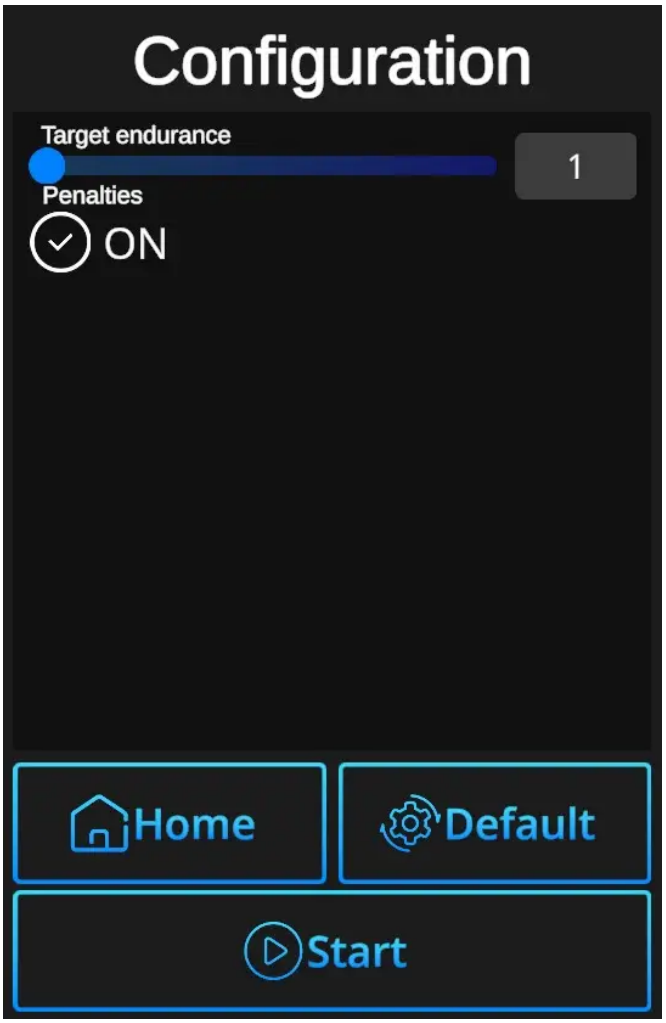
CQB Arena 1 & 2



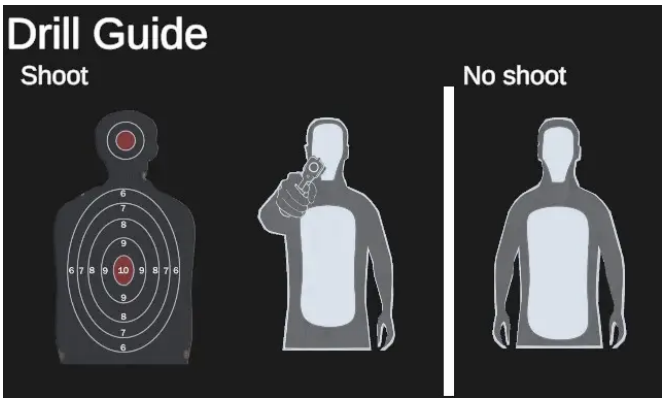
Drills Description:

CQB Arena 1&2 present dynamic drill in a confined indoor warehouse with open rooms and narrow corridors. Silhouette targets appear unexpectedly from various positions. Some targets are armed threats; others are non-threats requiring quick judgment. The drill builds accuracy, reaction speed, and shoot/no-shoot decision-making. It is designed to enhance close-quarters combat skills in a realistic environment where each run is unique.

Configuration:



Target Endurance : Sets required number of hits to remove the target (1-5). There are two shoot targets and one no-shoot (unarmed) target.



Drill guide appears at the beginnig of each CQB drill, but only if the main setting -> Home-Settings-Auto drill guide control is ON.

For experienced players Auto drill guide setting OFF would be satisfactory.

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

Default values : In one click resets the scene to default setting - Endurance 1 + Penalties ON.

Home : Directs back to the Home page with the 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.

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