

EVENT: Black General

Manöver-Plan

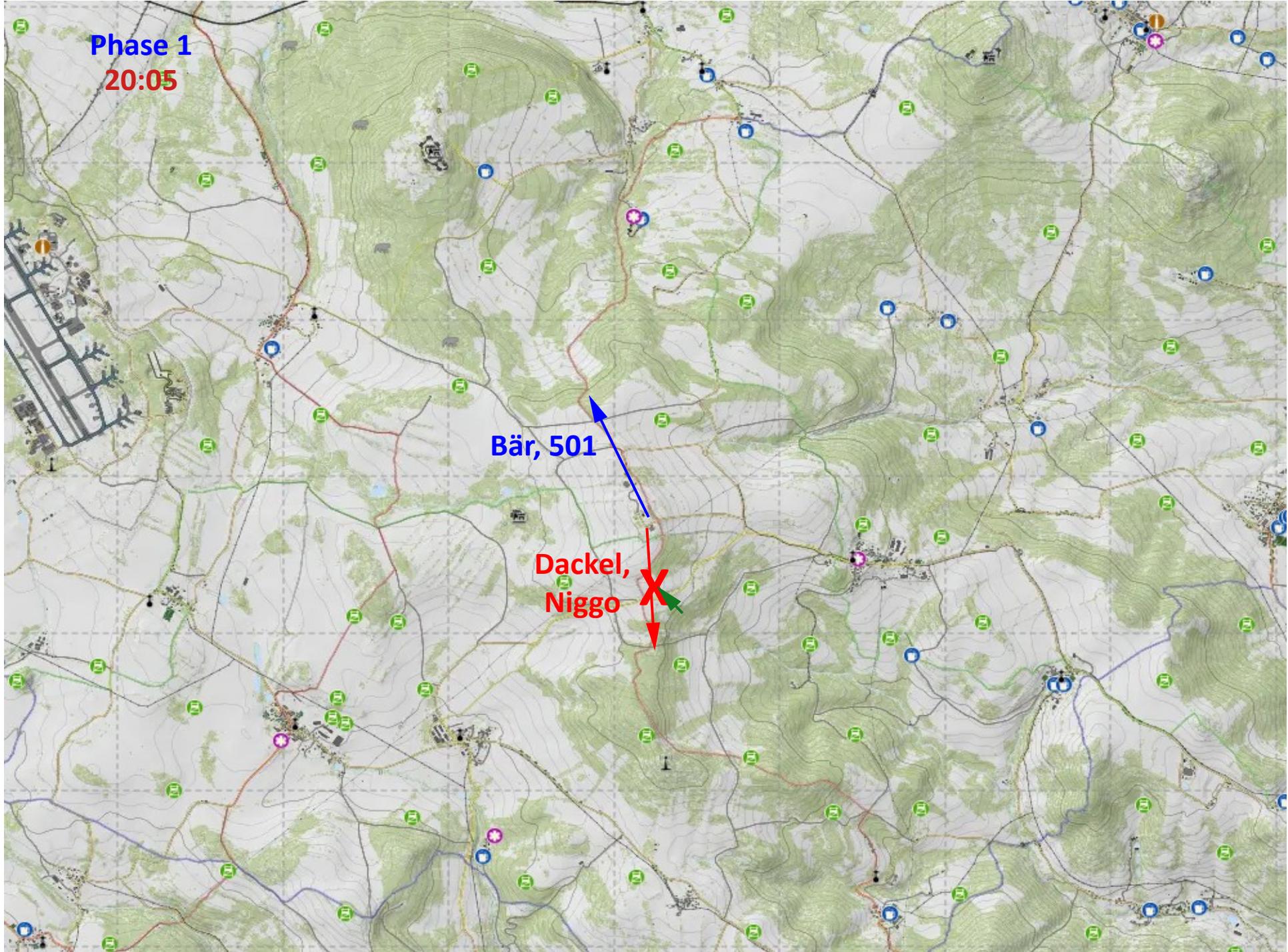
**Streng vertraulich!
Weitergabe verboten!**

Phase 1

20:05

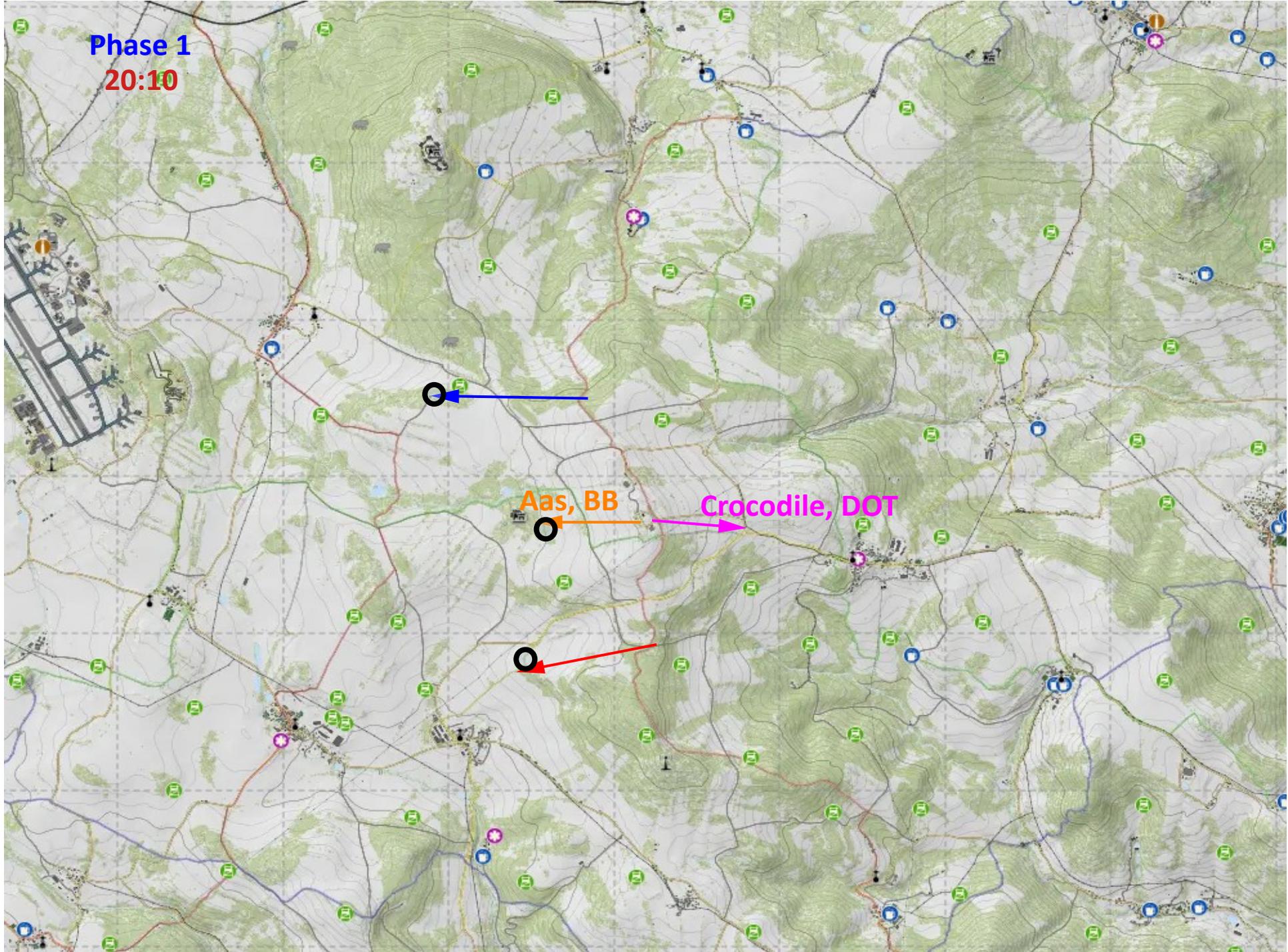
Bär, 501

Dackel,
Niggo



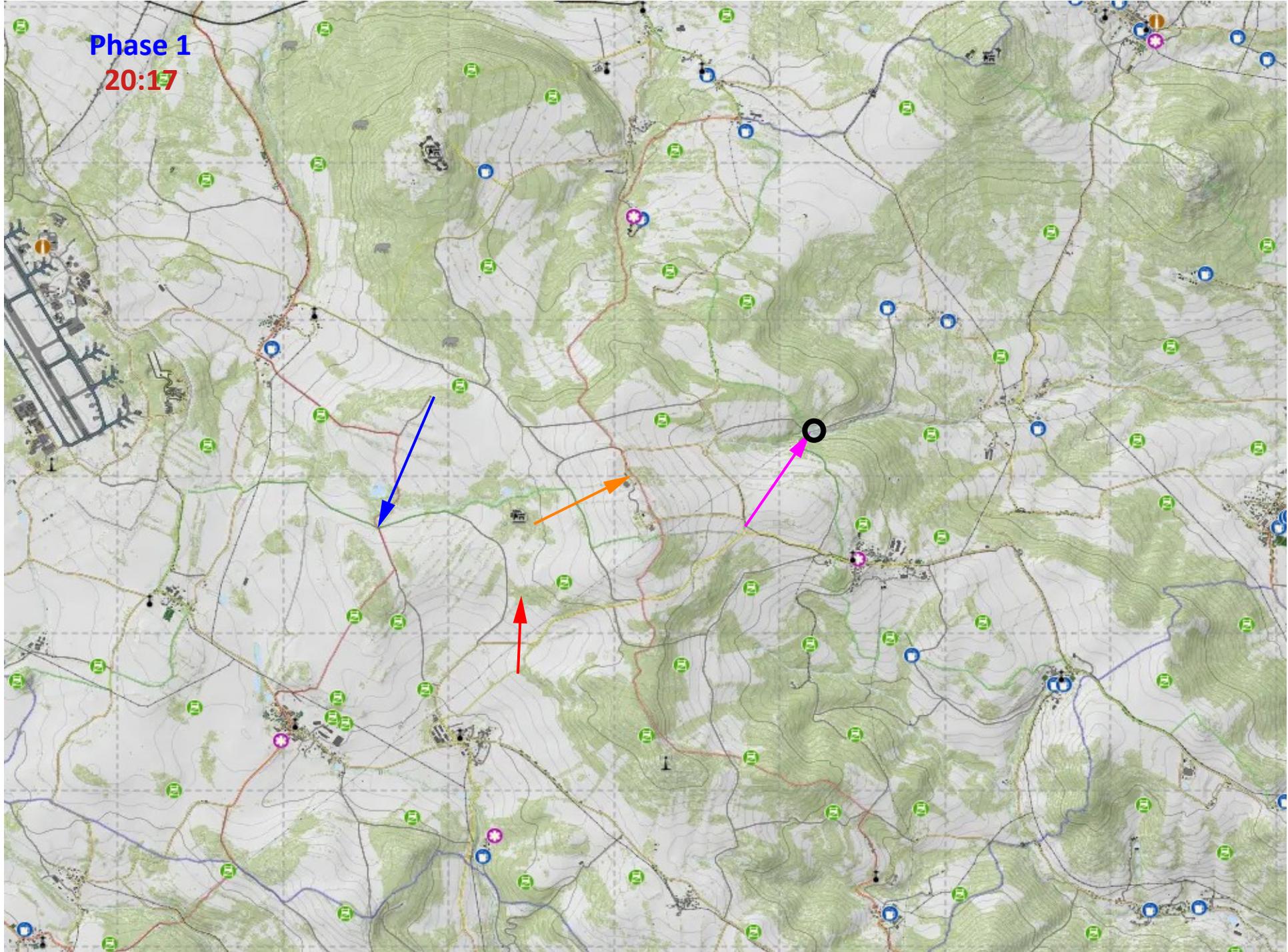
Phase 1

20:10



Phase 1

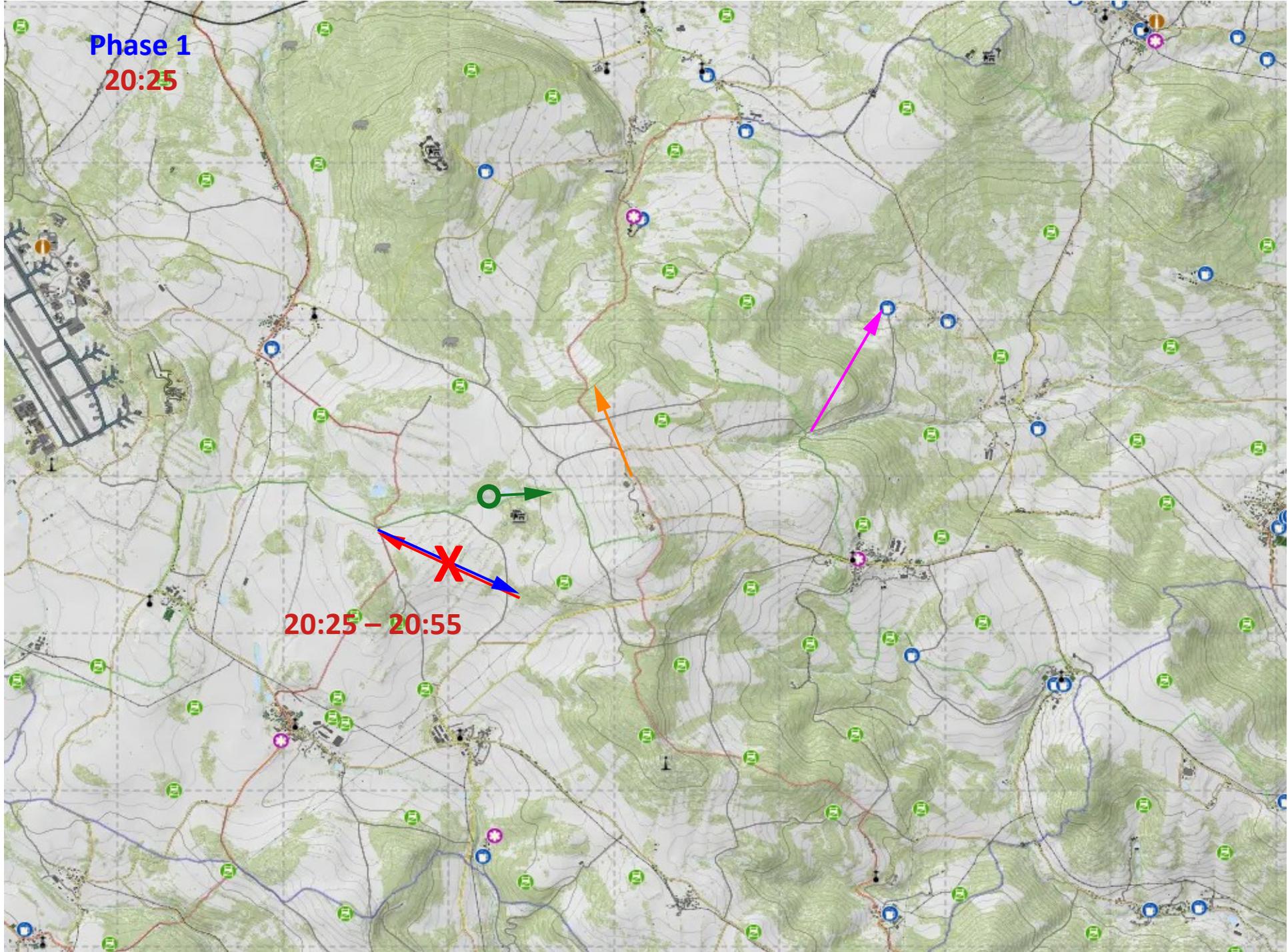
20:17



Phase 1

20:25

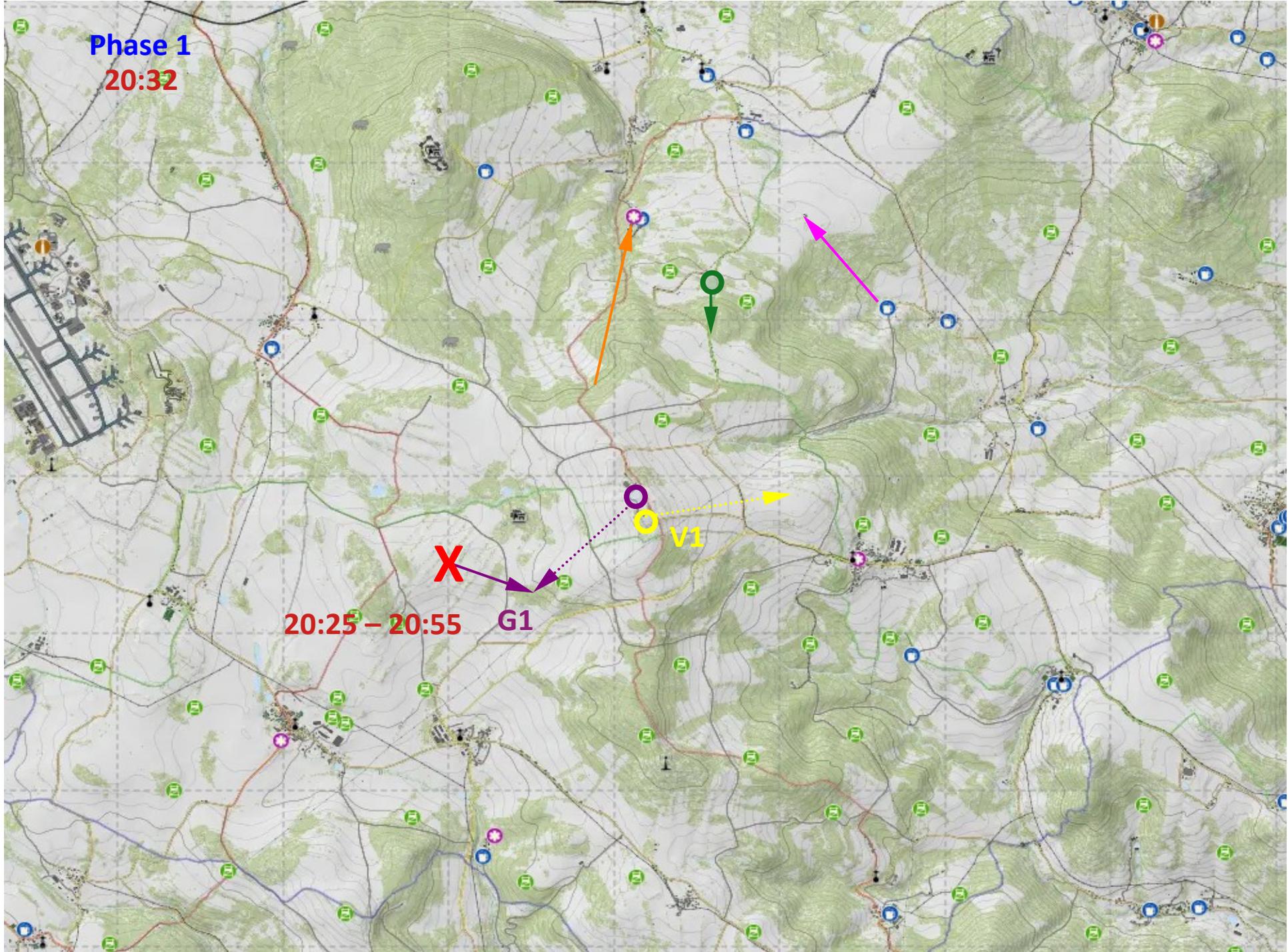
20:25 - 20:55



Phase 1
20:32

X
20:25 - 20:55
G1

V1



Phase 1
21:00

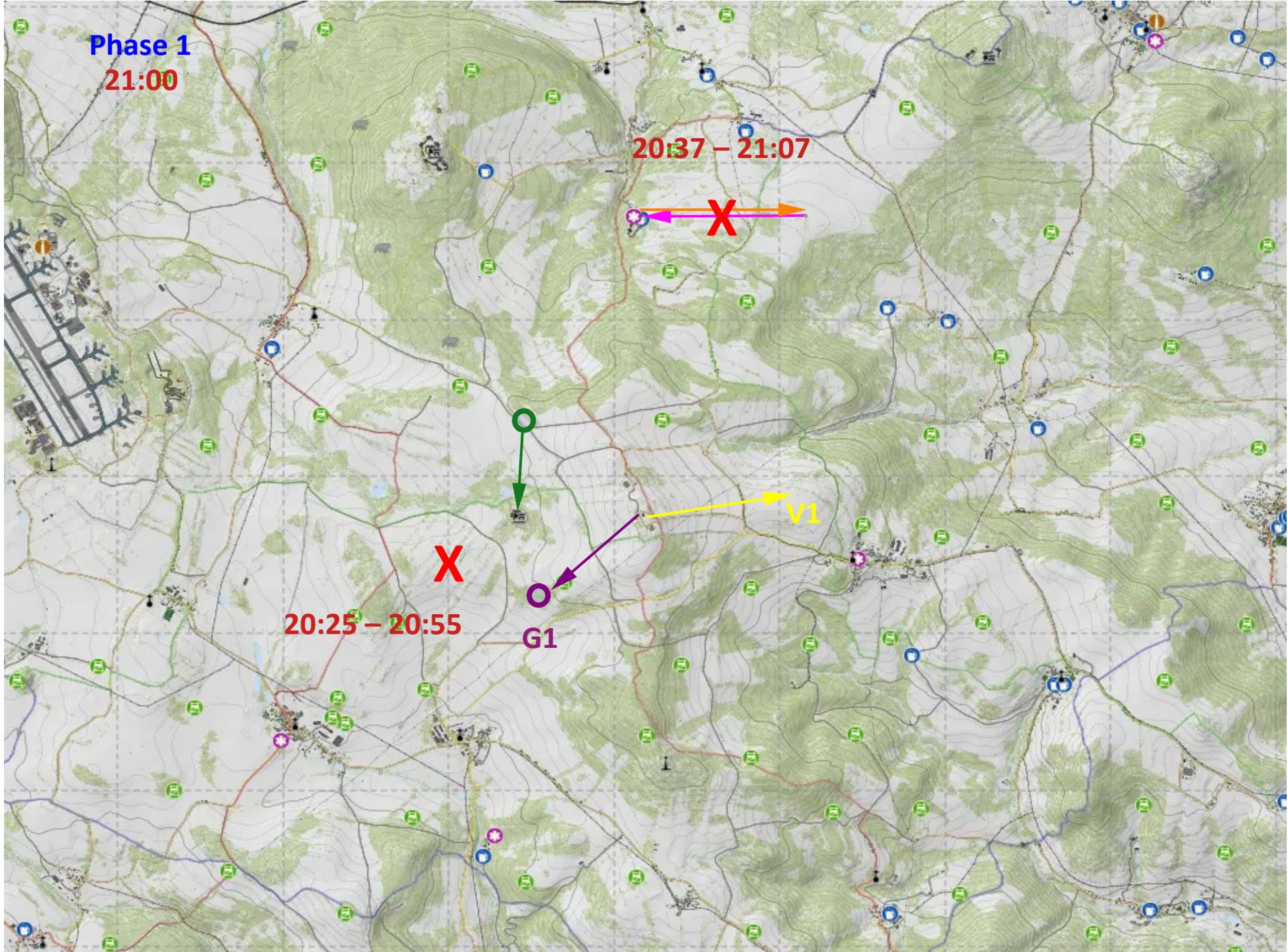
20:37 - 21:07



20:25 - 20:55

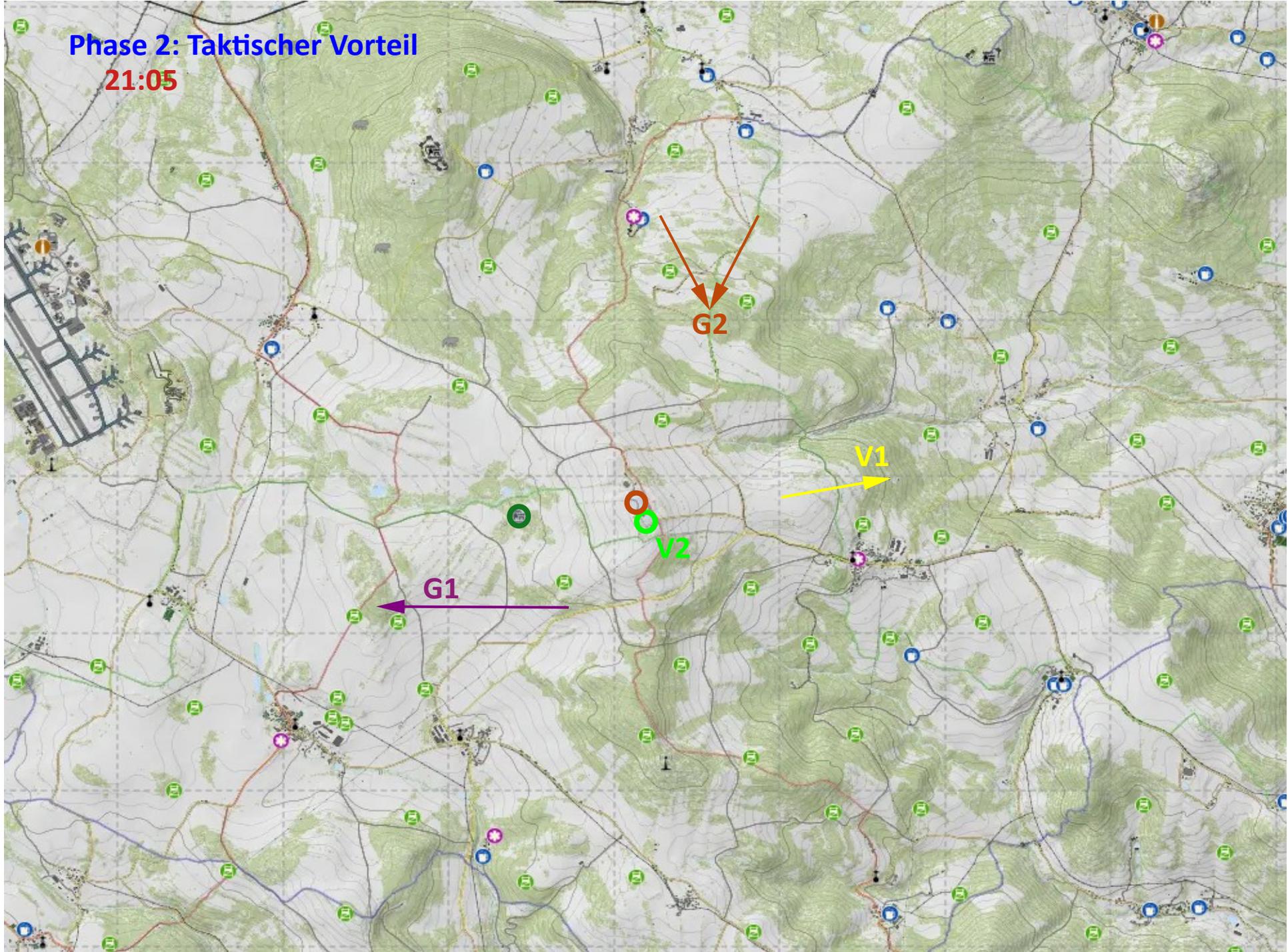


G1



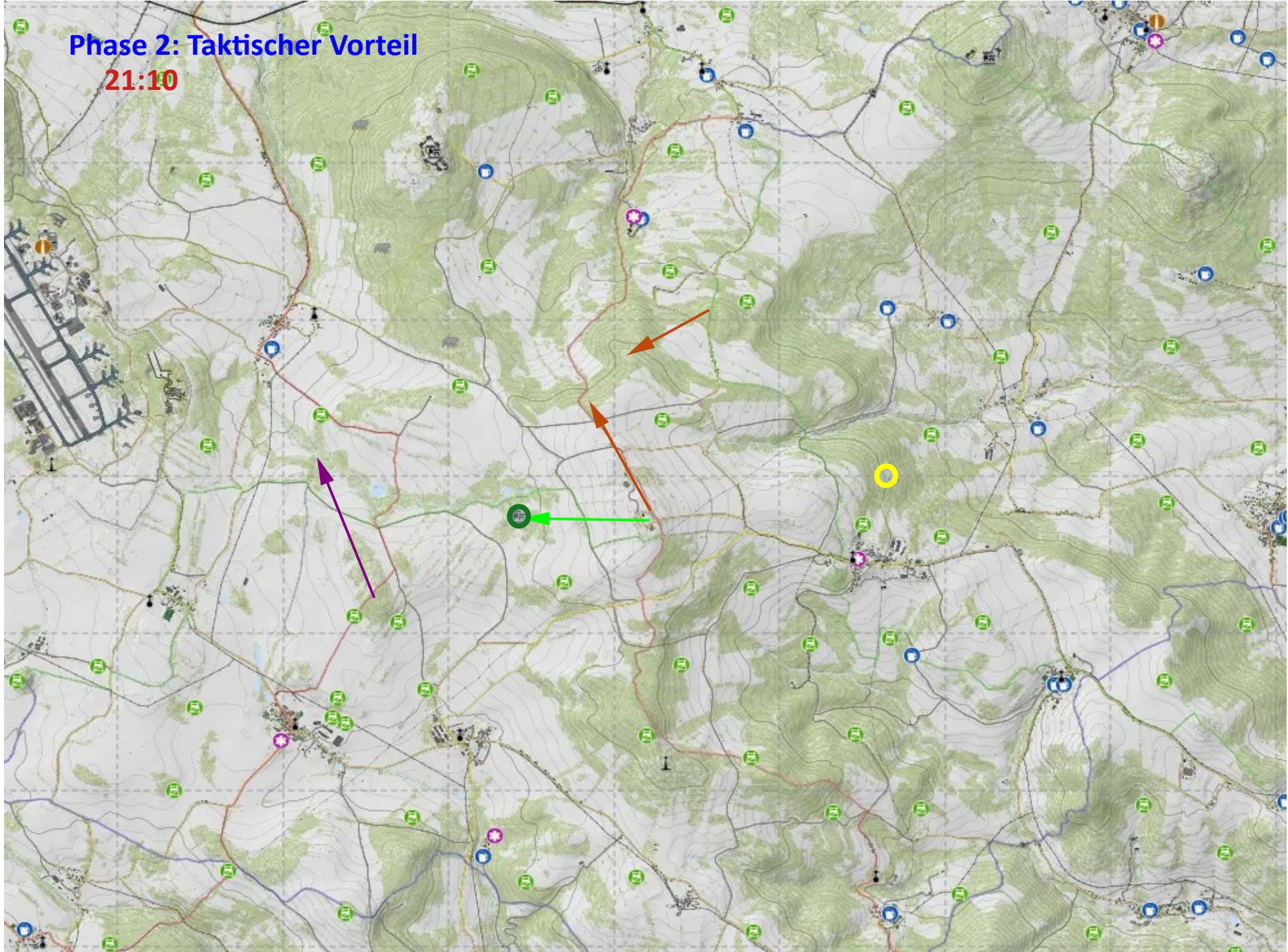
Phase 2: Taktischer Vorteil

21:05



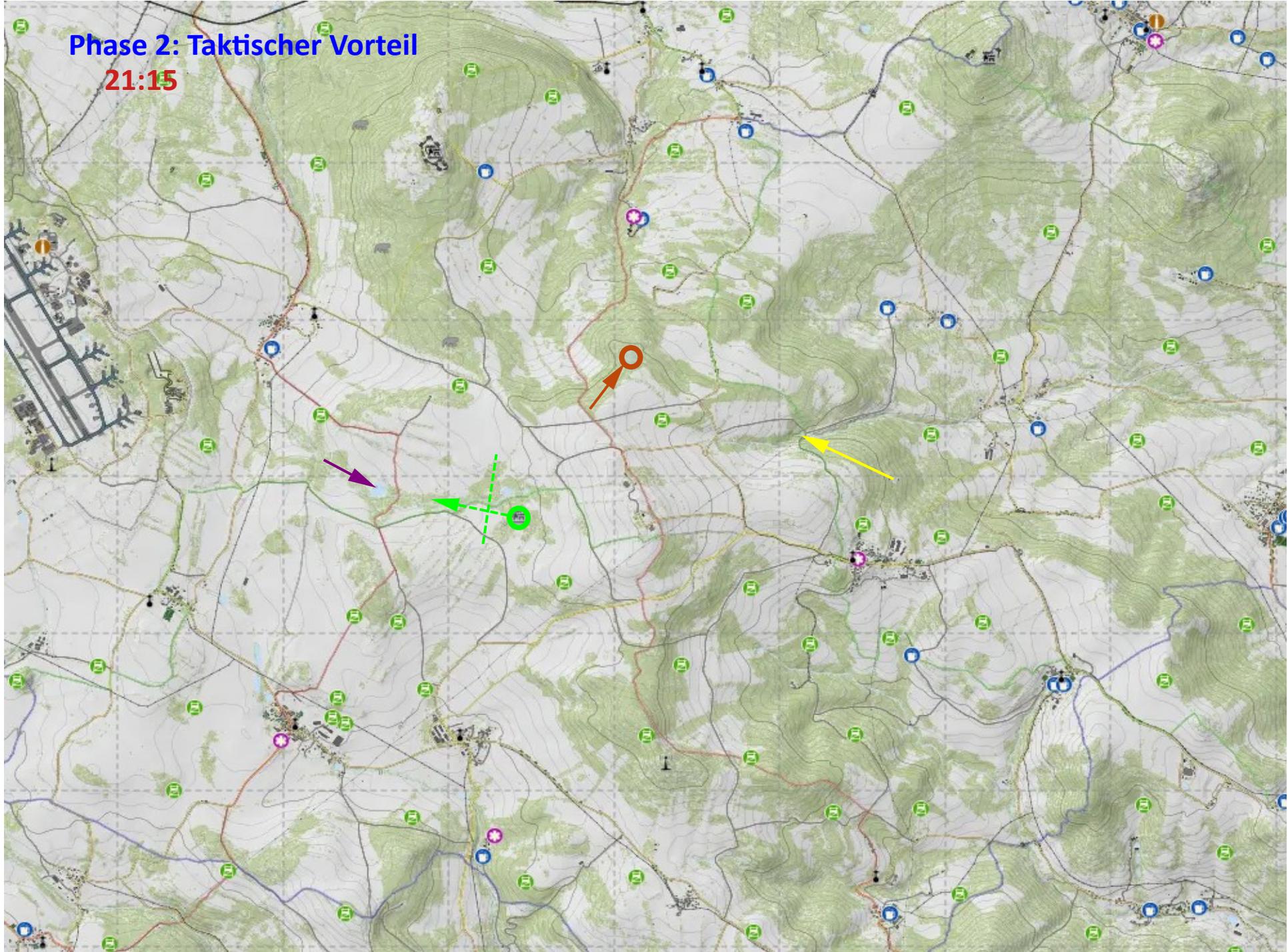
Phase 2: Taktischer Vorteil

21:10



Phase 2: Taktischer Vorteil

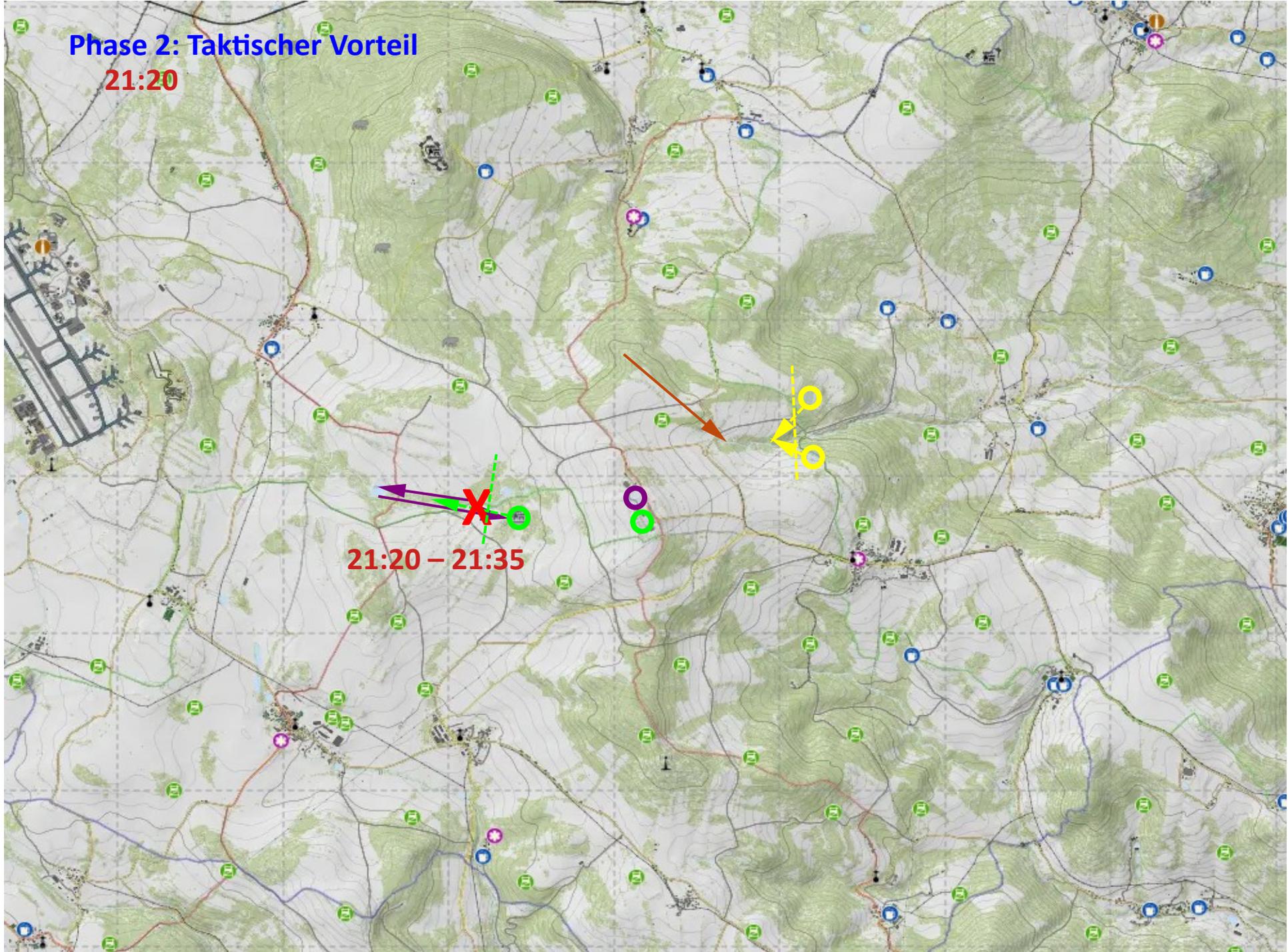
21:15



Phase 2: Taktischer Vorteil

21:20

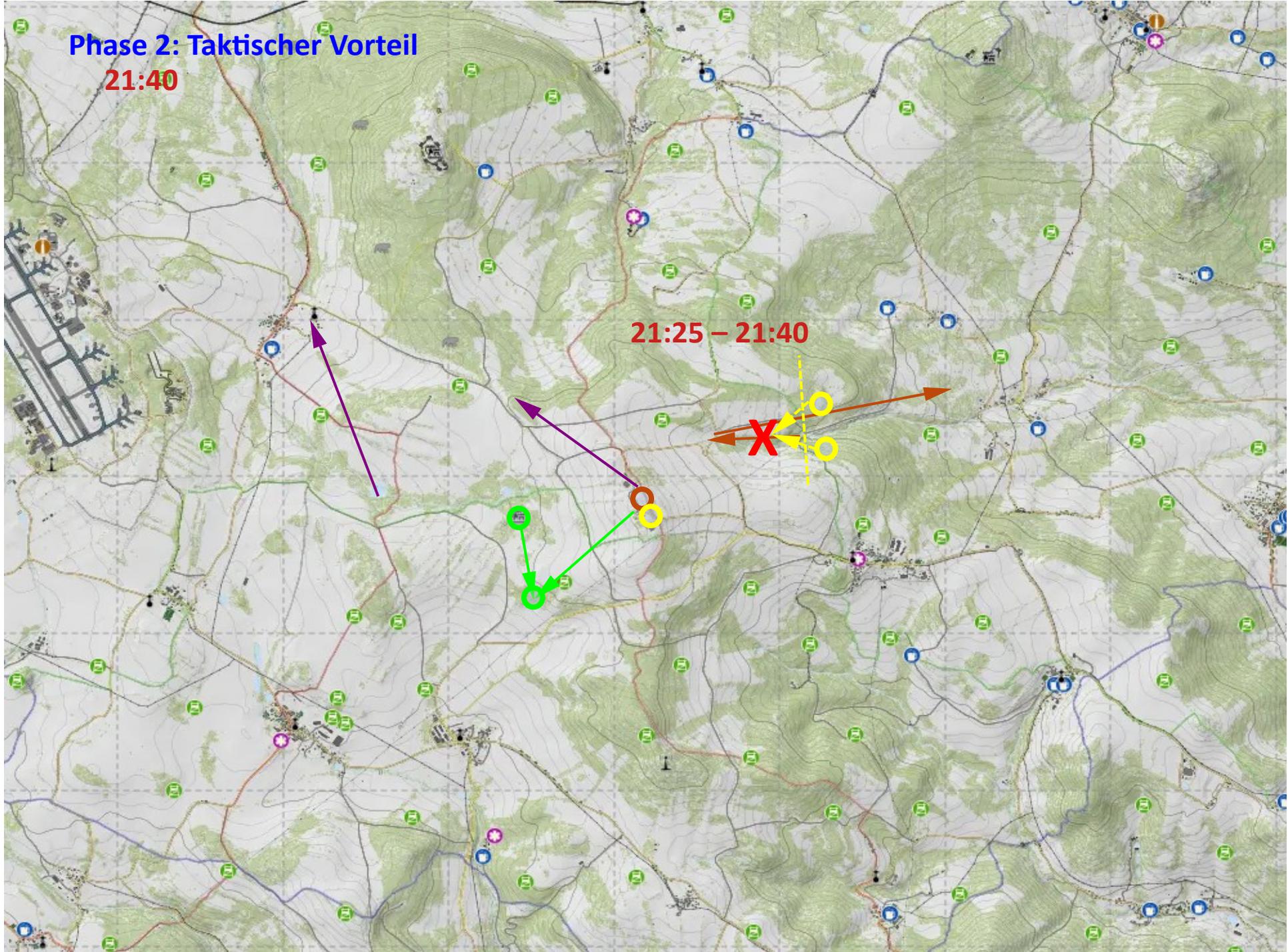
21:20 - 21:35



Phase 2: Taktischer Vorteil

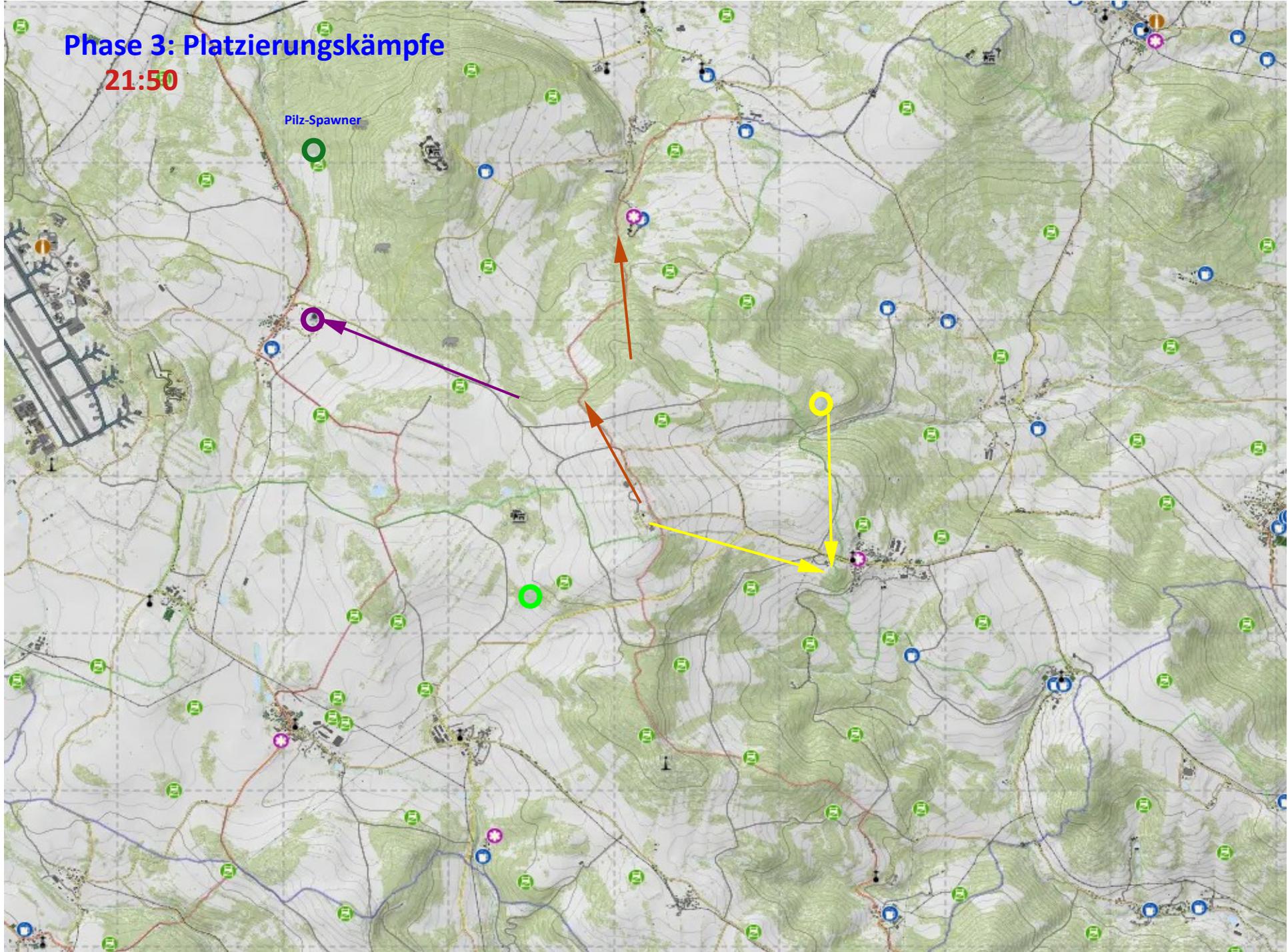
21:40

21:25 – 21:40



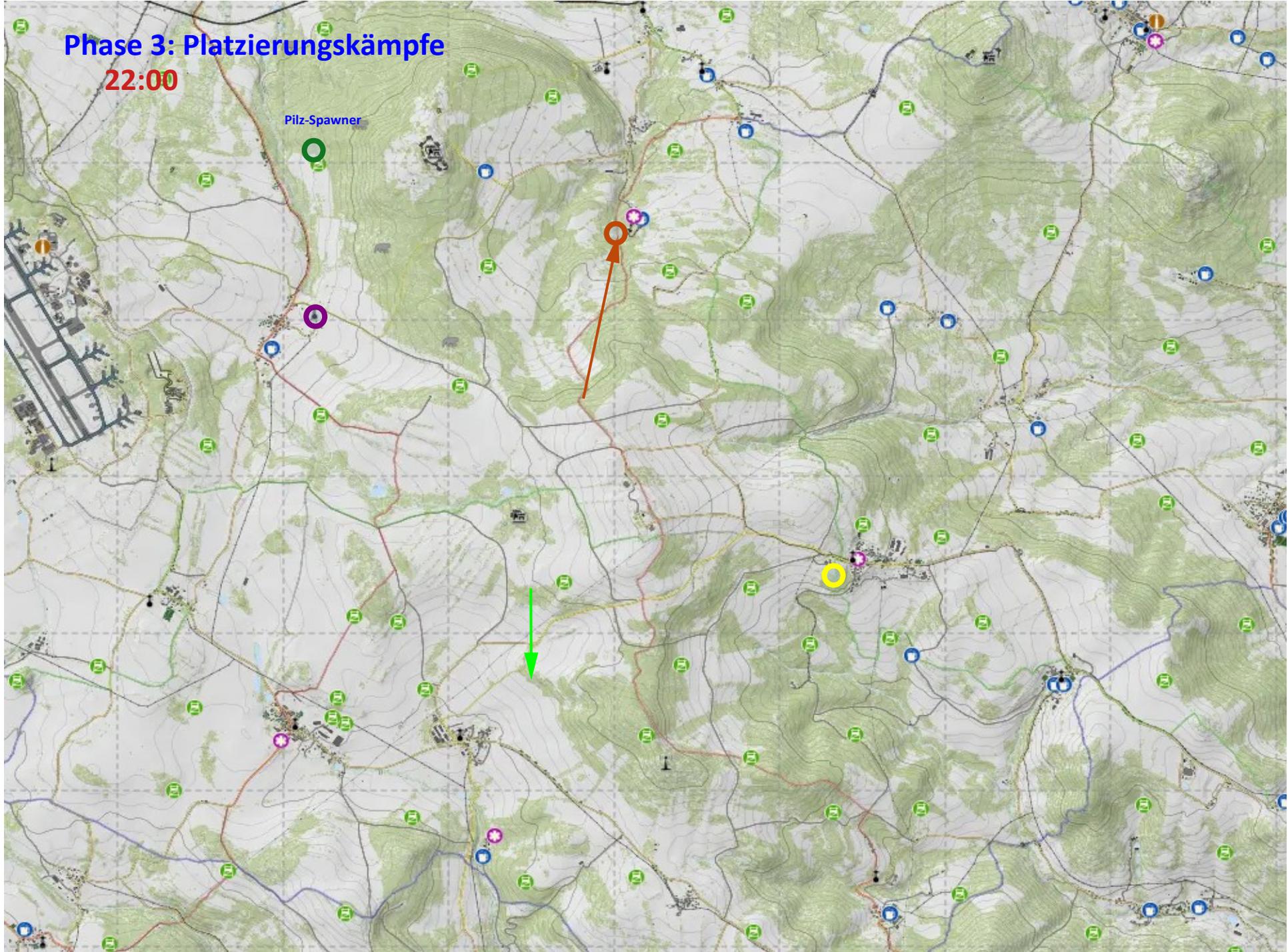
Phase 3: Platzierungskämpfe

21:50



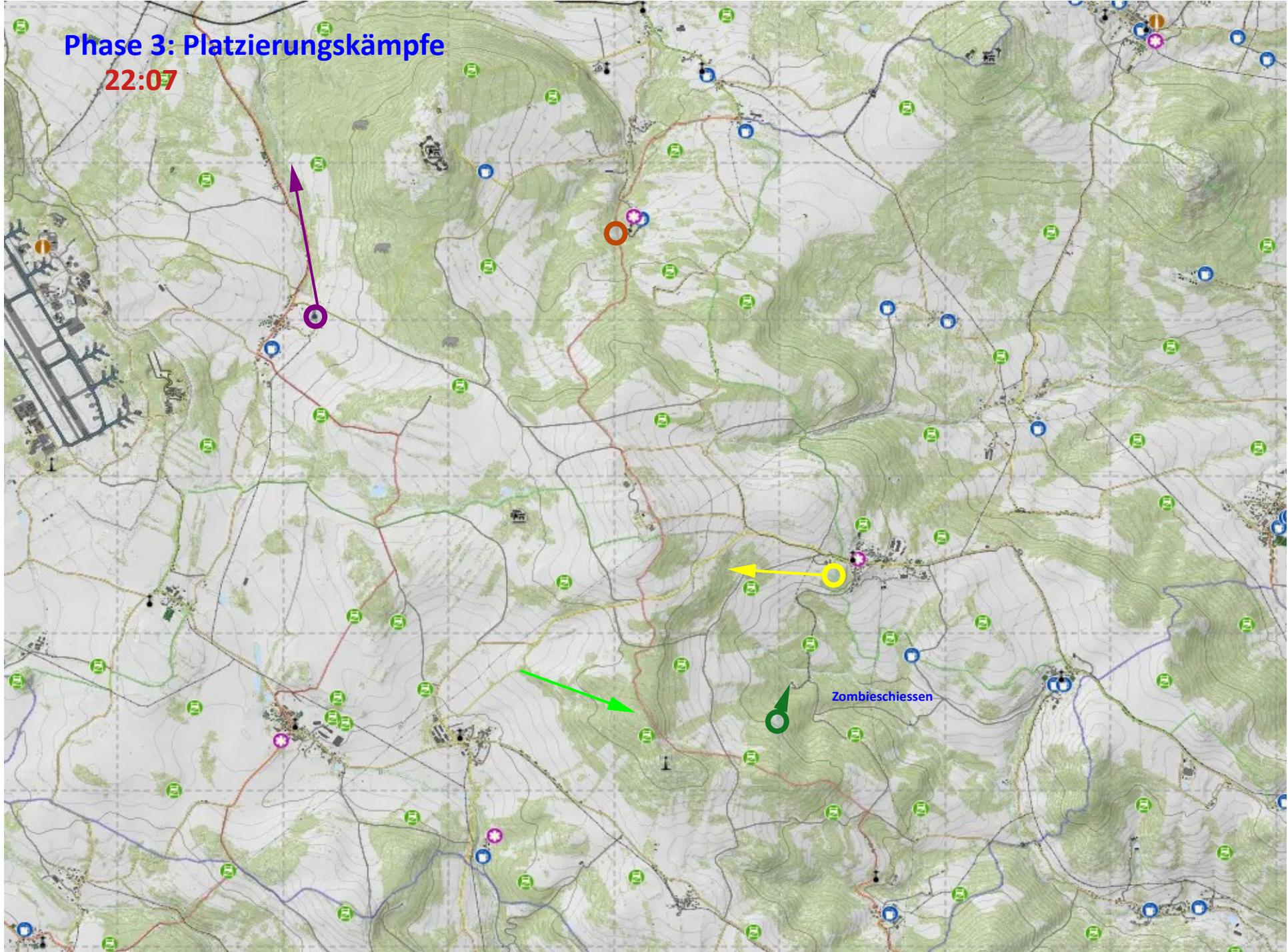
Phase 3: Platzierungskämpfe

22:00



Phase 3: Platzierungskämpfe

22:07



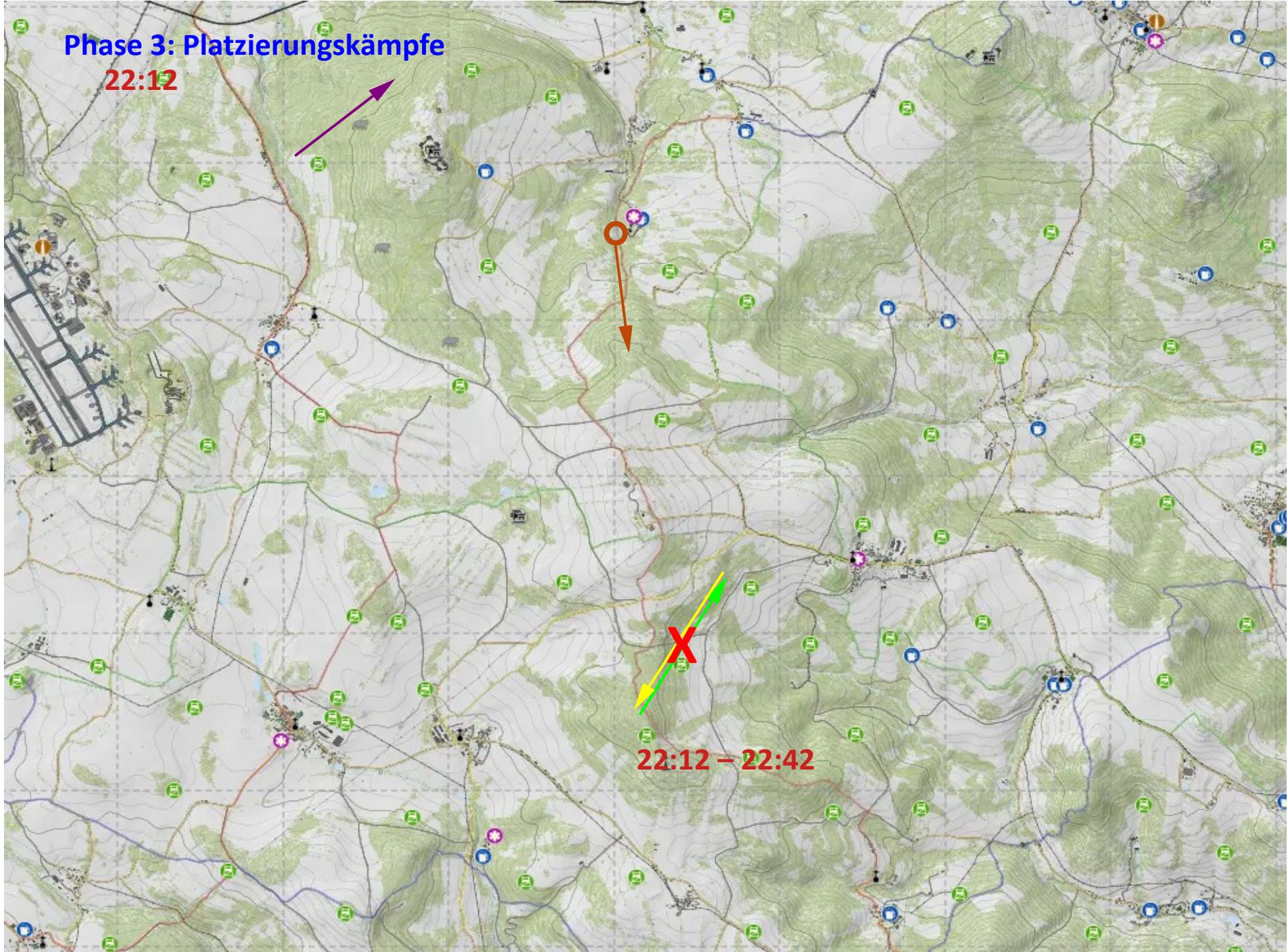
Zombieschiessen

Phase 3: Platzierungskämpfe

22:12



22:12 - 22:42

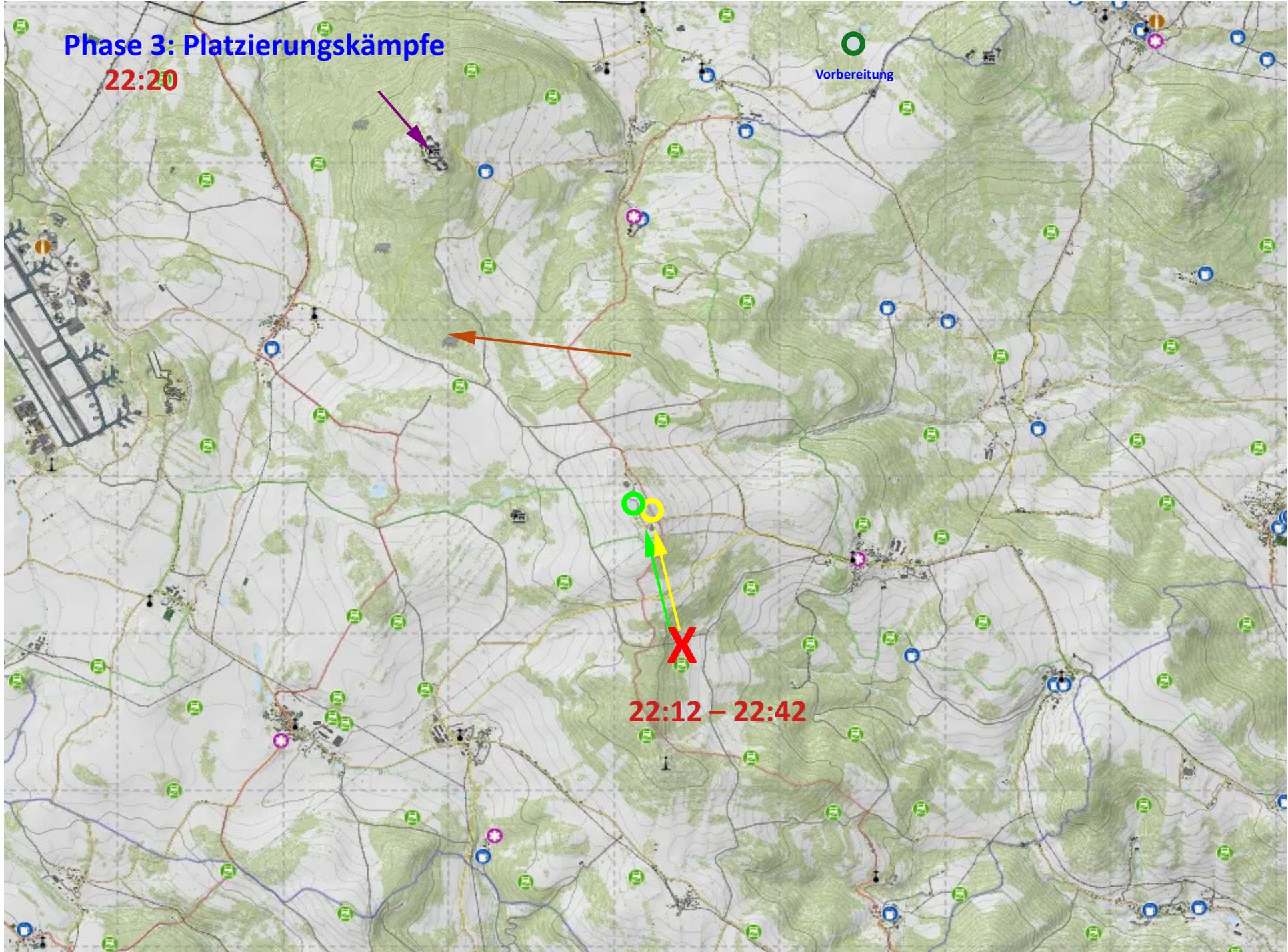


Phase 3: Platzierungskämpfe

22:20

Vorbereitung

22:12 - 22:42

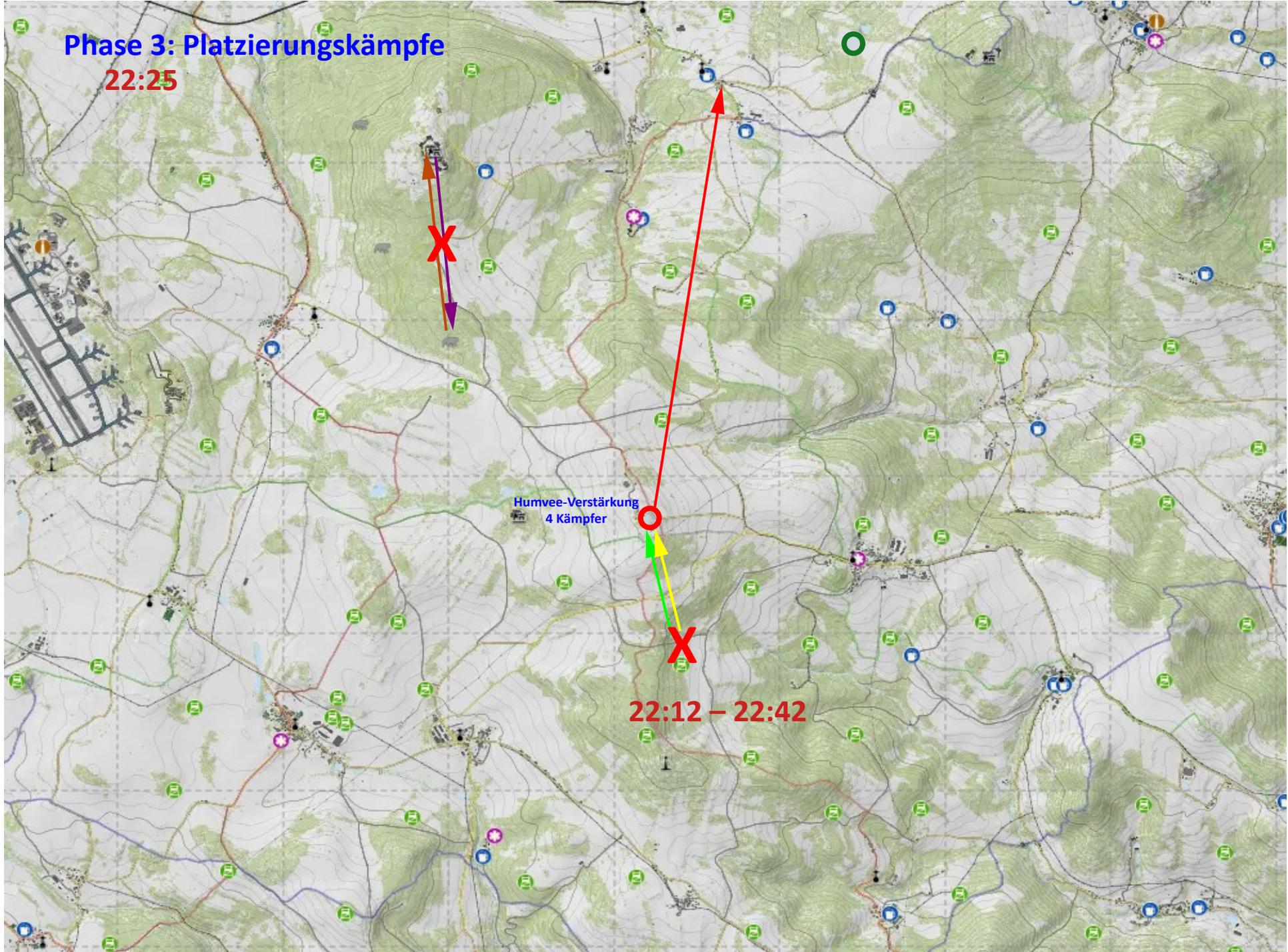


Phase 3: Platzierungskämpfe

22:25

Humvee-Verstärkung
4 Kämpfer

22:12 – 22:42

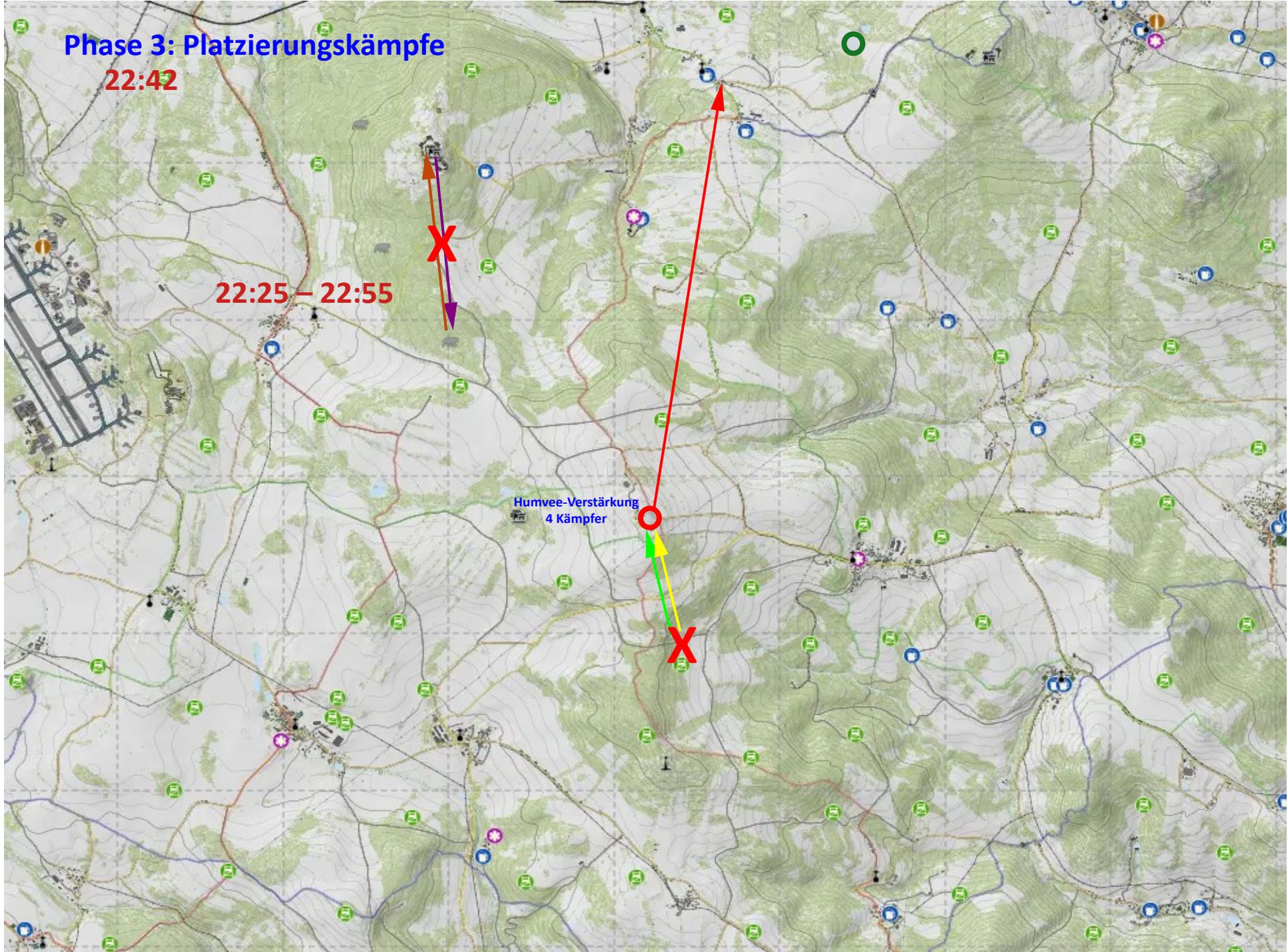


Phase 3: Platzierungskämpfe

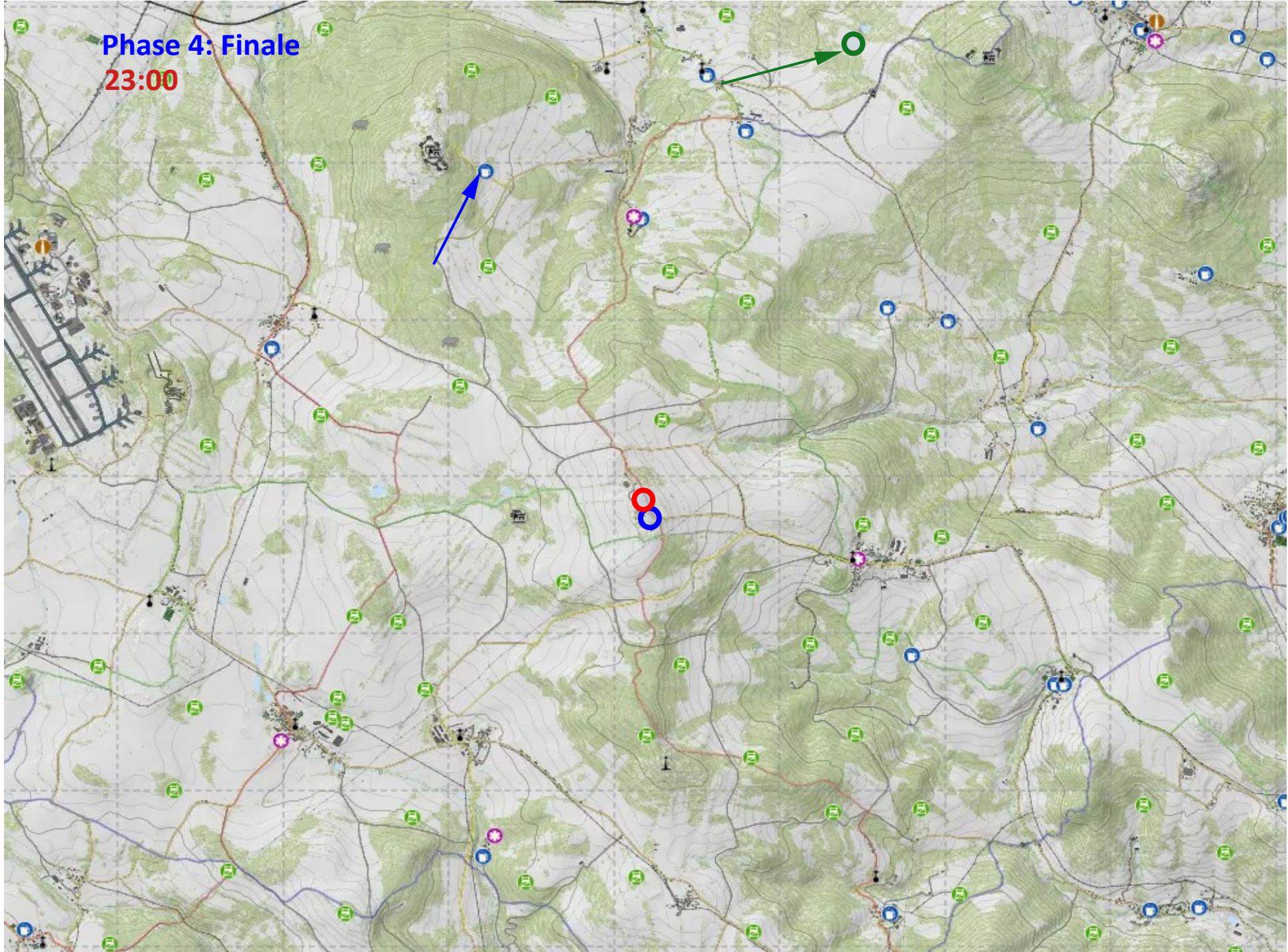
22:42

22:25 – 22:55

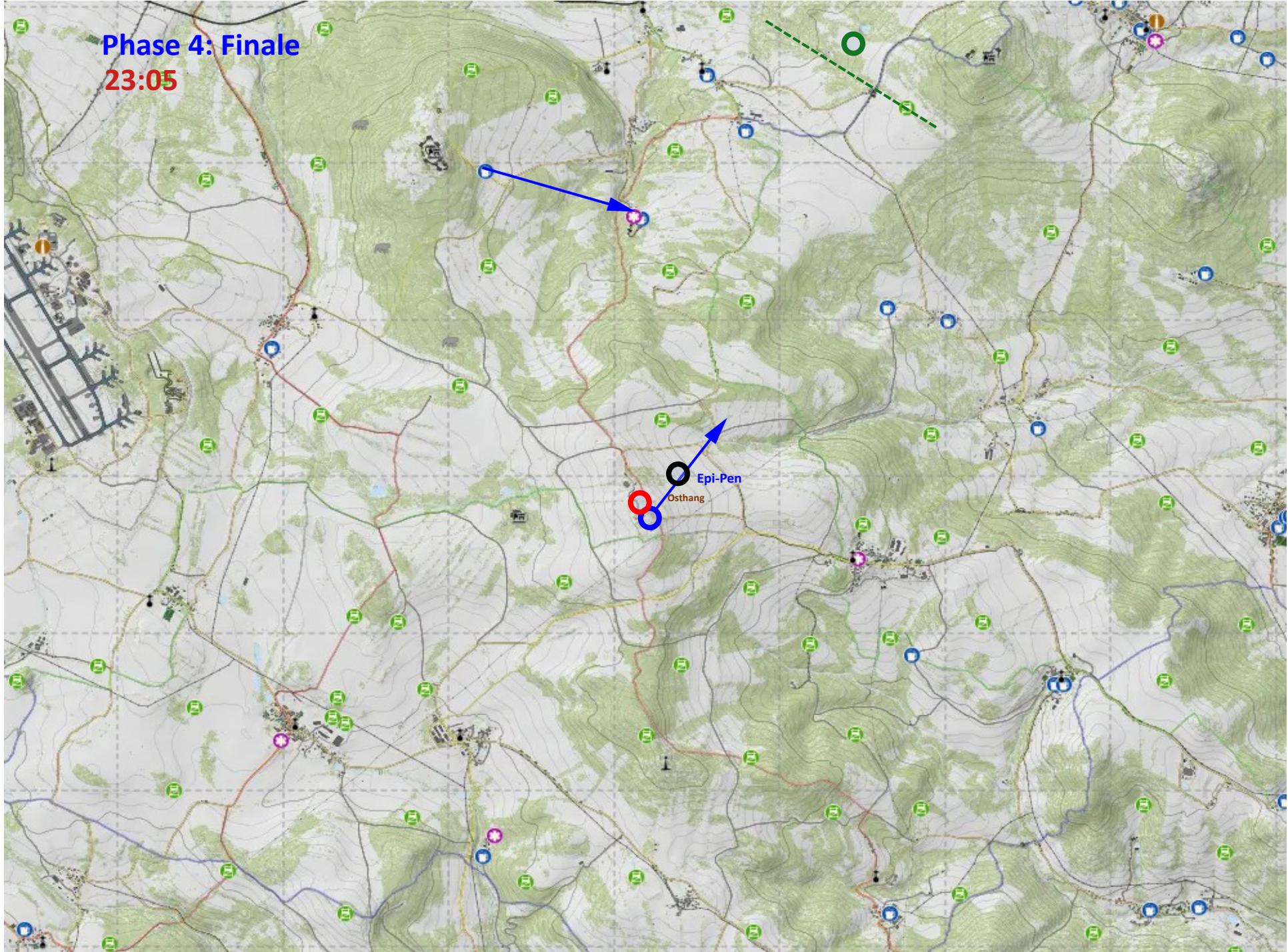
Humvee-Verstärkung
4 Kämpfer



Phase 4: Finale
23:00

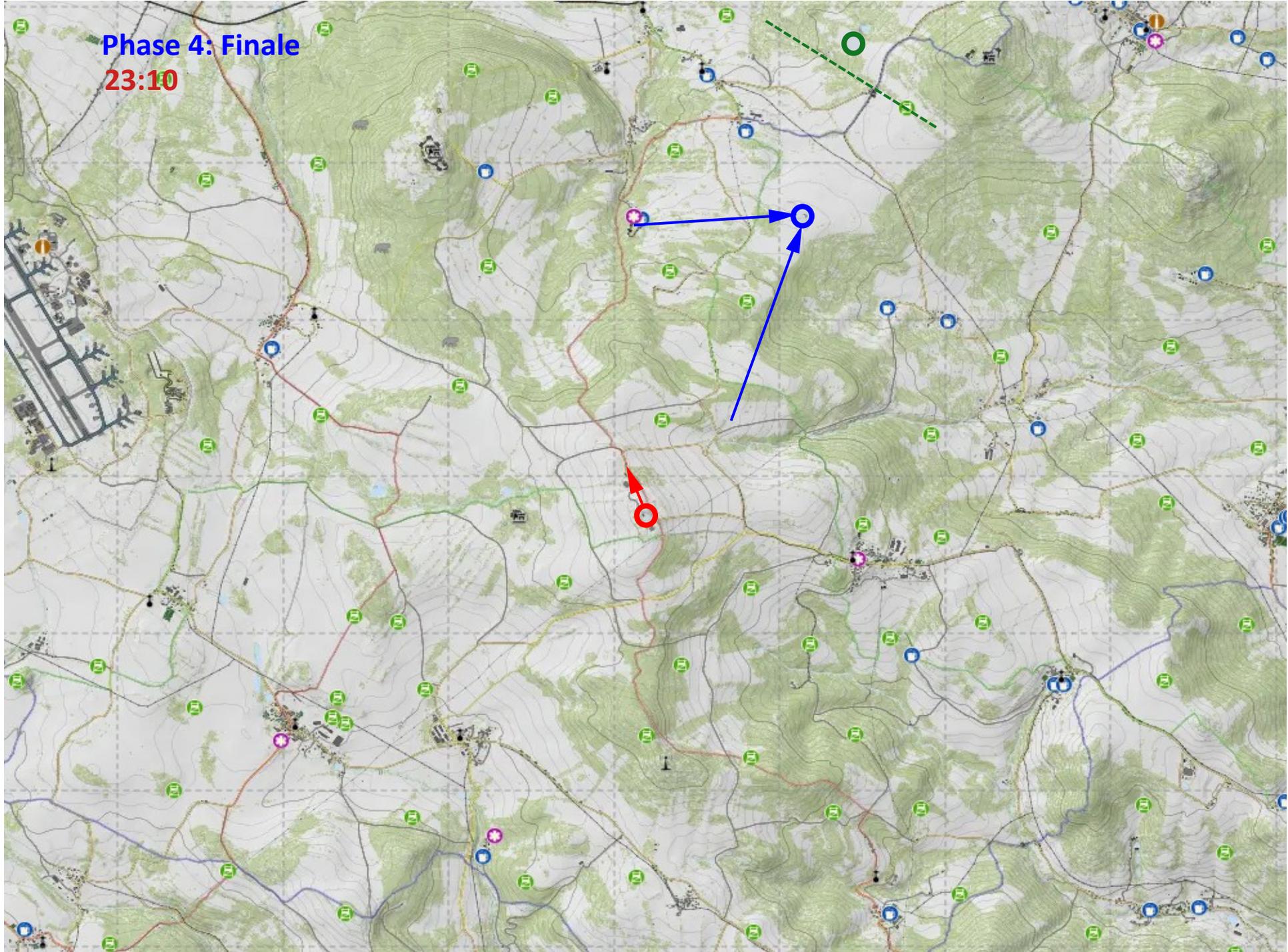


Phase 4: Finale
23:05



Phase 4: Finale

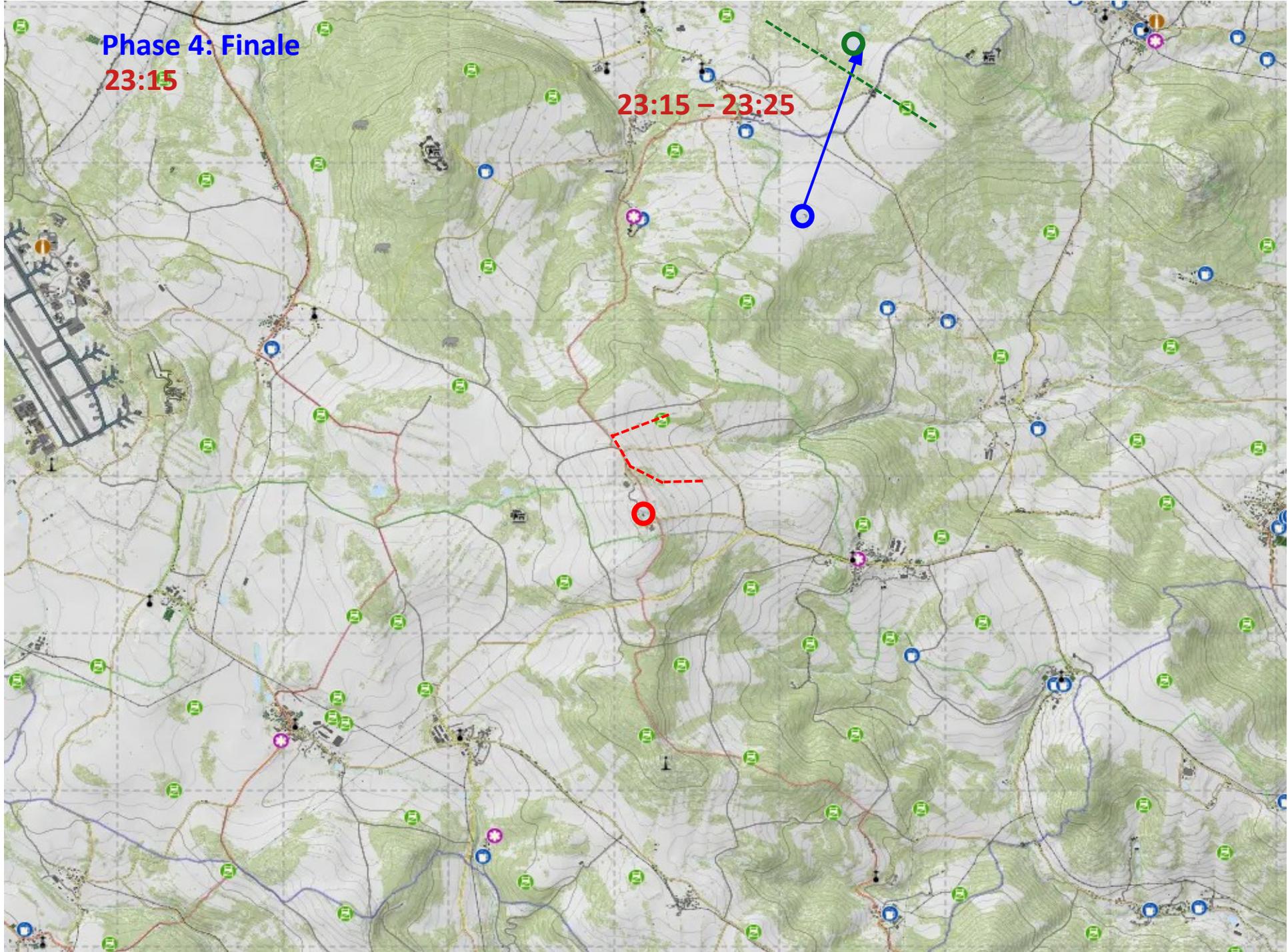
23:10



Phase 4: Finale

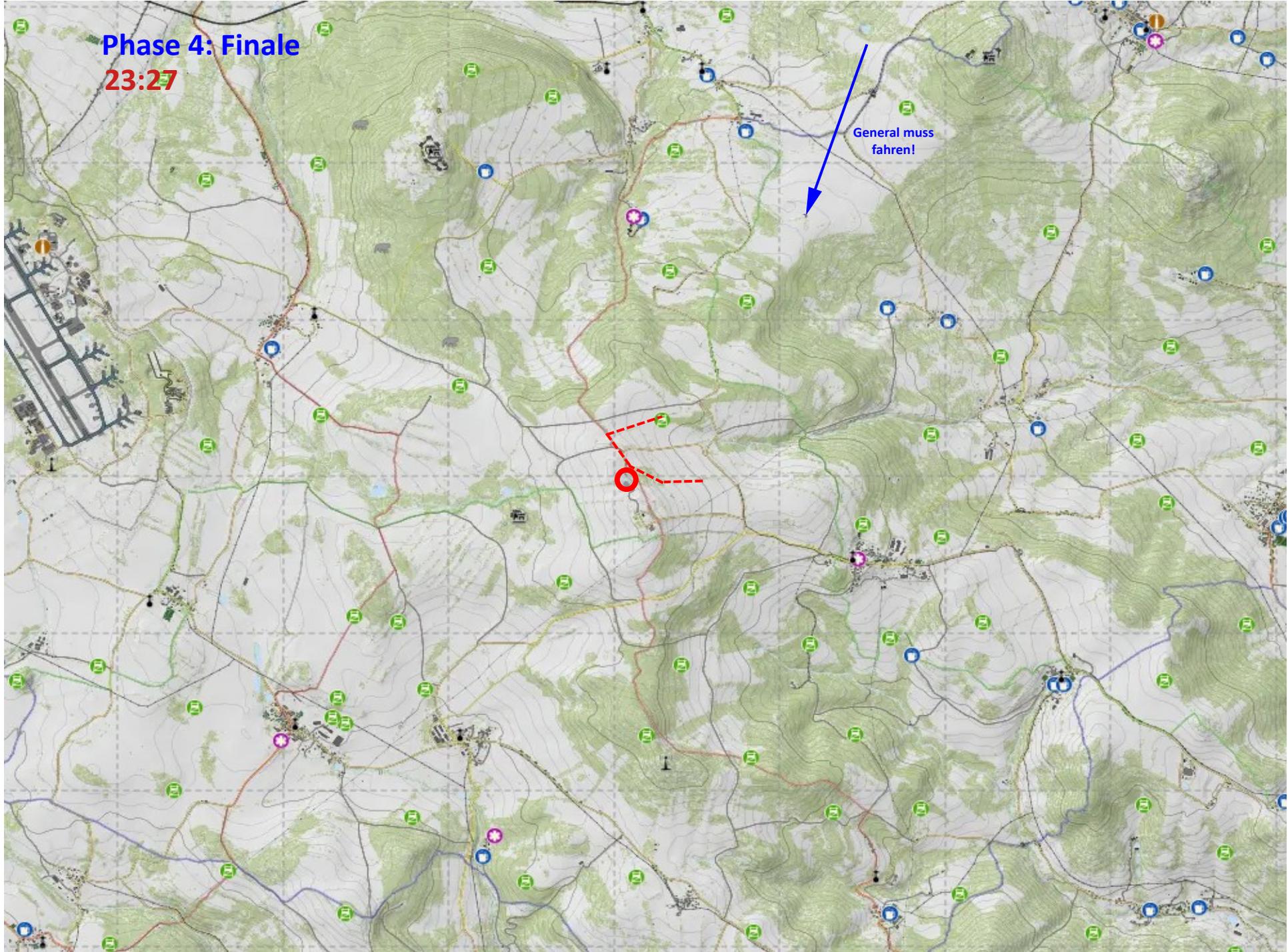
23:15

23:15 – 23:25



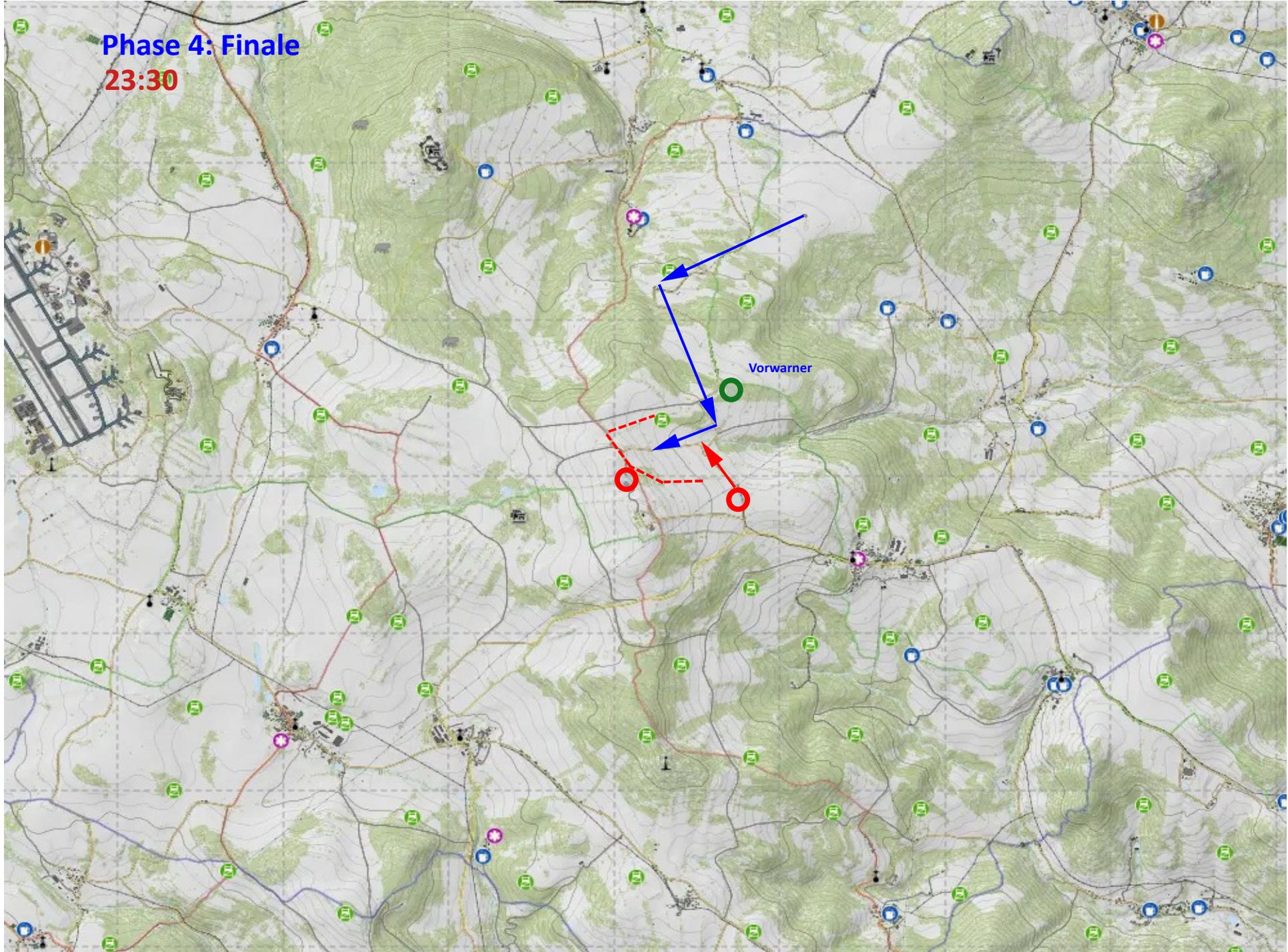
Phase 4: Finale
23:27

General muss
fahren!



Phase 4: Finale

23:30



Vorwarnern

Phase 5: Abschlussrunde

23:40

Schafe spawnen
Steak grillen
Feedback-Runde

