

NER

2014

Stage 13 – “Gamer of Thrones”

Designed by: Craig P@MWT

START POSITION: Firearm loaded and holstered ammo carriers on body per rules. Sitting at P1 on throne.

SCENARIO: Treasonous scum have entered your throne room holding the queen captive. Deal with the traitors yourself using your secret weapon. Be careful to stay within the rope borders.

PROCEDURE: Stand and engage PP1 and PP2 from the throne platform ONLY. Then move out onto the roped area of the throne room and engage the hiding assassins T1-T8 with 2 shots each in tactical priority, each layer of targets is a new priority level. 1-3 equal, 4-6 equal, 7&8 equal. There is no cover on this stage, all barrels are visual barriers only. Note: re-engaging steel at closer distance is a safety violation.

SCORING: Vickers count, 18 rounds min

TARGETS: 8 IDPA, 2 steel, 1 NT

SCORED HITS: Best 2 on paper, Fallen steel

START-STOP: Audible – last shot

PENALTIES: Per IDPA rules

CONCEALMENT: Required

