



AMMO TAG

Game Type
Game Level

Team
Intermediate

Much like Delta Tag, this game uses two weapons and a full shield.

The primary difference is that ammunition weapons are used, rather than heat ones. Players are divided into two teams by default, and must move around the arena tagging players of the other colour.

Arena components perform basic functions, with the exception of targets, which allow a player to refill their ammunition.

Switch to your Ammunition Reloader weapon and tag the targets to reload all of your weapons.

TEAMS

Two (up to nine allowed)



WEAPONS

ALL: M4 Carbine
Master Key



SHIELD

100 (3 hits before tagged out)



ARENA

Bases: Rapid Fire Drop



Targets: Ammunition Drop

Gates: Red/Green Cycle

MEMBERS BATTLESUIT

Type: Ammo

Earns Points: ✓

