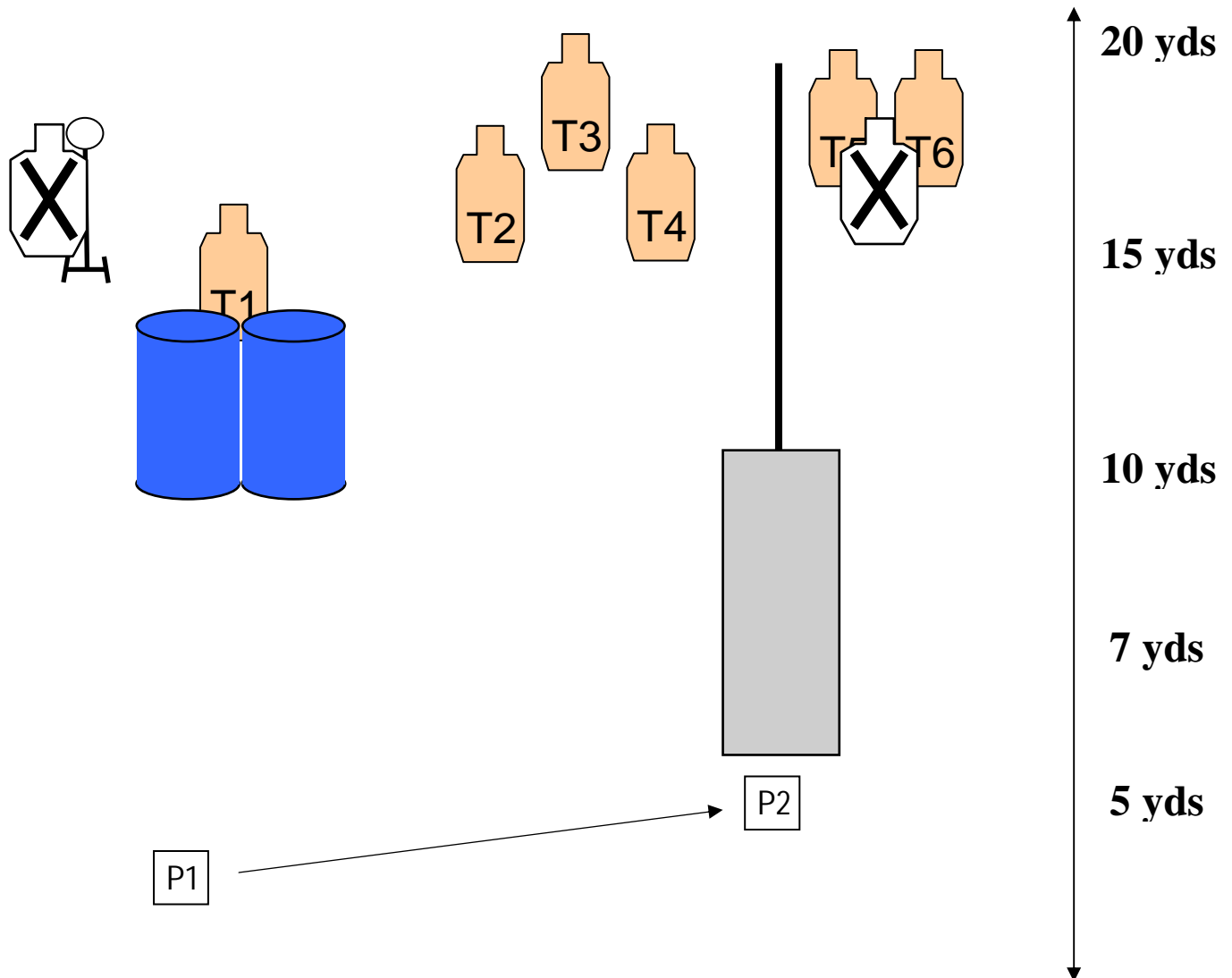


## COF 3

- Max Distance: 15 yds
- Count: Vickers
- Min. Rounds: 15
- Position: Gun Holstered hands at side.
- On signal, at P1 draw and engage head shot on the hostage taker. Hitting head shot will trip pop up bad guy (T1) fire 2 rounds at T1 before moving to cover. Fire 2 rounds each at T2, T3 & T4 while moving. At cover (P2) engage T5 & T6 with 3 rounds each, 2 to the body & 1 to the head.



### **Banking Business:**

You walk into your branch bank over lunch and immediately know that your day has taken a turn for the worse. A robbery is in progress and you have now become a player in this game. The first robber is holding the guard as a hostage. You have no choice but to draw and take a head shot to free the guard. As the robber goes down another hears the shot and pops up in the teller window. You dispatch with him and move across the lobby to find cover. In doing so you must address 3 more bad guys as they are moving to stop you. From cover you can see there are only 2 robbers left and they have taken a teller hostage. You can free her or wait for the police. Knowing that seconds count and the police are only minutes away you decide to address the last two bad guys so you can get back to the office.