



# DELTA RESPAWN

Game Type      Base  
Game Level    Advanced

## A more challenging version of classic Delta Tag.

In this variant of classic Delta Tag, players automatic respawn ability is turned off.

In this battle of Red versus Blue, players must return to the Base Station of their colour to respawn.

The middle Base Station will drop the Rapid Fire attachment.

The Wall Targets and Energy Gates will use their basic functions.

**NOTE:** This game may require additional setup steps, as we don't always know which Base Station is which inside your arena. (to ensure the two base stations for respawning are the two furthest apart – or in case your centre uses just two base stations total.)

## TEAMS

Two



## WEAPONS

**ALL:**      Phaser  
                 Blaster



## SHIELD

100 (3 hits before tagged out)



## ARENA

**Bases:**      Red Respawn Base  
                 Blue Respawn Base  
                 Rapid Fire Drop



**Targets:**    Points Drop (50)

**Gates:**      Simple R/G Cycle

## MEMBERS BATTLESUIT

**Type:**              Ammo, Energy

**Earns Points:**    ✓

