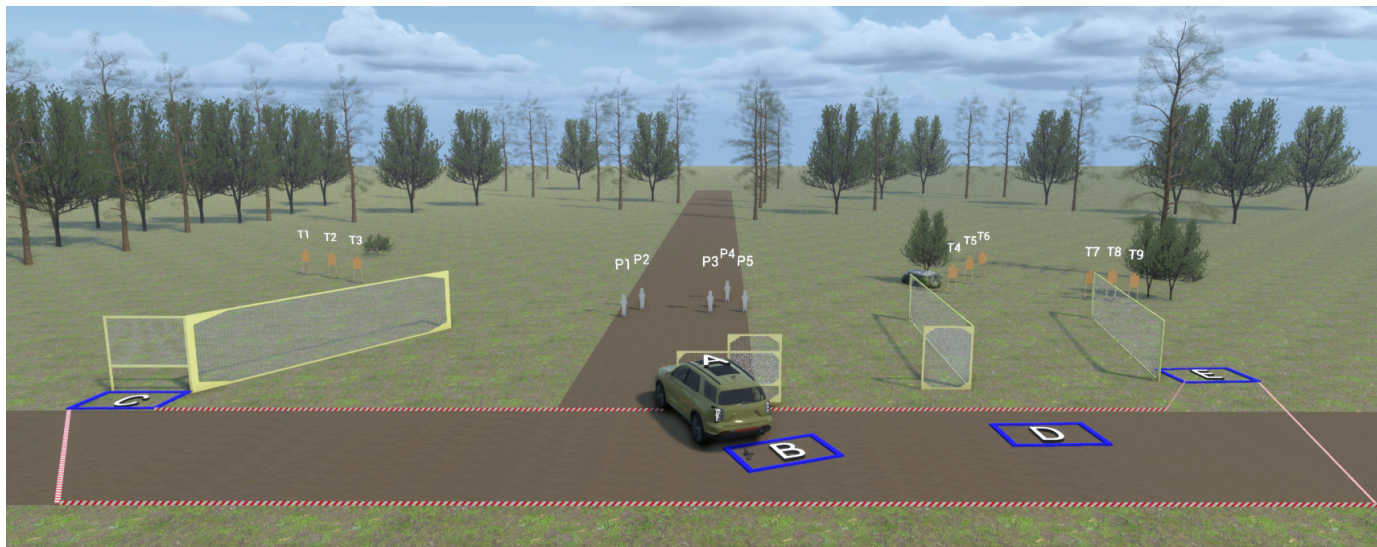




18.7.2026

Hätilä 26

Stage 1, rifle: Tight Situation



SITUATION: You drive into an enemy ambush and your combat partner gets hit. You borrow his rifle and clear the situation.

- The stage has 9 SRA targets, 5 PP (10p.)
- Max. score 140
- Shooting distance 25-45m
- The minimum number of shots is 23.
- Handling sectors left, right, up and down 90 degrees, marked with yellow marks / tape.
- Shooting sectors marked on the sides with white and orange signs, up at the top of the tree line.
- Start from area A, sitting on the bench (both buttocks touching the bench), hands on the marked places on the dashboard. Loan rifle in the marked place, magazine inserted, unloaded (with three in the magazine). Own rifle in the trunk in the marked place, chamber empty, bolt forward. At the start signal, the loan rifle is fired until empty towards PP 1-5 through the windshield opening (the loan rifle must be left in the marked place empty, or safety on). Move to area B and shoot the remaining Peppers (Peppers 1-2 are not visible in area B, so if one or both of these remain standing and you want to shoot them, you must return to area A). SRA Targets 1-9 are shot from areas C-E when visible. Mandatory safety on between shooting positions.
- The boundaries of areas B-E are fault lines. The stage area is delimited by a red and white guiding line.
- If the loan rifle is not shot until empty, one procedural error is given.
- The loan rifle used at the stage is a standard AK.
- Shooting a car will result in disqualification and liability for compensation.
- Due to the safety regulations of the FDF, shooting at distances less than 25m is not allowed. If a competitor shoots at a distance less than 25m, it will result in disqualification. The range officer will first try to warn of dangerous action.
- 3 minute walkthrough.

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**KORPPI
GEAR**

Sandels
VAHVA JA PEHMEÄ OLUT



Panssariprikaati



**NOSTURI-
MIEHET OY**

Hätilä 26

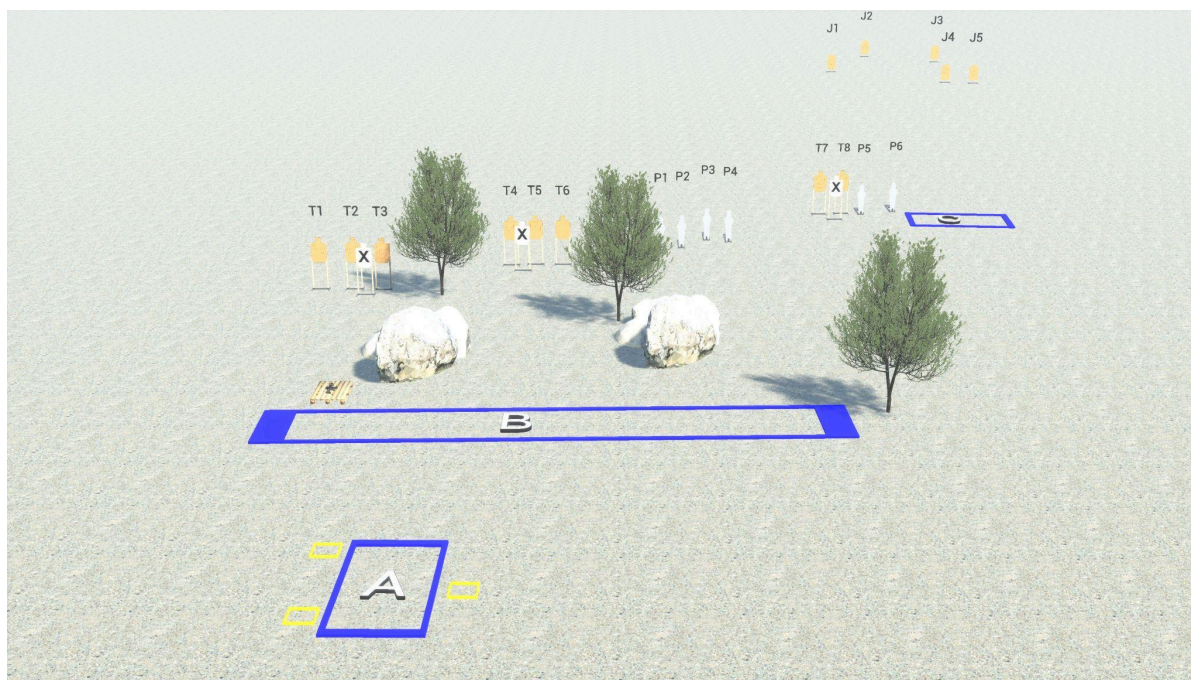
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18.7.2026

Hätilä 26

Stage 2, rifle: Mine



SITUATION: You are laying a mine by the roadside when you hear that the enemy has made a breach on the right flank. Place the last mines and go to fight the enemy.

- The stage has 8 SRA targets, 3 N/S targets, 6 (10p) Pepper Poppers and 5 (10p) jaster target devices.
- Minimum number of shots 27
- Max. score is 190
- Shooting range 25-360m
- Handling sectors up and down 90 degrees, left and right marked in yellow and follow the shooter.
- Shooting sectors marked on the sides with white-orange marks, up the top edge of the perm.
- Start from area A normally standing, anti-personnel mines (3 pcs) in hands and rifle in marked spot with magazine inserted, bolt forward, chamber empty, unloaded.
- At the start signal, place the mines in the marked positions. Move to area B, where targets T1-8 and PP1-6 are shot. Move to area C, where jaster targets 1-5 are shot.
- Penalties: If all mines are not placed in the marked locations before leaving Area A, one procedural error per mine is given. Mine must be at least 50% down in the designated hole.
- Mandatory safety on while moving between areas.
- Due to the safety regulations of the FDF, shooting at distances less than 25m is not allowed. If a competitor shoots at a distance less than 25m, it will result in disqualification. The range officer will first try to warn of dangerous action.
- Video recording or publishing of any videos or images about fuel station is **forbidden**.
- 3 minute walkthrough.



Hätilä 26

L4 PERFORMANCE

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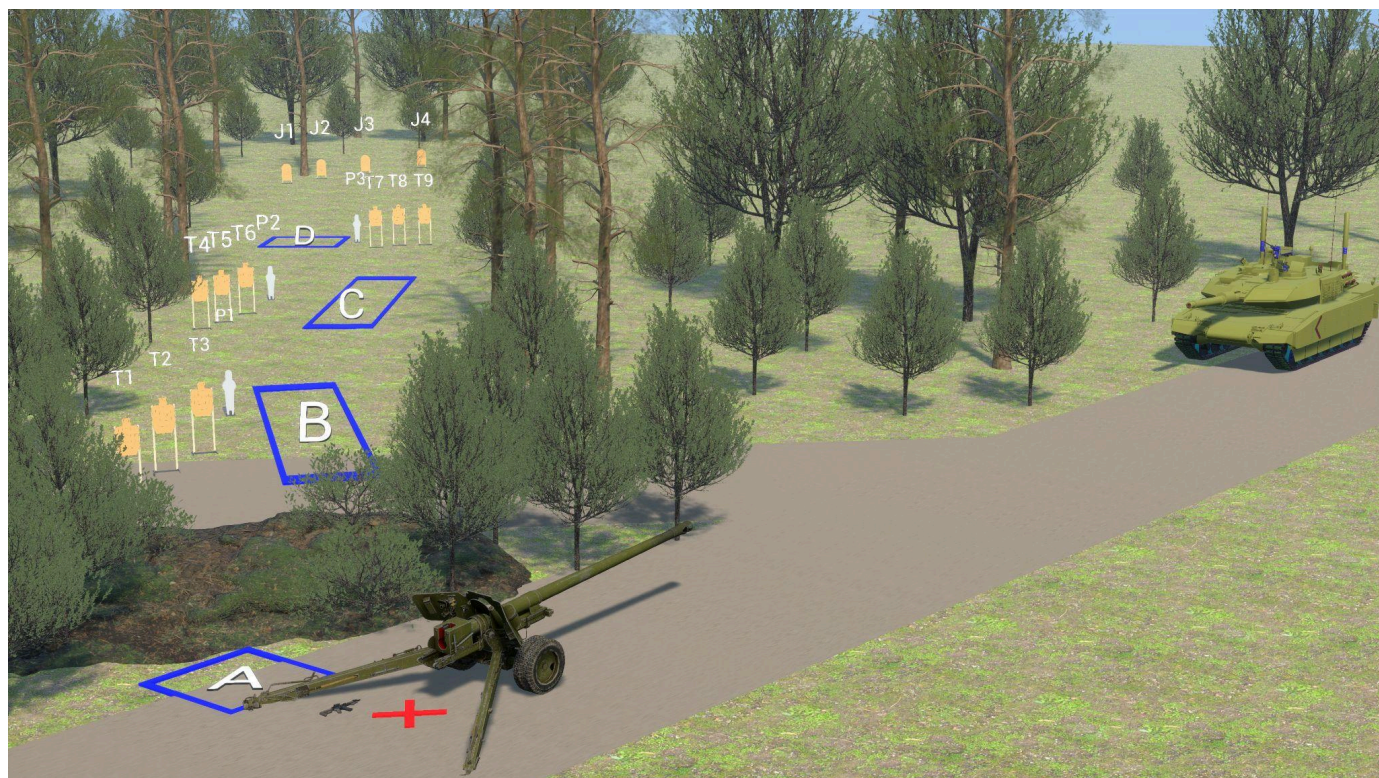




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Hättilä 26

Stage 3, rifle: Gunner's nightmare



SITUATION: The gunner is firing his cannon to the last, the Russians have penetrated deep and you have to remember how to use a rifle. Clear the area of uninvited guests.

- The stage has 9 SRA targets and 3 PP (5p), 4 Jaster target devices (10p).
- Max. score 145.
- Shooting range 25 - 60 m.
- The minimum number of shots is 25.
- Handling sectors marked on the sides in yellow, follow along with the shooter. Up and down 90 degrees.
- Shooting sectors marked on the sides with orange-white markings, up at the top of the tree line.
- Start with at least one knee on the ground from position X, cannon trigger in hand. Rifle magazine inserted, bolt forward, chamber empty, unloaded., at sling.
- At the start signal, launch the cannon and shoot the targets, PP's and jasters from areas A,B,C,D as they are visible.
- Once you advance to the next area, you are not allowed to go back. The targets are patched while shooting. If you try to go back, range officer will try to warn you. If you do not obey -> disqualification.
- Due to the safety regulations of the FDF, shooting at distances less than 25m is not allowed. If a competitor shoots at a distance less than 25m, it will result in disqualification. The range officer will first try to warn of dangerous action.
- Mandatory safety on while moving between areas.
- 3 minute walkthrough.



Asetalo Oy
Hättilä 26

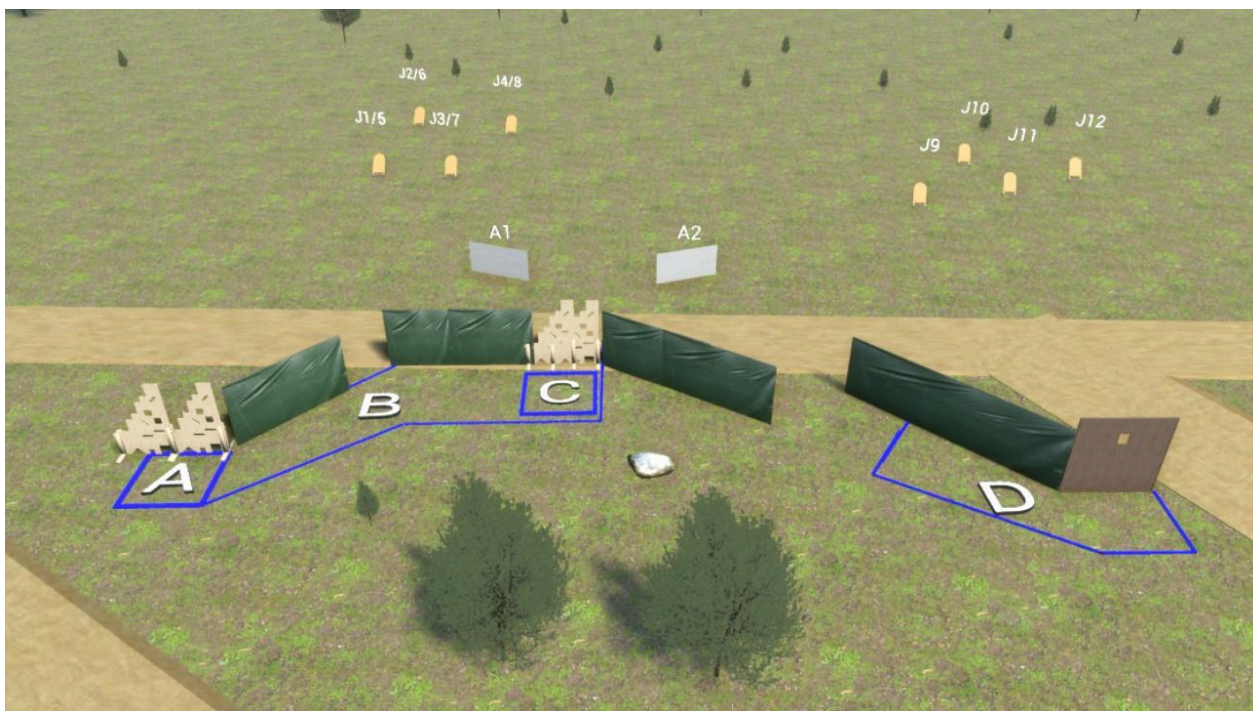
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Stage 4, rifle: Human Wave #359



SITUATION: Loud shouts of "URAA" and the sudden noise of small arms fire wake you up from your sleep in the middle of a patrol camp fortified in ruins. The first enemies are already dangerously close. Grab your rifle and begin defensive measures. Luckily, your stomach is full and your fighting morale is at its peak and there are already 358 similar attacks on your position. Put the bullets flying with the routine of a professional.

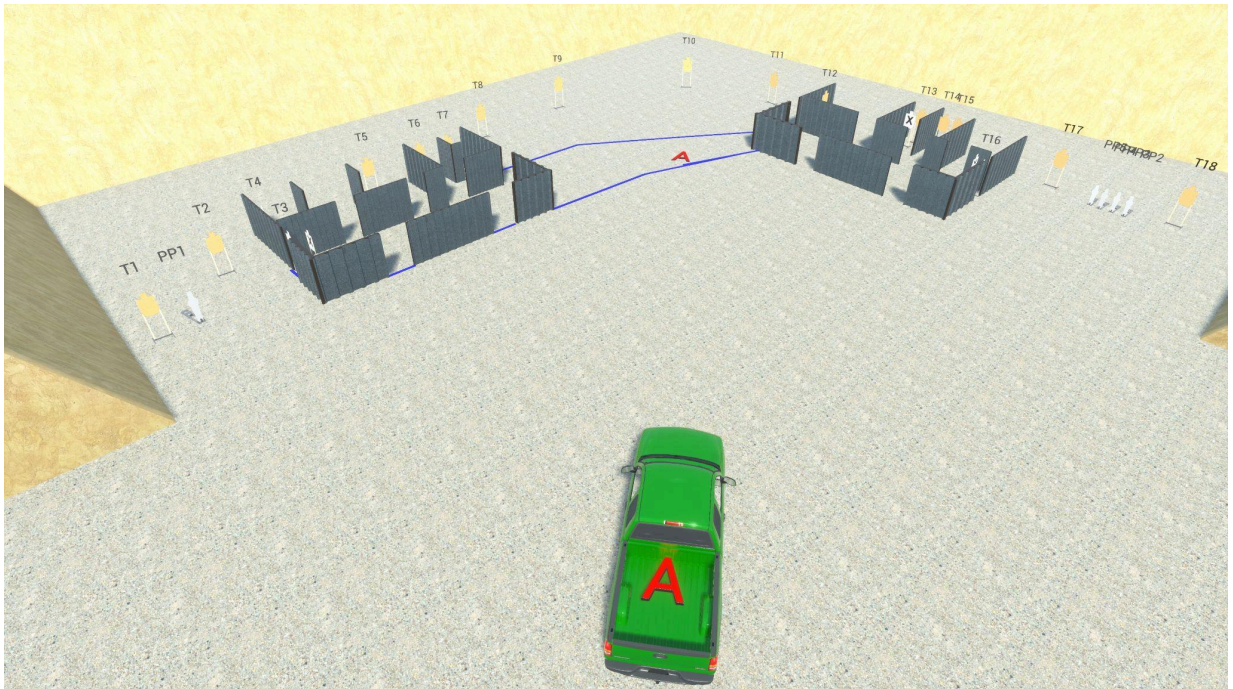
- There are 12 Jaster target devices (10p) and 2 area targets (10p) on the stage. An area target is considered shot if it has at least six hits. Jasters J1-4 are raised upright while moving and are shot again as J5-8.
- The maximum score is 140.
- Shooting distance 25-50 m.
- The minimum number of shots is 24.
- The handling sector is marked with yellow marks on the sides, up and down 90 degrees.
- Shooting sectors marked on the sides with orange-white markings, up at the top of the tree line.
- Starting from area A on at least one knee on the ground, rifle loaded, safety on, 45 degrees down.
- At the start signal, shoot Jasters J1-4 from area A through the marked openings. Proceed to area B, from where shoot area target A1. From C shoot Jasters J5-8 through the marked openings. Proceed to area D, from where shoot area target A2 and jasters J9-12 through the marked openings. Areas have fault and guide lines.
- Mandatory magazine change between the first and last shot.
- Shooting from the wrong area or more than one jaster from one opening will result in one procedural penalty per target shot.
- Due to the safety regulations of the FDF, shooting at distances less than 25m is not allowed. If a competitor shoots at a distance less than 25m, it will result in disqualification. The range officer will first try to warn of dangerous action.
- 4 minute walkthrough.



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Stage 5, rifle/pistol: Guard



SITUATION: Your assault team is approaching the target when a guard spots you. The situation blows up instantly. You drop the guard first—the signal for the driver to floor the gas and storm in. You rain lead on enemy positions straight from the moving vehicle. The moment you dismount, reality hits: your spare mags were left in the go-bag. Your primary runs dry, but you don't freeze. You ditch the empty rifle, draw your pistol, and clear the rest of the area with cold routine.

- The stage has 18 SRA targets, 4 N/S targets, 5 PP (5p) where PP1 acts as a vehicle trigger.
- Max. score 205.
- Shooting distance 2-35 m.
- Minimum number of shots 41.
- Handling sectors up and down 90 degrees, left and right marked in yellow.
- Shooting sectors marked on the sides with orange-white markings, up the top edge of the perm.
- Start from area A, sitting on a bench. Rifle: loaded with max. 40 rounds. Pistol: in holster, magazine inserted, unloaded. All other rifle magazines in marked place..
- From the start signal, shoot PP1 (Guard / target 1), which starts the vehicle moving. After this, other targets are shot from area A as they appear. The rifle can be secured in a sling or left to marked location, in both cases rifle must be empty or safety on.
- The guard must be shot first before shooting other targets. Failure to shoot the guard first is a procedural penalty/shot.
- The vehicle may only be exited to area A after the marked line. Exiting before the line is a procedural penalty/shot.
- The vehicle may not be stopped by the shooter. Stopping the vehicle by the shooter is a procedural penalty/shot.
- Using a rifle magazine other than the one attached to the weapon or in the marked location, procedural penalty/shot.
- Mandatory safety on when leaving the vehicle and between houses.
- Targets that are left hidden: SRA targets 1-2, 17-18 and PP 2-5: no penalty for missed shots.
- 3 minute walkthrough.



NAAPURIN MAALAIKANA

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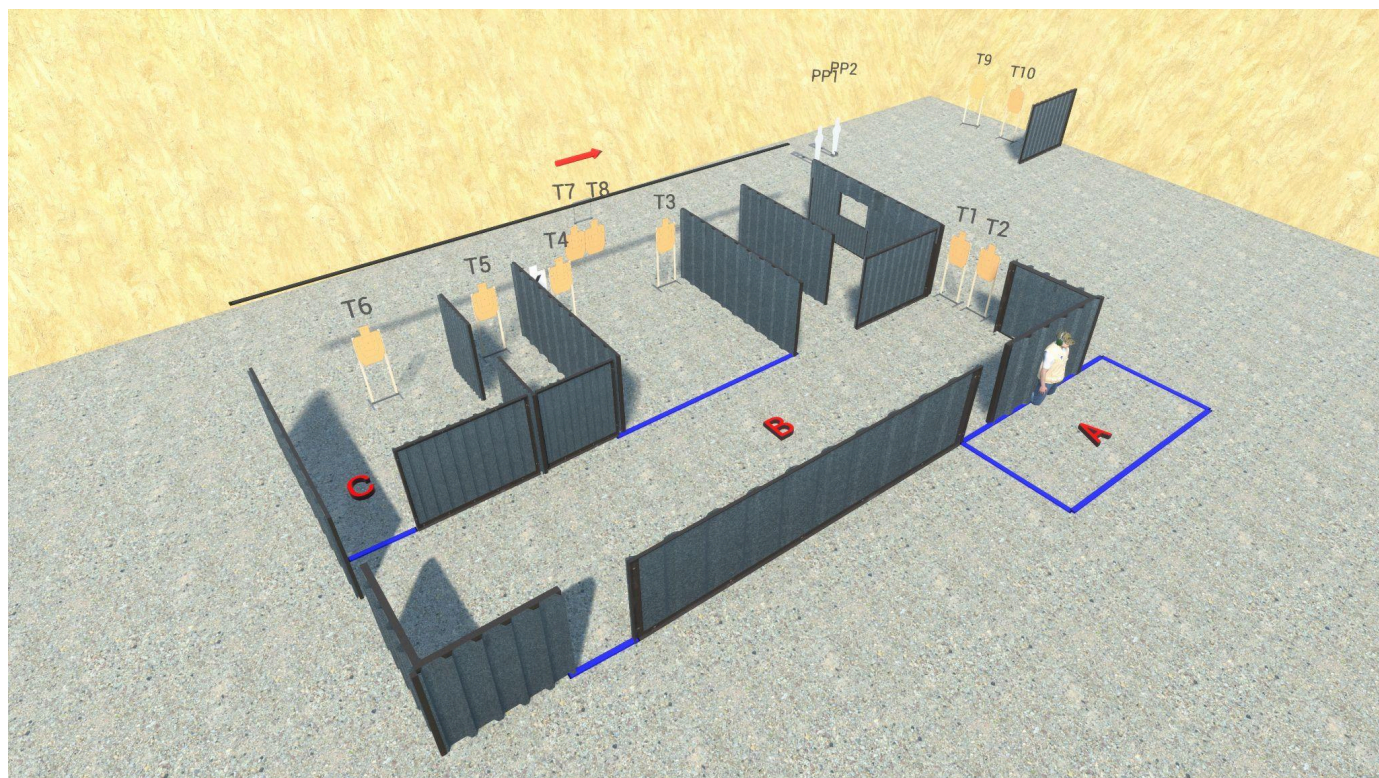
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Stage 6, pistol: Safe room



SITUATION: You are ambushing an enemy command post and silently eliminating the enemy guarding the outside with a knife. However, the guard manages to shout a warning and the officers start rushing towards the safe room. Now it's time to act quickly and use your pistol.

- The stage has 10 SRA targets, two N/S targets and 2 PP's that are blocking targets (10p). Blocking targets must fall before moving to next targets.
- Max. score 120.
- Shooting distance 1 - 20 m.
- The minimum number of shots is 22.
- Handling sectors marked on the sides in yellow, up and down 90 degrees.
- Shooting sectors marked on the sides with orange-white markings, up the top edge of the perm.
- Start from area A shoes touching marks, with a knife in one hand touching the hip bone and the other hand on the enemy's neck. Pistol loaded and safety on, holstered.
- At the start signal, stab the enemy in the chest and shoot blocking targets PP's 1-2 from area A. PP1 launches the moving sled containing targets 7-8. Targets 7-8 remain visible after the sled stops. Targets 1-10 are shot from area B and C.
- If the guard is not attempted to be stabbed, procedural penalty. If the knife does not stick to the guard, procedural penalty.
- 3 minute walkthrough.

Peltonen Knives

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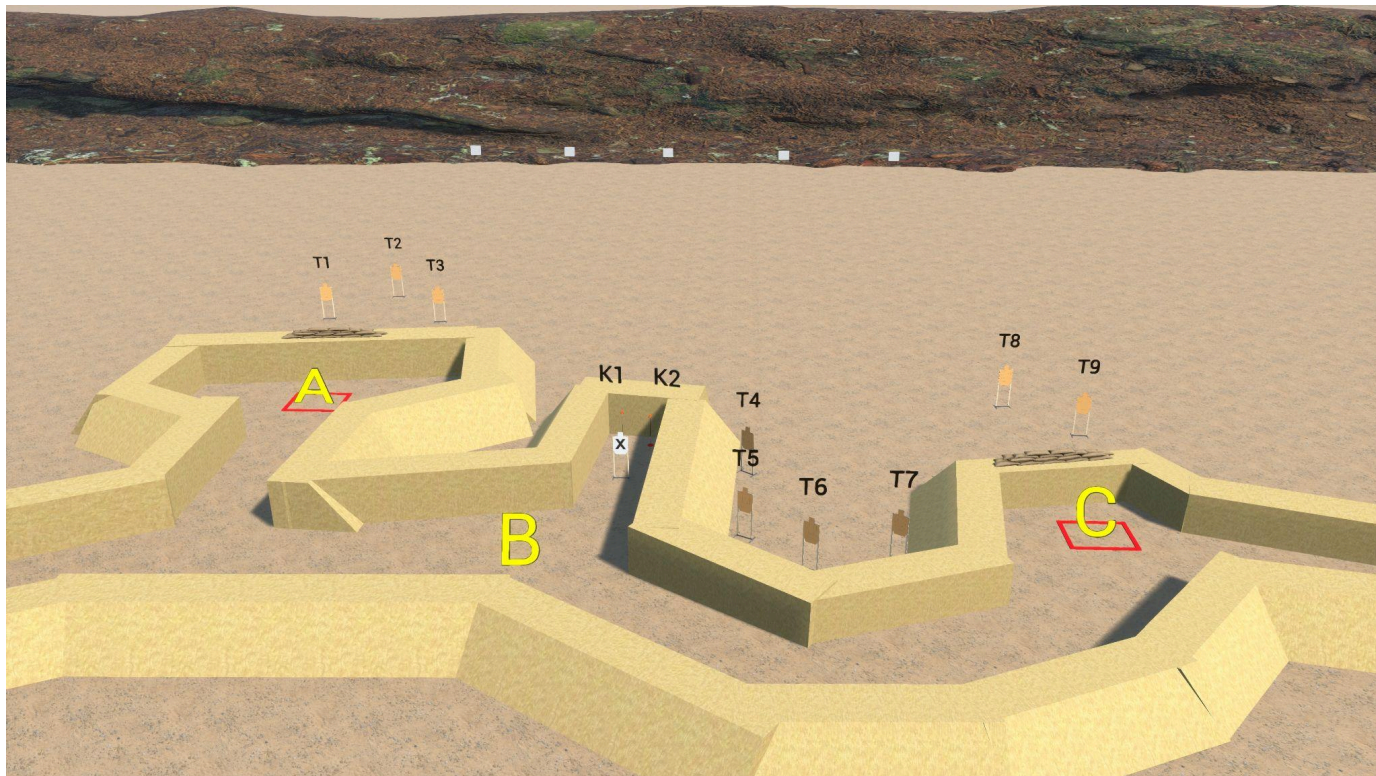




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Stage 7, rifle: Positional warfare



SITUATION: Yay, the enemy is coming through here again. Let's stop the mob!

- The stage has 9 SRA targets which 3 are partial with hard covers, 10 jaster target devices (5p), 2 clay targets (5p). Jasters J1-5 are raised upright while moving and are shot again as J6-10.
- Max. score 150
- Shooting range 0-240 m
- The minimum number of shots is 30.
- The handling sectors are marked on the sides in yellow, 90 degrees. When the rifle is pointed downward into the trench, the barrel does not need to be pointed into the handling sector.
- Shooting sectors marked on the sides with orange-white markings, up the top edge of the perm.
- Start from area A, aiming at the target, trigger finger on the gun receiver.
- At the signal, jasters J1-5 and SRA targets T1-3 are shot from area A. Clay discs 1-2 are shot from area B. SRA targets T4-9 are shot from area B or C when visible. Jasters 6-10 are shot from area C.
- When the shooter moves to area B, he accepts any jasters that remain upright as missed shots. The jasters are raised upright while moving from area A to C.
- Once you advance to the area C, you are not allowed to go back.
- 3 minute walkthrough.

