Cover Targets



Abandoned storage buildings with targets appearing in various locations provide an ideal environment for training rapid reactions and precision.

Drill Description:

Cover Targets is a shooting drill designed to improve reaction time, speed, and accuracy under pressure. In this drill, a set of targets emerges from behind cover in multiple cycles. To trigger the next cycle, the shooter must successfully hit all targets from the current one. The drill is finalized once all targets in the final cycle have been neutralized.

Configuration:



Difficulties to be selected from:

Custom, Easy, Normal, Expert - refer to Difficulties

Cycle count: Sets in how many cycles new targets appear (1-10). Each cycle must be finalized before the new one starts.

Target per cycle: Number of targets to appear during the cycle (1-5). Can be adjusted in the Custom difficulty level, other levels are preset. (Easy 1 target, Normal 2 targets, Expert 2 targets).

Target strength: Indicates number of hits necessary to remove each target. Standard setting is 1, custom setting allows up to 5 hits per target.

Penalties ON/OFF: Penalties ON will add 1 second to the drill time for every missed shot. Penalties OFF ignores the misses and records only elapsed time.

Default: In one click resets the scene to default Cover Targets setting - Normal Difficulty + Cycle Count 5 + Target per Cycle 2 + Target Strength 1 + Penalties ON.

Home: Directs back to the Home page with drill selection.

Start: Starts the drill. Note that the drill can also be started with a random shot at the scene. If it doesn't start at a random shot, go to Home page, open the Settings dialog, and check General

setting 'Shoot to start' ON.

Revision #12
Created 2025-07-17 12:42:15 UTC by Admin
Updated 2025-07-24 11:58:36 UTC by Editor