

TACTICAL

COB.TRANNG

5 DIFFERENT ZONES CONTINUOUS AND INTENSIVE CQB TRAINING







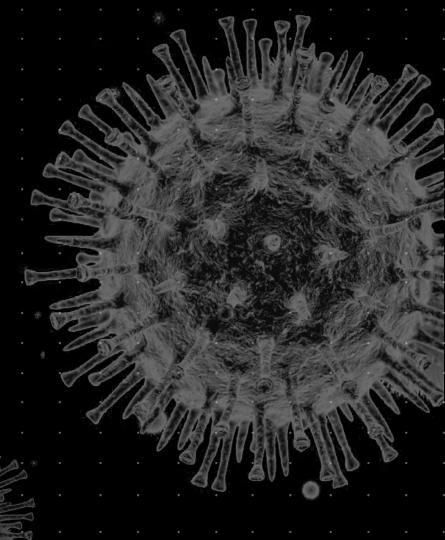








CORONA MEASURES EXTRA RULES



1.5 m distance at all times

- Groups of 4 per zone maximum
- Gloves are obligated
- Face masks are obligated while transferring from zone to zone
- Follow the walking direction in each zone
- Bring your own food and drinks
- Everyone is assigned their own table / seat

Arrive at most 15 mins in advance. In case you arrive earlier, please wait in your car.

EXTRA RULES STAY











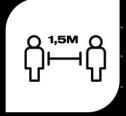
OBLIGATED ENTRANCE



GLOVES OBLIGATED



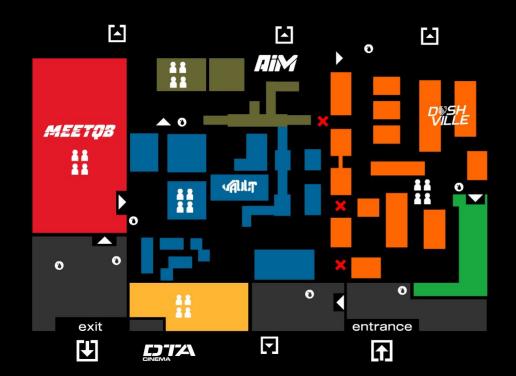
MAX 4 PERSONS PER ZONE



KEEP 1.5 M DISTANCE AT ALL TIMES



MASKS OBLIGATED



floor plan

- DESINFECTION DISPENSERS
- NO TRESPASSING
- WALKING DIRECTION
- MEETQB
- AIM
- THE VAULT
- DASHVILLE
- DTA
- SAFEZONE

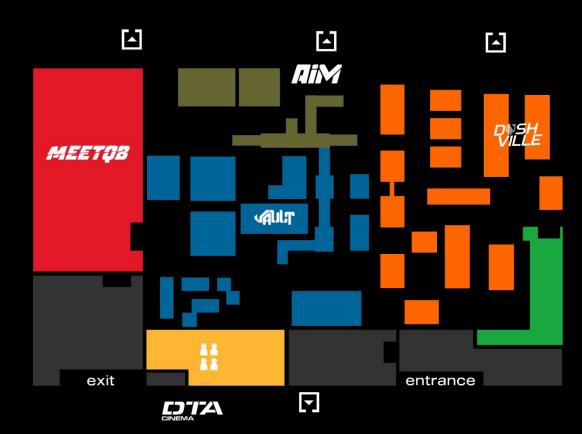
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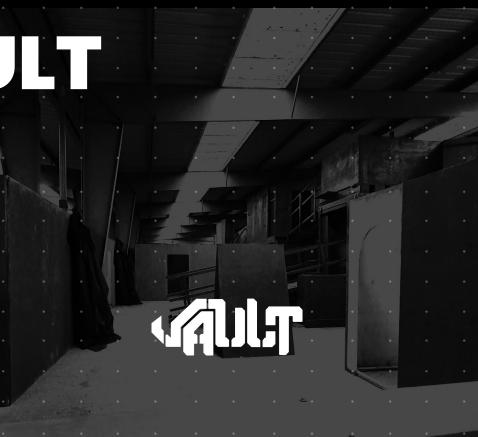
REALSTRIKE ARENA MAR Pealstrike Pealstrike

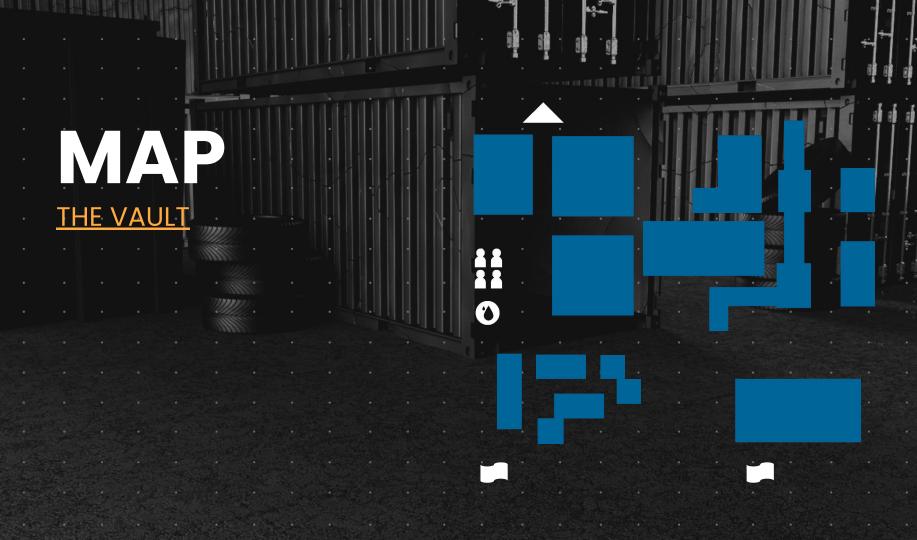


THEVAULT

Mixed gametypes

- TDM
- Capture the Flag
- Kill Confirmed





TEAM DEATH MATCH

GAMEPLAY

Get to know the map, look for angles and sneaky target lines. Kill or be killed.

Infinite respawns

DOMI NATION

Domination - 9 houses have a Team A/Team B mechanical switch. The team that holds the most switches dominates and wins the match.

GAMEPLAY

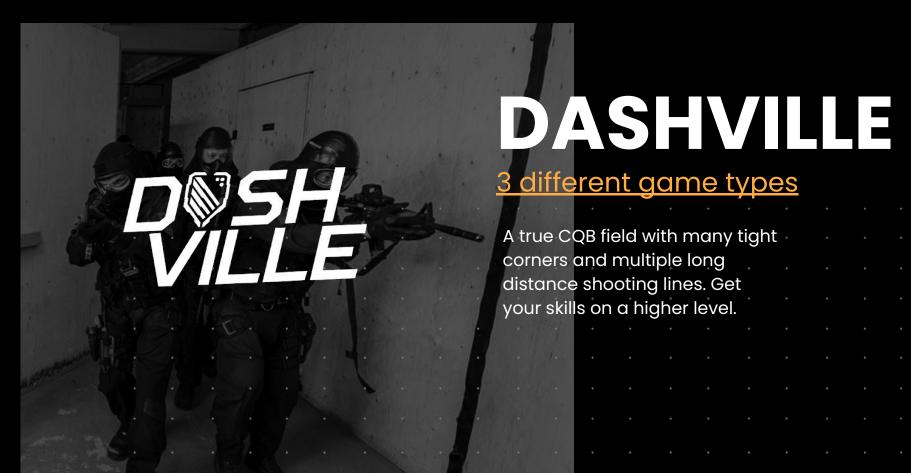
HOIST GAMEPLAY

Use your fresh map skills and take it up a notch. Take your team flag to the center and raise it until the time runs out.

Infinite respawns

Get as many enemy chips to take the win. Both teams have 20 respawn chips. When you get killed you need to present the chip with a stretched out arm and countdown from 10, when the enemy didn't take your chip you go back to your respawn. When you get killed holding more than I chip you need to hand all of them over to the enemy.







MAP DASHVILLE

3 Different Game types

- Hunter
- LandLord
 - Dominator

HUNTER GAMEPLAY

AS A HUNTER YOU HAVE ONE MISSION: "KILL THE RUNNER". THE RUNNER'S MISSION IS TO SHOOT AS MANY TARGETS AS HE CAN IN THE GIVEN TIMEFRAME OF 3 MINUTES. HE ONLY HAS 1 LIFE.

SHOOT OR GET SHOT.

TRAINING STATS/REGULATIONS

2 RED TARGETS - 25 POINTS EACH 5 BLUE TARGETS - 10 POINTS EACH 10 WHITE TARGETS - 5 POINTS EACH

KILL THE HUNTER - 5 POINTS EACH KILL

60 BB'S MAX FOR THE HUNTER 90 BB'S MAX FOR THE RUNNER

GAME ENDS WHEN:

- TIME HAS PASSED
- ALL TARGETS ARE DOWN
- RUNNER GETS KILLED

YOU FORGOT TO PAY THE RENT.
THE LANDLORD IS COMING TO
EVICT YOU. PUSH HIM BACK OUT
BY CAPTURING AS MANY
CAPTURE POINTS AS YOU CAN.
WHEN THE TIME HAS PASSED
THE ONE WITH THE MOST
CAPTURED POINTS WINS.

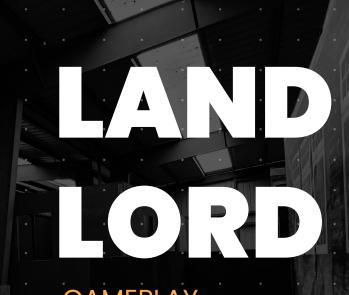
TEAMS SWITCH AT THE END OF EACH GAME

TRAINING STATS/REGULATIONS

60 BB's MAX
1 POINT / CAPTURE POINT
When killed you need to run through the respawn house

GAME ENDS WHEN:

TIME HAS PASSED



GAMEPLAY

DOMI NATOR

GAMEPLAY

CONTROL THE BOMB IN THE CENTER OF THE FIELD AND DOMINATE. THE PLAYER WITH THE MOST TIME ON THE BOMB CLOCK WINS.

TRAINING STATS/REGULATIONS

When killed you have 3 respawn options. When you kill you need to run through the bomb container. So the enemy can respawn.

60 BB's MAX
3 Points / Kill
Minus 5 Points when killed

GAME ENDS WHEN:

3 MINS HAVE PASSED.





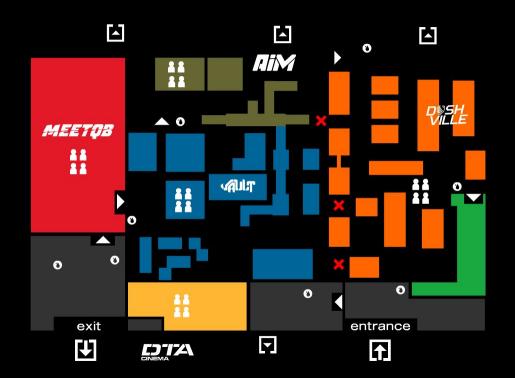
MEETQB INTENSIVE TRAINING 2V2

GET TO THE OTHER SIDE AND TRY TO AVOID GETTING HIT. DON'T FORGET THE CLOCK.









floor plan

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TICKETS AVAILABLE

Come in strong, leave stronger

ealstrike™###

- 20 Euro
- 4hr Gametime
- 09-13u & 14-18u



⊋ealstrike™##



More info www.realstrikearena.nl