#### 1. Bunker

CoF	Unlimited - Medium	Points	110 p
Targets	11 paper, Total 11 targets	Min rounds	22
Firearm	Handgun, Rifle	Match-%	8.63%
Procedure	Story: entering into enemy's command centre, clean it up. During t pistol Procedure: After starting signal shoo shooting, rifle can hang with sling safety on or put into special table	ot all paper targets w	
Starting position	One foot touching marked area.		
Firearm ready condition	Rifle loaded. Pistol - mag inserted, chamber empty.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

### 2. Cannon fodder

CoF	Unlimited - Long	Points	190 p
Targets	14 paper, 10 plates, Total 24 targets	Min rounds	38
Firearm	Rifle	Match-%	14.90%
Procedure	Storyline: you are resting on side of CV90 after aggressive battle a coming over open field again. You have to repeat the procedure to starting signal shoot all paper targets with minimum two rounds, m boxes. Two areas on corners for throwing the grenades, one into e shot and from shooting areas (shooting boxes).	eliminate that cann etal must fall to sco	ion fodder. Procedure: After re. Shooting areas marked with
Starting position	Sitting on marked area, feet of the ground		
Firearm ready condition	Rifle loaded		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules. If grenade is not thrown -20 points p line -10 points per grenade.	per grenade. If grena	ade doesn't fly over the marked
Safety angles	L/R		
Setup notes			

## 3. Hi, Venus! HiMars!

CoF	Unlimited - Long	Points	160 p
Targets	16 paper, Total 16 targets	Min rounds	32
Firearm	Rifle	Match-%	12.55%
Procedure	Storyline: enemy's command center on occupied city has just got go one breathing and if needed eliminate the threat Procedure: After minimum two rounds each.		
Starting position	Marked area		
Firearm ready condition	Rifle loaded		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

# 4. Santa brings gifts down a chimney

CoF	Unlimited - Long	Points	140 p
Targets	14 paper, Total 14 targets	Min rounds	28
Firearm	Rifle	Match-%	10.98%
Procedure	Story: You attack enemy's bunker system, you have no more great three enemy's grenades and will make a good use for them Proc round each. After shooting targets 1-2 take three grenades from ta entering into every of three bunkers. While taking grenades from ta	edure: shoot all pap ble with you and pu	per targets with minimum two t them down a chimney before
Starting position	Marked area		
Firearm ready condition	Rifle loaded		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules. If you don't take grenades with you -30 points penalty, if you don't put grenade into bunker's chimney -10 points per grenade.		
Safety angles	L/R		
Setup notes			

### 5. Parade

CoF	Unlimited - Long	Points	150 p
Targets	30 plates, Total 30 targets	Min rounds	30
Firearm	Rifle	Match-%	11.76%
Procedure	Storyline: Enemy is having a small parade in "liberated" village clos invited to the parade, but you are still going to salute the "liberators starting signal shoot all metal targets, metal has to fall to score. Ma	s" - three squads are	e nicely in line Procedure: After
Starting position	Marked area		
Firearm ready condition	Rifle loaded		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

## 6. Practice day

CoF	Unlimited - Medium	Points	120 p
Targets	12 paper, Total 12 targets	Min rounds	24
Firearm	Handgun	Match-%	9.41%
Procedure	Storyline: you are having a break from battles and just having a tra shoot all paper targets with minimum two rounds each. Mandatory		
Starting position	Marked area, pistol in strong hand, barrel down, hands down.		
Firearm ready condition	Magazine inserted, chamber empty.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

## 7. Elementary school memories

CoF	Unlimited - Long	Points	125 p
Targets	8 paper, 9 plates, Total 17 targets	Min rounds	25
Firearm	Handgun	Match-%	9.80%
Procedure	Storyline: you are patrolling the area and step into your childhood's elementary school only having a pistol with you. Surprisingly you find out that enemy has set up a command centre there - clean the rooms.		
Starting position	Behind the table where your pistol is laying.		
Firearm ready condition	Pistol, mag inserted, chamber empty. Pistol laying on table on marked area.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

#### 8. Two or three...

CoF	Unlimited - Medium	Points	90 p
Targets	6 paper, 6 plates, Total 12 targets	Min rounds	18
Firearm	Handgun	Match-%	7.06%
Procedure	Storyline: you are in contact with enemy but your rifle jams, you im markable, you have to decide should you maneuver closer, or mak distance Procedure: you are aiming the enemy pistol from holster and shoot all paper targets with minimum two ro remains with you on all the stage.	king sharp hits from with your main rifle.	longer After the starting signal take a
Starting position	on shooting area (box) A, aiming with main rifle.		
Firearm ready condition	Pistol loaded		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			

### 9. Overwatch

CoF	Unlimited - Medium	Points	95 p
Targets	5 paper, 7 plates, . Optional targets 2x10pTotal 12 targets	Min rounds	15
Firearm	Rifle	Match-%	7.45%
Procedure	Storyline: You are out of ammo, but you have noticed an enemy's Sniper goes away from position to do some business in bushes. N give some "overwatch" Procedure: after starting si bone" (head must fall) and shoot all paper targets with two round e steel targets. Two yellow targets are 10p bonus targets.	low there's you chan ignal hit enemy's sni	ce to take over the position and pers head with "mammoth
Starting position	Feet touching marked area.		
Firearm ready condition	Rifle loaded, safety on. Rifle on snipers position on area A.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules20 points penalty if enemy's sniper	rs head doesn't fall.	
Safety angles	L/R		
Setup notes			

### **10. Overwatch continues**

CoF	Unlimited - Medium	Points	95 p
Targets	5 paper, 8 plates, . Optional targets 1x10pTotal 13 targets	Min rounds	17
Firearm	Rifle	Match-%	7.45%
Procedure	Storyline: enemy has figured out that there's something wrong with behind. They to come and take a look, but your task is that they we Procedure: After start signal shoot all paper targets with minimum and shoot all steel targets, steel must fall to score. Yellow target is	on't look at anything two rounds each fro	anymore m area A, then move to area B
Starting position	Marked area, rifle is on strong hand, barrel up, left hand is holding	a "stick"	
Firearm ready condition	Rifle - mag inserted, chamber empty.		
Start on	Audible signal		
Stop on	Last shot		
Penalties	As per current edition of rules		
Safety angles	L/R		
Setup notes			