

TWD Prison Break

****NO CONCEALMENT****

Shooter will start squarely facing wall at either P1 or P2 with palms flat on Xs, weapon loaded and holstered with all reloads on belt. At the signal, draw and engage all threats with at least 1rd to the body and 1rd to the head in tactical priority while following all current rules on engagement, reloads and use of cover.

NOTES – SHOTS UNLIMITED: Best 16 hits scored; 1 to body & 1 to head on each target

- Concealment **OPTIONAL**
- May start at P1 OR P2
- NO SHOOT at T7 will be stapled so that the head protrudes approx 3" into – 0 zone and T6 & T8 will be set so –3 zone partially obscures NO SHOOT
- Range of engagement: approx 2 to 8-yards

Rick has sent you and a couple of other new additions to his group in a search for supplies throughout the labyrinth of your new prison home when your group is accosted by a large number of walkers. You have to act to survive.

