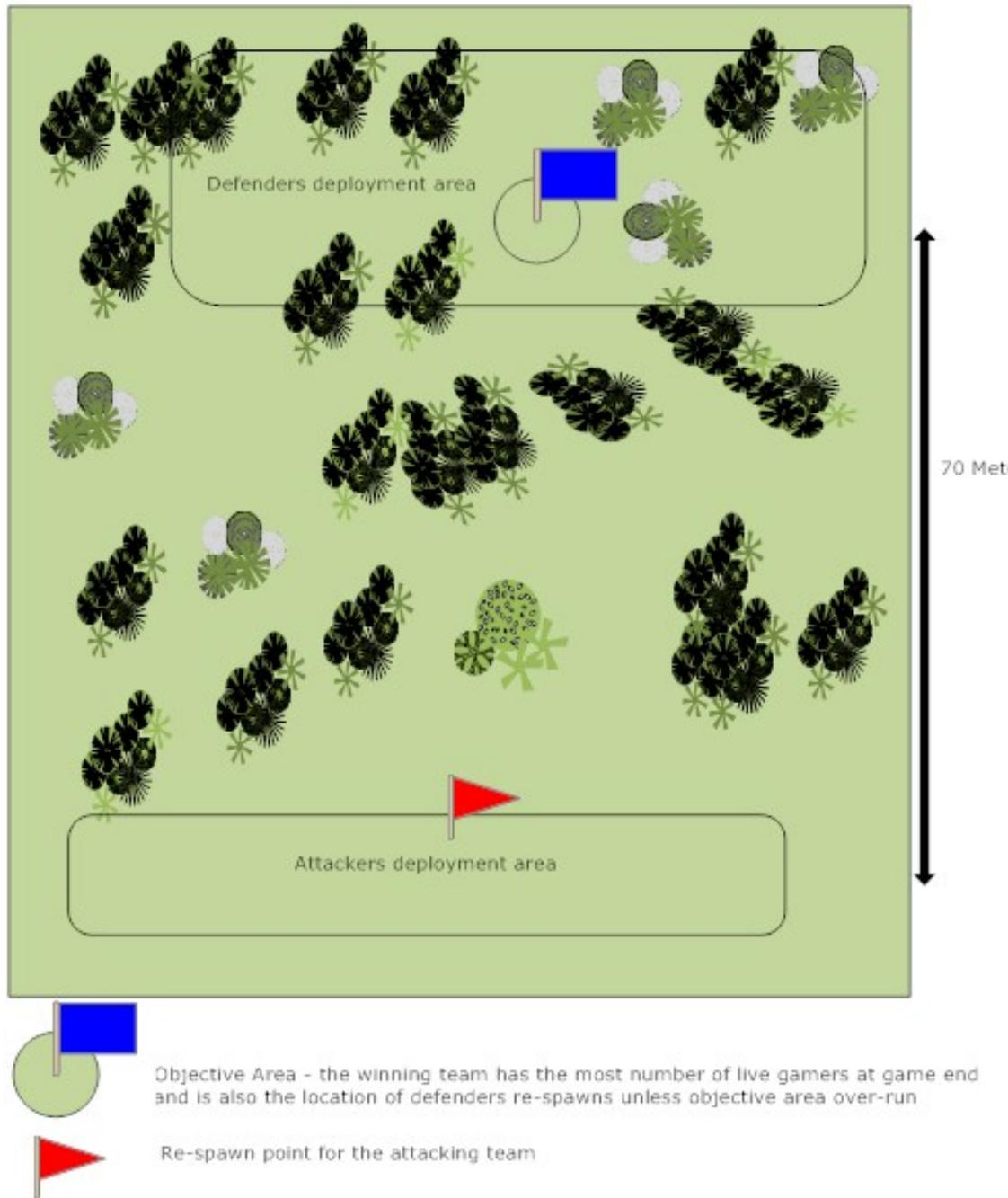
Your orders are to attack and overrun the enemies based positioned at “XXX” [insert your landmark of choice]. The enemy is taken up strong defensive positions and will take a sustained coordinated attack to first weaken them before you make the final assault. Reserves are available for the first 10 minutes of your assault and if HQ sees you are doing well, additional reserves will be provided for the final assault.

Live-Play C.O. Out.

The reason for having unlimited re-spawns for 10 minutes and limited for the last 5 is it guarantees everyone plays most of the Live-Play but allows the last 5 minutes of the game for one team to force a result. If there was no cut-off point for re-spawns the attackers could never win practically. Even though there is unlimited re-spawns to the 10 minute mark, there is still a powerful penalty for friendly gamers “dying” so the first 10 minutes are not pointless. To have the thrill and pressure of a combat game, it’s important to always make it that taking hits and dying is always bad news.

You will note that attackers always get at least 50% re-spawns for the last 5 minutes of play. This is to make sure that they still have a fighting chance as attacking is harder than defending overall especially when they have to walk back for re-spawns.

A discussion of base defense tactics can be found in the “Right on Target” book.



Gamers’ Briefing (Defenders)

Live-Play C.O. Calling Over...

Scouts have just reported a strong enemy force moving directly towards your base. Your orders are to quickly take up defensive positions around the base especially on the flanks and blunt the enemies advance. For the next 10 minutes you need to inflict as many casualties on the opposition to reduce their reserves and then hold your base.

Live-Play C.O. Out.