Bullets zing overhead, the air filled with the sounds of gunfire and soldiers yelling commands. Crouched behind a concrete wall all you can think of is surviving the next few minutes. Shoulder to shoulder with your comrades you spray covering fire while calling for your teammates to advance. The towering concrete structures left anyone at ground level vulnerable to fire from above and those above at risk of being buried in buildings left unstable by artillery.

"I think they're falling back "Johnson reports over the radio. You give the order to regroup in a nearby shophouse which had lost most of its roof. In minutes, four soldiers in full blackout gear creep cautiously into what used to be a diner, sitting at tables where family dinners and first dates used to happen. " whats taking him so long" you murmur.

Across the road you see a shadow dashing over towards the diner over a cross junction. "He's never been one to follow procedure" someone remarks. From the building diagonally across, a flash then a bang, and you watch as the shadow drops like a sack of potatoes in the middle of the street meters from the diner. " Sniper!" The entire squad scrambles for cover. Your eyes fixed on Johnson lying on the pavement outside the diner. Flashing dots on the screen attached to your forearm begin to slowly creep towards the central blue ping. "They're pushing back" you mutter to yourself. "Im hit in my thigh" Johnson winces over the radio, clearly trying to mask the fear in his voice.

To get Johnson we have to lay down covering fire and someone has to run out and help him up, but that would expose another potential casualty in addition to alerting the incoming enemy forces to their position. All you hear on the radio are the anxious breaths of your comrades, the people you promised to bring home safe.

1. take the rest of your squad and run

2. lay down covering fire( only you saw the rough origin of the shot) while someone else runs out

3. ask someone to lay down covering fire while you run out

Context-

your team has been tasked to covertly retrieve a piece of intel in the city. After encountering enemy forces in the outskirts you were left with no choice but to engage in a firefight against overwhelming odds. After successfully pushing back the enemy, a sniper puts one of your crew out of action and pins down the rest of the team.

Members-

Fred "The Bear" Johnson:

The trouble maker of the squad. Known for his big size and blatant disregard for procedure, his luck has kept him afloat until recently. He has come into many close shaves but instead of humbling him, he has become overconfident in himself always thinking that he can "get away with it".