



TAKEDOVER

Game Type Base
Game Level Advanced

Players lose points every 5 seconds, but can earn points back by capturing bases.

Each player begins this team game with 2500 points.

After the first minute passes, players will automatically lose 25 points every 5 seconds.

Players will earn 10 points a second for their team, for each base tagged and captured.

The team who manages to earn back and retain the most points will be declared victorious.

Arena Components will use the Territories configuration.

NOTE: It is recommended to play this game with even teams, so that one team does not begin the game with more points than the other.

TEAMS

Two



WEAPONS

ALL: Phaser
 Blaster



SHIELD

100 (3 hits before tagged out)



ARENA

Bases: Territories



Targets: Points Drop (50)

Gates: Red/Green Cycle

MEMBERS BATTLESUIT

Type: Ammo, Energy

Earns Points: ✓

