

Supplemental GRAW Co-op Mission #4

ick.bz

Mission Date: This mission may only be run through February 17th. Results must be reported by email before 12:01 AM on February 18th.

Map: Shipping Port Night (The dark one)

Settings: Regular mission with standard tournament rules. ONLY 4 man teams may participate. YOU MAY NOT RUN THE MISSION WITH ANY OTHER NUMBER OF PLAYERS. Four is the number you shall run, and four shall be the number of the running. Thou shall not run three, nor shall thou run five, nor shall thou run any number of players that is not a whole number excepting, of course, the previously mentioned number of 4.

Notes: This mission has an enemy bird in it. Watch out that you don't lose your whole team.

For this mission you must bring one of each class with a class appropriate weapon (R, G, A, or M).

You may run the mission twice if you like. Subtract 105 points from your second attempt score. Compare your first attempt score to your second attempt score and report the higher of the two. This gives your team an opportunity to recover from a bad mission. Just to confirm: deciding to try the mission again does not affect the score on your first mission; it just limits you by 105 points on your second attempt.

Remember you only get your first change and a second try with a subtraction. Don't be a dork and "CHEAT" by running the mission multiple times.



Supplemental GRAW Co-op Mission #4



Team:	
Date:	
Time match started:	
Time Match Completed	
Map/Mission:	
Referee completing form:	
Everyone has read the rules?	
All 12 Server settings verified?	

13. Respawns: Off
14. Time: 60 minutes
15. No lone wolf weapons
16. Each team must contain one of each class, R, G, A and M.
Everyone's role must be announced pre-launch and bring a class appropriate weapon.
17. Select black camouflage.
18. Drones off
19. ID friendly/foe should be completely off.
20. "Lock" the room.
21. Class modifiers: ON
22. Show enemies on map: NO
23. Weapon swapping should be ON.
24. Night vision must be turned OFF

Team Member	Class R,G,A,M
	R
	G
	A
	M

You must email your results to ick.xbox@gmail.com
Please see next page

Make sure you record the mission elapsed time in the after action report.

POINTS	Score
Completed Primary Objectives and extraction: 150 points	
Completed Secondary Objectives (survival not required) 105 points.	
# of team alive at mission end ____ x 30 points each = (Awarded regardless of mission failure or success)	
# of team not wounded at mission end ____ x 25 points each = (Awarded regardless of mission failure or success)	
We elected to take a second try at the mission. Use this area to subtract 105 points from the second attempt score.	This was our 1 st attempt, so no subtraction
Total Points	

Tie Breaker: How long was the mission?	
--	--

To facilitate reporting results I have included a text version of the report. You can use your "Select Tool" when viewing this PDF page to copy and paste this text.

Email results to: lck.xbox@gmail.com. Be sure to list your GAMERTAG so I know who is sending the message.

Results of team _____
For mission map _____
On _____

The team members are:
_____, _____, _____, _____

Completed Primary including extract: _____ (150 points)
Completed Secondary: _____ (105 points)
____ # team alive x 30 pts each: _____
____ # team not wounded x 25 pts each: _____
Use this area for second try subtraction: _____ (-150 points)

Total Points _____

Tie Breaker: How long was the mission? _____

Example reported results:

Results of team __R3T4RD3D__
For mission map _Shipping Port Night__
On __February 12__

The team members are:
ndmeistr, blacksheep01, ZJJ, Ultrazenith19

Cheating/Glitching: NONE
Compl Primary incl extract: 150 pts
Compl Secondary: 105
1# team alive x 30 pts each: 30
1# team not wounded x 25 pts each: 25
Second Try subtraction: completed first try, so not applicable
Total Points: 310

Tie Breaker: How long was the mission?: *_it took us 23:14_*