

# V.A.L. MISSIONS

## Mission 1 Directive: The Siege

**Defense Team:** Your mission is to secure Zion and prepare for an imminent attack. Your mission is to hold Zion for 45 minutes. The center biggest building in Zion is the CP(control point). On the 45th minute who ever controls this point wins this mission

**Attack Team:** Your mission is to perform a siege and attempt to rescue the hostage via the means of negotiation. Should the terrorist group choose to use force... Wipe that scum off this planet. Take over the CP and hold it soldier!

SIT-REP)

The Defense team is armed with Artillery and biological weapons known as serrin gas. This stuff is nasty. Don't get caught up in it cause the medics will not be able to save you. A pastor will only be able to read your last rights should you choose.

**Respawn rules:** If you are killed you must go to respawn you wait five minutes then enter the game again.



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## Mission 2 Directive (Duration 45 minutes):

The defensive team will now move to Nagasaki and secure the location. They will prepare for yet again another imminent attack. You are to ensure the attack team does not get to the hostage or you'll never see the million dollar ransom.

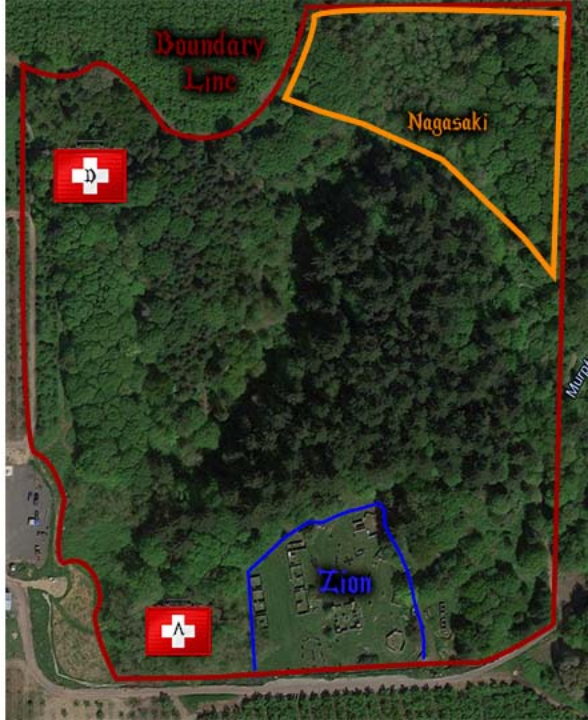
Defense Team Objective: Prevent the Attack team from rescuing the hostage. Hold out time is 45 Minutes.

Attacking Team Objective: Destroy the enemy and break their defense line. Your duty is to keep the hostage alive. Once found you must contact HQ and await further orders.

Defense team: Should the Defense team fail to keep the Attack Team from the hostage the attack team must relocate to Zion and await further notice.

### SIT-REP)

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## Mission 3 Directive: Capture the Flag! Rest of game

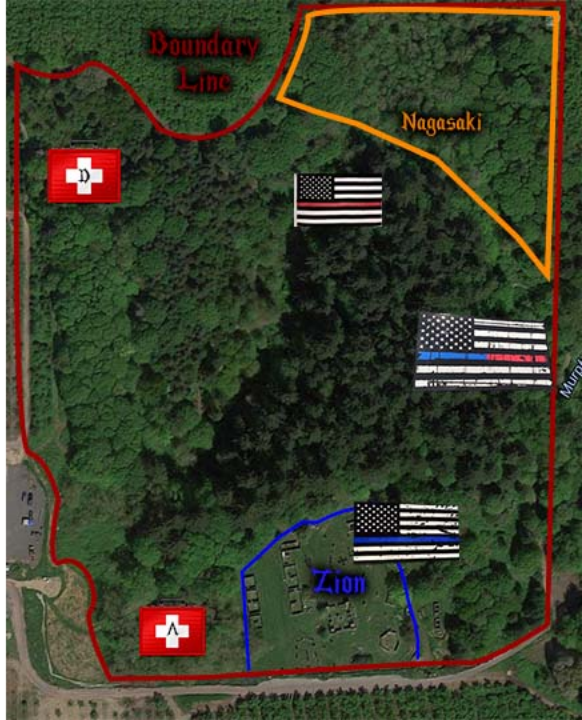
This game mode is very simple. Which ever team manages to get the red & blue striped flag gets one point per minute the flag is held in their possession even when the barrier is wounded. There is also a team flag that either has one long red or blue stripe. Which ever team who captures their opponent's flag and returns it to their teams flag post, automatically wins 60 points. If a team manages to capture the opponents flag successfully AND brings to their flag post, each member of that team will win 5 raffle tickets.

### SIT-REP)

Both teams are armed with Artillary and biological weapons known as serrin gas. This stuff is nasty. Don't get caught up in it cause the medics will not be able to save you. A pastor will only be able to read your last rights should you choose.

When one team captures the center flag or thier enemies team flag. The SWAT TEAM is now against the team with the flag.

**Respawn rules:** Once you arrive at your respawn you wait five minutes then enter the game again.



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## The Purge at Dusk

Welcome to VALS Annual Purge!

Each team will now be in a TDM(Team Death Match). Members of each district unite within themselves to stop other districts from killing them off. If your here it's because you choose to live. You must beware as it's said the Government has paid and fully funded special task force full of villainies people and psychopaths. These members must be shot in the head in order to get the kill. Due to limited resources and short supplies of ammunicions to the general public Semi Auto is the only fire allowed. The task forces have lasers, lights, and full auto capabilities. Good luck I hope to see you tomorrow when this slaughter fest is done.

**Respawn rules: If you are killed you must go to respawn you wait five minutes then enter the game again.**

