



Basic Games and Tactics

Much depends on venue and number of players.

The following are **ICE** games that we typically play in the sites that we have set up here. There are more advanced games that can be played depending on the location and circumstances, especially in a [Team Building](#) program.

Mission Special can arrange Team Building programs using our weapons in conjunction with [Mission Possible](#) our specialist Team Building Division.

🔫 GAMES:

🔫 LAST TEAM STANDING

Roughly equal team sizes:

This is a simple game where all players get the same numbers of hit points/lives, usually between and 10 and 20 depending on the number of players and the location. The game finishes when all the members of one team have been eliminated. The teams with players still alive wins. There are no re-spawns in this game.

🔫 LAST MAN STANDING

This is a game where everyone plays for himself. All players get the same numbers of hit points/lives, usually between and 10 and 20 depending on the number of players and the location. The game finishes when there is one man left still with lives. There are no re-spawns in this game.

🔫 SURVIVAL

This is also a game where everyone plays for himself, but allows continuous play. All players get the same numbers of hit points/lives, usually between and 10 and 20 depending on the number of players and the location. Players play until they have no more lives left then they leave the arena to be replaced by a new player. The longer they can survive the longer they play!!

🔫 ELIMINATE THE ENEMY also known as "Death Match"

Roughly equal team sizes:

This mission is a timed mission. Each team gets replacements/re-spawns from their base and everyone gets 5 hit points or "lives" (hits they can take before they must go back and get re-spawned). The gun is de-activated when you lose all your lives and you have to get re-spawned before you can go back into the game. The team with the least number of re-spawns at the end of the time, wins.

This mission is good fun because every player, plays the whole mission and it's very forgiving of mistakes.

Suitable for beginners.

🔫 SNIPER

For every 3 or 4 hunters there is 1 Sniper.

The Snipers goes out into the battlefield first to take up position. The Sniper is allocated 2 hit points per hunter, 4 hunters = 8 hits points. The Hunters get 2 hit points each. This means the total number of hit points is the same for each side. However the Hunters are allowed unlimited re-spawns. Snipers get none.

When the snipers are dead that is the end of the game, the Snipers get 10 points for each hunter they kill, the Hunters get 50 points for each Sniper, so the side with the most points wins. This game is also used in our team building programs.



◀ TACTICS:

This section aims to explain to those new to ICE the basics of the game.

◀ AIMING

The most basic skill of ICE is to learn how to aim effectively.

The first thing to realize is that you have to hit the sensors to make hits, therefore you should aim at the sensors (either on the head or the gun).

Even if you can see the players head or part of the gun, you should in most cases hold fire until you can actually see the sensor. Remember that shooting gives away your position and wastes ammunition so you only want to shoot in when your confident of making a hit.

The exception to this is when you serve as a supporting class, and lay down suppressive fire to allow your riflemen to maneuver.

When you do start firing, especially if your weapon has a large magazine capacity, its possible to create an area effect on the enemy by firing in fully automatic mode and creating a tight circle with your weapon.

Simply move your rifle aim around the target area. The result is that even if your target moves he/she is still likely to be hit.

With Red Dot scopes, used on our weapons, you should make sure you can see the red dot in the scope and keep the red dot near the centre. You then put the red dot 5-10cm above the target sensor. Remember light travels in a straight line so the distance between the scope and the barrel is how high above the sensor you should aim.

We zero the scopes in on a regular basis to make sure that that scope and the lens assembly are in parallel so the sight is correct out to any distance.

◀ AVOIDING HITS

Usually the best way not to be hit, is to not be seen! If you move carefully and are constantly looking around and listening, you can often spot the enemy before they spot you. The human eye is attracted to movement, so if you stop and hide before the enemy has spotted you, they will typically not see you.

Looking around (including behind) you is a good skill to get, new players tend to look at the ground in front of them or look forward to where they expect the enemy to be.

The enemy however is often not where you expect, so if you have to expect the unexpected. Keep looking and listening all the time and stay alert!

If you do come under fire, you probably should be seeking cover. Any physical cover counts as cover, so also consider the 'nomenclature' or texture of the terrain.

Once the enemy knows where you are, you should try to move as soon as you're not pinned, sometimes you have to be brave.

You never want to be where the enemy expects or knows you to be. Often, displacing and approaching the enemy from another direction works well.

◀ PIN AND FLANK

One of the standard problems faced in ICE is how to effectively destroy an enemy force that is behind cover.

No matter how much you fire at the target, your rounds will not penetrate the cover. If you simply advance forward the enemy will pick you off as you try to cross open ground. In this situation you have basically two viable options, both requiring Team Work.

One is to form a skirmish line and charge the position hoping to rush the enemy.



The other option is to pin and flank the enemy, this option takes some team work. Generally those players who have long guns in the group (this could be one person) apply significant suppressive fire onto the enemy position, this is not expected to do significant damage but it should force the enemy to keep their heads down and therefore not be in a position to spot or at least effectively engage those forces doing the flanking.

While the enemy is under suppressive fire the flankers usually choosing the flank with the most cover move around the enemy position to hit them from the sides.

You will find that most cover in combat games is one directional and therefore if you shoot at the enemy from two directions at once they will be exposed to effective fire.

The pin and flank movement is often used when players are working in pairs. One player pins and the other flanks, but can used with large formation moves as well.