

► 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

## ENCOUNTER ASSAULT



SCENE:	While this Live-Play can play out in any terrain, it is best suited to a battlefield with various landmarks.
TEAMS:	Team "Bravo" versus Team "Delta"
OBJECTIVE:	BOTH TEAMS: Control the designated area (ideally a landmark such as a bridge or building). This area is usually marked by a flag.
RE-SPAWNS:	Unlimited first 20 minutes. The team that has used the least re-spawns in the first 20min receives 75% re-spawns in the last 10min rounded down. The other team receives 50% re-spawns. If equal, both teams receive 75% re-spawns.
VICTORY:	The team which has more survivors at the end of the game within the designated area.



This is a variation on a base assault. In this Live-Play neither team starts at the base to be taken. Teams should start approximately 100 to 200 feet (50 to 100 meters) away from the objective. Both teams are to be equal-distance from the base and out of sight of each other.

### Live-Play Designer's Notes

This Live-Play creates a more dynamic game than a standard

base assault because both teams are continually moving up. When fought over a ridge line, an encounter assault can be very intense experience even for veteran live gamers. It is recommended that this Live-Play be used frequently, certainly more frequently than the Base Assault.

It's called an Encounter Assault because it assumes both forces were ordered forward at

approximately the same time and encountered each other in the process.

### Variation

You can run this Live-Play as a 15 minute mission if you want. Just make the re-spawn cut-off at the 10 minute mark.

## Live-Play Gamers' Briefing (both teams)

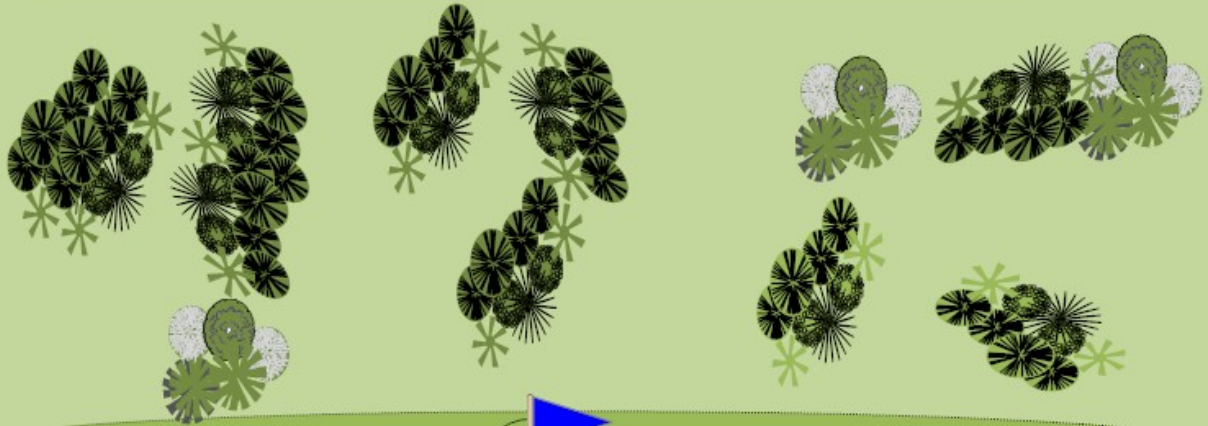
Live-Play C.O. Calling Over...

We have received orders to advance and secure a vital ridgeline (or bridge,...), however forward scouts have reported the enemy appears to be attempting the same maneuver. Our objective is to drive back the enemy and be in control of the ridgeline in 30 minutes time. See the map on the flip-side of this sheet.

Live-Play C.O. Out.



Team Alpha deployment zone, Re-spawn from center of zone



Ridge (line of sight blocking cover)

100 Meters

Team Bravo deployment zone, Re-spawn from center of zone



Objective Area