



HUNTER AMMO

Game Type
Game Level

Team
Advanced

Hunter Ammo is the team based variation 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.

The players are split into teams, which focuses the game more into tactical team battles, as opposed to simple one-on-one duels.

Players must remember to reload between each shot, and manage their ammunition levels, lest they run out of ammunition in the middle of a battle.

Arena Components will use the Ammo Tag configuration.

TEAMS

Two



WEAPONS

ALL: AW-50



SHIELD

100 (1 hit before tagged out)



ARENA

Bases: Rapid Fire Drop



Targets: Ammunition Drop

Gates: Red/Green Cycle

MEMBERS BATTLESUIT

Type: Ammo

Earns Points: ✓

