



HUNTER FEC

Game Type	Team
Membership	-
Game Level	Intermediate

Hunter Energy is the most basic form of the Hunter game types.

Players use a very slow firing, but powerful (one shot tag) weapon, and must hunt down the other players and tag them without getting tagged themselves.

The trick to this game is tagging the opponent on the first shot – with the 5 second delay between shots, there isn't time for another.

TEAMS

Two (Three allowed)



WEAPONS

ALL: AW-50



SHIELD

100 (1 hit before tagged out)



ARENA

Bases: Rapid Fire Drop
Targets: N/A
Gates: N/A



MEMBERS BATTLESUIT

Type: N/A
Earns Points: X (None)

