



RULES OF PLAY



SCENARIO GAME TIMELINE

ORIENTATION:	11:00 AM ON SATURDAY
GAME START:	12:00 NOON ON SATURDAY
DINNER BREAK:	6:00 PM TO 8:00 PM ON SATURDAY
GAME RESUMES:	8:00 PM TO ???* SATURDAY NIGHT
BREAKFAST BREAK:	7:00 AM TO 9:00 AM ON SUNDAY
GAME RESUMES:	9:00 AM TO 12:00 NOON ON SUNDAY
AWARDS CEREMONY:	1:00 PM ON SUNDAY

* The night stop time depends on the turnout, the temperature, the number of players out on the field, and the overall willingness of the players to play at night. The latest we've called a game was 4:00 AM. The earliest was 11:30 PM. The decision of when we stop is 100% up to both generals.

Note: You are not under any obligation to play at night, but you will find that most players will play at least some of the night game. Some will play well into the night, and a few will play until the bitter end! Also remember that your not playing at night COULD make the sides uneven. We do our best to split the sides up evenly before the game starts (even so far as to consider who normally plays at night), but we really have no control over evenness during the night portion of the game. So, be aware that the night portion of the game can become very lopsided if a majority of their players sit out at night.

SCENARIO GAMES _ THE PREMISE

The basic premise is two (or more) sides battling it out for points, with an underlying "theme" – be it a movie, a book, a video game, an actual battle, or a fictitious event. Depending on the game, you'll see different things relating to the game's theme. Locations on the field will be named for locations in the movie/book/video game, etc. and there will be "props" scattered throughout the field, at various times, relating to the game's theme.

Points are achieved by finding the various props out on the field, by completing missions, and by eliminating the commander (General) and/or his headquarters.

SCORING

(Subject to change, depending on the game, but the scoring system will be addressed prior to the game if there is any change from below.)

Base Kills	50/Kill – ONLY COUNTS ONCE PER HOUR, resets on the hour
General Kills	25/Kill – Inside or outside of the CP
Missions	100/Completed Mission, check the mission card for specific task(s)
Props	10/Prop Returned to the Base that's NOT part of the mission

BONUS ROUND...

OPENING BATTLE	250 POINTS (TOTAL)
FINAL BATTLE	250 POINTS (TOTAL)

A.) PROPS

- Props are to be stored outside of the base, in a prop box
- Props cannot leave the field for any reason
- Props cannot be taken, hidden, buried or otherwise obscured out on the field
- Props out on the field can be taken from one side at any time, from any place, by any player (unless it is marked with side-specific tape)
- Props can be traded with the other side, for other props or for money
- Props can be taken over by the other team (except for side-specific props)
- Props with side-specific tape cannot be taken by the opposing team
- You CAN bring in your own props to try and fool the other side

B.) MISSIONS

Every 30 minutes, the Base Referee will hand either the General (leader) OR his XO (second in command) a mission packet. The General or XO has only FIVE MINUTES to receive the mission card from the base ref after it is opened. After five minutes, the mission is dead.

Once the mission is received, an imaginary “clock” is started. **YOUR SIDE HAS ONLY 20 MINUTES (30 Minutes at night) to get somebody with the mission card to the objective.** If the mission card is more than 20 minutes (1:30 mission arrives at location at 1:52), the mission is dead. Field refs will already be at the mission objective waiting for the mission card to arrive. If the mission involves a specific person – that person **has to be at** the specified location within 20 minutes. If a demolitions role player has to blow up a building – he must do it in 20 minutes.

You may send a mission ref out with the mission and/or rely on there being a ref at the mission objective. **If** the mission card arrives in time, the ref will read the mission and watch over the mission to ensure that it is completed. The mission can be task-oriented or time-oriented, and the field ref will sign off on the mission card once the mission is 100% completed.

C.) COMMAND POST KILLS AND GENERAL KILLS

Any CP may be overtaken at any time, except during the opening battle and final battle. **A CP destruction is worth 50 points per occurrence (max of ONCE per hour)**

To destroy a CP:

- Step one foot inside the base and call “ALL DEAD!”
- A demolitions expert can HIT the base with a satchel, blowing it up.
- Two consecutive (within two minutes of one another) LAWS rockets

>Guns are **NEVER** allowed inside the CP. **Don't shoot into CP, nobody will shoot out from it**

>Grenades/dynamite are not enough force to blow up the CP

>No enemy players are allowed inside the CP

>A CP can only be blown up ONCE EVERY HOUR

>NOBODY can reinsert into a blown CP

>ALL attackers must move at least 200 feet out from the BASE after FIVE minutes elapses

>The CP will be automatically “regenerate” 10 minutes after it was destroyed. It may be rebuilt at any time by an engineer with appropriate credentials

General Kills: Generals may be killed inside or outside of the command post. **The General is worth 25 points if shot inside or outside of the CP.** The General can be shot outside of the CP for points every time that he is a live player. There are no time limitations on General kills when he is OUTSIDE. When he is inside, he can only be killed by one of the “base attack” methods above, and only once per hour.

PLAYER-TO-PLAYER SHOOTING

All firing modes are allowed during the day. Only semi-auto is allowed at night.

No “blind shooting” – that is, no poking your gun around a corner and firing off rounds.

Do NOT poke your barrel through any netting in order to shoot.

No shooting anybody from less than 10 feet away.

- Barrel tag the player. Must be with attached barrel, loud enough for them to hear
- Give the player an option to “Surrender,” and let them decide to take it or not

PAINT CHECKS

Splatter doesn't matter! Paint spot has to be quarter sized or larger - **to any part of the body, gun, or equipment** - in order to count as an elimination.

If you need a paint check, stay in place and call for a referee or have a buddy check you. **Live players shall not advance on a player called NEUTRAL for a paint check. NEUTRAL player shall also not use his neutral status to advance on his enemy.**

There will be **no paint checks at night** as ANY hit at night is considered an elimination.

Your feet **can** be shot from underneath a wall, and you can be shot through any holes in buildings.

ONCE YOU'RE HIT

Once you are “eliminated” (shot) in a scenario game, you should immediately yell **EITHER**:

- “**MEDIC!**” if you can be healed OR
- “**HIT!**” if you cannot be healed (see medic rules)

Once you yell “HIT!” you are dead and cannot be healed. If you yell for a MEDIC, you cannot move. A MEDIC has 90 seconds to get **to you**. If you are dead or cannot be healed, immediately waive your hand or put your hand on top of your head to signify that you are dead. Once your opponent sees that sign, quickly reach into your pocket and retrieve your barrel condom, put it on the end of your marker, then leave the field. Pay particular attention to not walk into, or through, major firefights!! Try to walk away from shooting lanes, even if it is the “wrong direction” from where you want to go. Don't sit around and wait for the firefight to be over – get out of the way - or people will think that you're a live player.

YOU MUST DROP WHATEVER YOU'RE CARRYING and you must respect the rule that **DEAD MEN DON'T TALK!** Do not signal, radio, or talk to any live players as you are exiting the field. Doing so will result in a Ref Punch.

While walking out – it is a good thing to yell out “**DEAD MAN WALKING**” or “**HIT PLAYER, COMING OUT**” every 15-20 seconds so that live players do not mistake you for somebody advancing on them.

After being hit, go to your base and wait to be reinserted into the game. **Stay AWAY from the base when you are dead, lest you be mistaken for a LIVE player.** Once it is time to insert, you must walk up and physically touch your base to be considered a “live” player.

IF YOUR BASE IS OVERRUN AND YOU CAN'T TAG IN...

The Base Ref will do what is called a “Hot” insertion. The base ref will come out to the Insertion Point and will tell you (at the insertion time) that your CP is destroyed and that you can go live from the Insertion Point to try and take it back.

REF PUNCHES

You get three Ref Punch slots on your player ID – three chances to “act right.” Fill it up and we WILL escort you off the field. Some offenses are worse than others, as shown below:

Do not pass go...

- Any fight where you physical hit another player. **Game over. Goodbye!**
- Having any of the “major contraband” items below. **Say Bye-Bye!**

Two Ref Punches:

- Pushing another player in an argument
- Verbal arguments. Take it to a REF - Let them handle any problems!
- Ignoring, back talking, or being disrespecting a Referee OR a Player Referee
- Abuse of Player Referee status
- Wearing the wrong side’s armband tape (tape must match your passport card)
- Shooting hot – Any one shot chronoed at over 30 FPS over the limit

One Ref Punch:

- Having any of the “minor contraband” items
- Shooting hot (Two of three shots between the limit and 10 FPS over the limit)
- Shooting hot (Any one of three shots 10 FPS over the limit)
- Playing/Shooting from out of bounds
- Intentionally overshooting another player
- Removing your mask while on the field
- “Faking” having your barrel condom on, or “Faking” being dead
- Bringing a gun inside of any base (goggle-free area)
- Inserting back onto the field before it is time to insert
- Not walking back to your base before going live
- Out playing while not chronoed
- Playing while not wearing tape [intentionally]
- Talking, signaling, or radioing live (or dead) players after you’ve been hit
- Wiping
- Impersonating any Role Player and/or doing things that only the Role Players can do

“MAJOR CONTRABAND”

If you are found with any of these items, we will confiscate the item and escort you off of the property without a refund – no second chance. We will also not hesitate to call the police in legal matters.

Knives, “Real” Guns, Blowguns, Crossbows, Explosives, Drugs (even if *you* think they should be legal)

“MINOR CONTRABAND”

The following items are banned from the field. If you have them, you will receive a ref punch on your player card.

Allen wrenches, Your own player tape, Your own referee punch, Glow Sticks

NIGHT-TIME PLAY

All of the normal rules are valid for daytime and nighttime play. Nighttime play adds some extra areas of concern – so more rules!!

- Velocity must be 250 FPS or lower. Same rules [steps] about shooting hot apply. Player must have “PM” chronograph mark on Player ID punched BEFORE they hit the field. If the Ref doesn’t check, make them check – it is for the good of the game that you help us make sure that everybody is doing what they should.
- ALL hits count at night – even bounces. One, there’s no way to tell or to be checked. Assume they got the drop on you and that you are dead, take a walk. There are no paint checks at night, because ALL hits count! **If you felt it – you are indeed dead.** There are no medics at night to heal you, because ALL hits count! Once you are shot, you are dead. You’ll then head back to your insertion point for reinsertion back into the game.
- All vehicles, real or simulated, will be removed from the field at night. No tanks on the field, or night helicopter flights, or troop transports. It’s every player for themselves at night!! Grenades, mines, trip wires, LAWS, mortars, and simulated missiles **DO NOT** count at night.
- No players are allowed to use glow sticks at night, except for infrared glow sticks. The refs should be only people carrying glow sticks at night. Glow sticks *may* be hung on trees lining roads or around your base, but they cannot be *carried* by any player.

FIELD LAYOUT AND RULES

The boundaries of the playing field are marked with yellow nylon rope. DO NOT shoot under or over the yellow boundary marker. With concern to “dog-legs” (zig-zags in the line), players should consider the boundary as an **impenetrable wall**. You should not shoot over, under or through a piece of boundary tape.

PLEASE DO NOT GO OUTSIDE OF THE FIELD’S BOUNDARIES FOR ANY REASON

Once you enter the field, your MASK HAS TO STAY ON!

YOU CAN ONLY REMOVE YOUR MASK INSIDE THE CP (HEADQUARTERS)

Once you leave the field, your BARREL BAG MUST STAY ON!

DO NOT move, dismantle, or destroy any bunkers that are out on the field – for cover or otherwise.

ABSOLUTELY NO SHOOTING IN THE PARKING LOT!
PLEASE TEST YOUR GUNS IN THE CHRONOGRAPH RANGE
ONLY.
CHRONOGRAPHING

Daytime Play - No greater than **280 FPS** will be permitted.
Nighttime Play – No greater than **250 FPS** will be permitted.
LAWS – No greater than **250 FPS** will be permitted.

Allen wrenches and other tools are NOT be allowed on the field. We'll have a set of tools at both bases, at the chronographs. Your marker must NOT be adjustable on the field.

Each time you reinsert, we require that you check your velocity with the base chrono.

Any player may ask a referee to chrono another player. If that ref doesn't have a chrono, he'll radio for a ref with one to come to your area. In this situation, BOTH players will be chronographed.

If you feel like you are shooting hot, you may request to be chronographed with no penalty if you are shooting hot. Once you are asked by a referee to chronograph your gun, however, you will have no leniency if your marker is shooting too fast.

The referee will ask that the player fire three (3) shots across the chronograph device. NO CLEARING SHOT WILL BE PERMITTED.

REAL-WORLD CHRONO (VELOCITY) BREAKDOWN:

If asked to chronograph on the field, you must shoot three balls with no clearing shot.

Anything below 280 FPS = you are playing within legal limits.

Any ONE shot between 280 and 290 = you'll be asked to go re-chrono your gun at the base
Any TWO (or more) shots between 280 and 290 = you'll get one Ref Punch and ^^

Any ONE shot between 290 and 310 = you'll get one Ref Punch and be escorted to base
Any TWO shots between 290 and 310 = you'll get one Ref Punch and be escorted to base

Any ONE shot over 310 = you'll get TWO Ref Punches. If you already have one Ref Punch for doing something else – chrono or other, this will be your ticket out of the game – no second chance.

**WE HAVE CHRONOS SET UP IN BOTH BASES AND FIELD
REFS WITH HANDHELD CHRONOS. THERE SHOULD BE NO
REASON FOR YOU SHOOTING HOT.**

**THAT BEING THE CASE, WE WILL NOT BE LENIENT ON
ANY CHRONOGRAPH VIOLATIONS, AT ALL.**

ARMBAND TAPE

Armband tape signifies what side you are on – and must be worn at all times on either arm – *in the bicep region of either arm*. Ghillie suits MUST wear tape on **OUTSIDE**. You may only wear YOUR side's color of tape, period. Your tape must match your player card (larger “passport” card). If you are caught wearing the wrong side's armband tape, you will receive two Ref Punches, period.

All Players must wear their side's Armband Tape. Player Refs also wear **YELLOW** Armband Tape. Medic Role Players also wear **WHITE** Armband Tape. Demolitions Expert and/or Engineer also wear **ORANGE** flagging tape. A single player **COULD** wear all four.

Wearing no tape = you are not a live player!
Tape on the wrong place = you are not a live player!

ARMBAND TAPE



YOUR GENERAL HAS YOUR ARMBAND TAPE. YOU WILL BE TAPED PRIOR TO THE START OF THE GAME, MOST LIKELY DOWN ON THE FIELD AT YOUR HEADQUARTERS.

YOU CAN OBSCURE THE OTHER SIDE'S VIEW OF YOUR TAPE, BUT YOU CANNOT BE A "LIVE" PLAYER WITHOUT HAVING ARMBAND TAPE ON.

REFEREES

Field Refs: Each referee is visually identifiable as a ref, and is equipped with pens, a radio, and a set of the rules. Each referee has been instructed using the same rules you'll have. For things that might happen outside of the rules, our referees are granted 100% control over how to handle the situation.

Player Refs: In addition to our regular field referees, we also have players out on the field that will be taped with **YELLOW** armband tape identifying themselves as "player referees." Player Refs are entitled to the same respect and authority of our regular field referees.

In some rare cases, the player ref may be required to lay down his marker and handle the situation. If there is any chance/conception that the player ref is gaining an advantage over the other side (moving closer or to a better spot, securing an objective using P.R. status, or gaining knowledge about enemy numbers, locations, props, missions, etc.), the player ref should eliminated himself from the game and handle whatever problem. The player ref can then live-insert back into the game. Should you notice ANY Player Ref attempt to abuse his/her status – please contact ANY ref and/or the game director

Base Refs are responsible for delivering missions to the General or XO, recording scoring that happens, maintaining insertion protocols, maintain blown base protocols, maintaining safety inside of the base (goggles-free area) and maintaining a clean and stocked base.

Helo/Tank Refs: ANY ref will also be required, at times, to escort simulated helicopters and simulated tanks out onto the field. Motorized tanks will get a dedicated Tank Ref.

The Prop Master may frequently visit both bases to verify prop recovery and, occasionally, may need to hand-deliver props necessary for future missions and/or retrieve props from the base(s) for future missions. The Prop Master will frequently require the use of a four-wheeler or golf cart in order to deliver props. For the sanctity of the game, please **DO NOT** follow the Prop Master around just to pick up props after they're dropped off.

SCENARIO EXTRAS - WEAPONRY

LAW ROCKETS



Must be inspected by the event coordinator and approved for use prior to the game. Must chronograph at 250 FPS or less. All LAW rockets must use a 2" NERF round only. "Howler" rounds are preferred so opponents can hear the hit/round. Any structure or vehicle HIT by a LAW rocket is destroyed and any players IN the structure OR using it for direct cover are eliminated. Shots that fall SHORT OR LONG of the bunker/tank do not count. For "Simulated Tanks and Helos," LAW players will have a 4' wide pegboard target to HIT in order to eliminate the vehicle. For regular tanks, any HIT counts. LAWs are NOT to be used against players out in the open, being trees, etc. If a player is in front of a building/tank/helo, shoot toward his/her feet.

SMOKE GRENADE DEVICES



Must be **COLD SMOKE** (i.e. if you need a lighter, it's a no-go)

Best supplier I've found is rzabala@cox.net (~ \$7/unit, shipped)

Cannot be lit, and no flame can be emitted at any time during the production of smoke from the device.

***PAIN* MINES**



Trip wires must be designed such that they break when contacted by a player.

No explosive charge (gunpowder, etc) can be used to detonate the mine.

Must not expel anything other than paintballs, tempura paint, flour, or powder.

Any hit from paint from a mine is considered an elimination, regardless of which team planted the mine or how much paint got on you.

***PAIN* GRENADES**



Can be store bought or homemade.

Paint Grenades cannot use an explosive charge (gunpowder, etc...) to detonate

Paint grenades must use the kinetic energy of the paint under pressure in a rubber (or rubber like) container that when released, sprays the paint out of the device

Any paint from a grenade on a player (from either side) is an elimination

***GHILLIE* SUITS**



Can be store bought or homemade

ANY hit (break or bounce) is an elimination of the player wearing a Ghillie suit.

Ghillie-suited player must wear tape on the **OUTSIDE** of their suit, same as everybody else, but they can (same as everybody else) “conceal” it up against a tree, etc.

***NIGHT VISION* GOGGLES**



Any model or style of NV may be used as long as the use/design of the NV setup does not require the mask to be modified, cut, or otherwise altered from its original (purchased) state

NV Players should be respectful of other players without this advantage or we will reconsider allowing their use in the future

***BULLHORN*S**



You may NOT say anything **PROCEDURAL** over a bullhorn that would make players think that **WE** required them to do something. Examples: “Cease Fire,” “The game is over,” “Go back to your base!” or ANYTHING that could be conceived as something that they **have** to do.

Keep the “bull” on the bullhorn to a minimum, please. ☺

TANKS (INCLUDES REAL AND SIMULATED TANKS/APCs BELOW)

- Tanks must have fully functioning brakes and not travel at more than 5 MPH while on the field
- Tanks may NOT leave the established roadways under any circumstances**
- Tanks must be accompanied by a tank ref at all times.
- All personnel & players riding in a tank are to wear their goggles at ALL TIMES regardless of the construction of the tank.
- Tanks may have a maximum of TWO cannons and FOUR paintball markers
- Tanks must have a **visual indicator** that will allow any player to easily determine the playing status of the Tank from a reasonable distance
- Tank can be **ELIMINATED** by a LAWS Nerf Rocket or an Anti-Tank Mine. If a tank is ELIMINATED, all players riding in the tank are also eliminated. Tanks will stay out of play for **30 minutes**.
- A Satchel Charge hitting a tank will kill ALL “passengers” but not the driver.
- A tank can be **DISABLED** for **5 minutes** if hit with a grenade. If a tank is DISABLED, all players stay alive and may stay inside OR exit the tank. A disabled tank cannot move, but players (cannons or markers) are still allowed to operate.
- Tanks will not be allowed on the field of play at night.
- Tanks may be used in the following capacities:
 - Transport people and props
 - Destroy structures and bunkers, or
 - Act as a stationary bunker
- If only one tank shows up for an event the tank driver agrees that he or she will utilize the tank for both sides equally to maintain the “fairness” of the game.

ALL TANKS CAN STAY OUT FOR 30 MINUTES, MAXIMUM, UNTIL THEY RUN OUT OF FUEL

All players MUST give a 30 foot berth to **any** tank. It is the player’s responsibility to make sure they are out of this range if they happen to be within 30’ of a roadway AND the tank driver’s responsibility to communicate with the tank ref who will then communicate to the outside players. Violations of this rule from either party will result in a referee card punch.

Insurance is required for all tanks! Before play will be allowed, the tank commander must have obtained his own insurance on the vehicle and this must carry all of the following conditions. Must have a minimum liability coverage of \$300,000. Must specifically name both 24HourGames and Paintballs and More as additional insured parties. Must specify the dates of the event (Example: Nov 30th, 200X through Dec 1st, 200X). Must state that the vehicle is insured for participation in a paintball event. Tank commanders must agree to accept all liability for any injuries or damage to property resulting in the operation of their tank on Paintballs and More property.

APCs (ARMORED PERSONNEL CARRIER)

Each side will have ONE large PVC-framed APC. An APC can hold two drivers and up to 10 passengers/shooters. APCs have no fuel limit and no usage limit. Each APC will have a red or blue flag. When the flag is up, the tank is “alive.” If flag is down, the tank is dead. The APCs lift gate can open/close at any time. Once it is open, the passengers are all live players. The APC can be used as a mobile bunker. Players should observe the same 30 foot berth rule for regular tanks (above) while the APC is in motion.

- APC’s are destroyed by LAWs and Anti-Tank Mines only.
- Because of the APC’s thinner metal, Satchel Charges can kill all passengers – but not the drivers. The driver CAN go pick up more passengers out on the field of play without returning to their base.
- Grenades and Dynamite immobilize APCs for FIVE minutes, but DOES NOT kill the passengers.
- Players can fire from the APC at any time, unless it is destroyed.
- Once destroyed, the APC must be returned to the base before it can go out again. No APCs at night.

“SIMULATED VEHICLES”



Any “simulated” vehicle we use will be a PVC pole mounted to a 4’ wide sheet of pegboard, but you may also construct your own P.U.G. to bring to the game (pictured above). The pegboard provides cover for the driver, and a large target for LAWs shots to hit. In order to kill a simulated vehicle with a LAW, you will need to physically hit the pegboard with a NERF round. Ropes extend off of the PVC pole, depending on the simulated vehicle type, as described below:

SIMULATED TANK

A simulated tank will be able to hold **ONE** “driver” and **ONE** “passenger” that can use a gun or LAW. Tanks can be used during the day only. Tanks can go out for a maximum of 30 minutes. Once destroyed, tanks must go back to their base and wait for at least 30 minutes.

A Referee **must** accompany the tank and must signal when the driver tells him to start or stop.

A ref’s hand UP signals players that the tank is loaded up and ready to be driven (live). A ref’s hand DOWN signals players that the tank is stopped.

Players may only “get out” (let go of the rope) of the tank when it is stopped. Anybody that lets go of the rope before it stops is dead.

Passenger may not be fired upon by paintballs until they let go of the rope. LAWS, satchels, grenades, dynamite can all be used on the tank while it is being “driven.” The “machine gun” is supposed to be active at all times – **any player within 15 feet of the tank is automatically dead**. The passenger (“machine gunner/LAWS rocket operator”) may fire LAWS rockets at any bunker while stopped OR in motion (to simulate tank’s main cannon).

Tanks are destroyed by LAWS and Anti-Tank Mines only.

Satchel charges kill the passenger, but the tank driver can stop and pick up a new passenger.

Grenades and immobilize tanks for FIVE minutes.

Once destroyed, the tank must be returned to the base before it can go out again

SIMULATED HELICOPTER

A helicopter holds **ONE** “driver” and up to **FIVE** passengers on the main 10’ rope AND up to **TWO** “door gunners” on each of the two 5’ ropes. Helicopters can be used during the day only. Helicopters have enough fuel for 20 minutes of flight. Once out of fuel or destroyed, Helicopters must return to the base and wait at least 30 minutes before re-entering the field of battle.

A Referee **must** accompany the helo and must signal when the driver tells him to start or stop.

A ref’s hand UP signals players that the helo is loaded up and ready to be flown (live). A ref’s hand DOWN signals players that the helo has landed. Players may only “get out” (let go of the rope) of the helo after it has landed. Anybody that lets go of the rope before it lands is dead.

“Passengers” may not be fired upon by paintballs until they let go of the rope. “Door Gunners” can fire at any time (LAWS or paintballs), and can be fired upon by any other player. If shot while on the door gunner rope, the player must drop off of the rope and call himself out. Because the helicopter has a [simulated] active machine gun, any enemy player within 30 feet of the helicopter is considered dead.

Helicopters are destroyed by LAWS only. Helicopters may be shot by players or other Helicopters with LAWS rockets. Once destroyed, the helicopter must be returned to the base before it can go out again.

FLAGGING TAPE is ONLY used/carried by the DEMO role players and ONLY removed by Engineer role players. Destroyed buildings will be taped off, rendering the building unusable. Missions going to destroyed buildings MUST be rebuilt in order to complete the mission. ONLY Engineers can repair destroyed buildings by touching the structure, then tearing down the tape.

DYNAMITE



Dynamite is issued out on a first come, first serve basis to any player. You do not need to be a demolitions expert to operate dynamite.

Dynamite thrown at a building or tank must physically hit the building/tank to work. Dynamite that falls short (or long) will do nothing. **ONLY** players inside of buildings are killed. Tanks are immobilized from moving for **FIVE** minutes. Dynamite is useless at night.

GRENADES



Grenades are issued out on a first come, first serve basis to any player. You do not need to be a demolitions expert to use a grenade.

Grenades thrown at a building or tank must physically hit the building/tank to work. Grenades that fall short (or long) will do nothing. **ONLY** players inside of buildings are killed. Tanks/APCs are immobilized from moving for **FIVE** minutes. Grenades are useless at night.

SATCHELS (WITH A C-4 CHARGE INSIDE)



Satchels involve more know-how than dynamite, and as such are only to be issued/held/used by demolitions experts and do more damage than dynamite. Satchels must have a C-4 inside of the satchel to work. Satchel thrown at a building or tank must physically hit the building/tank to work. Satchels that fall short (or long) will do nothing. **BOTH** players inside the building and those using it for direct cover are killed. Tanks/APCs are immobilized **AND** all passengers (not the drivers) are killed. A satchel may also be used to blow up a base. Satchels are useless at night.

ANTI-TANK MINES



Anti-Tank Mines are designed to kill tanks and players inside of tanks. If a tank drives over (across the imaginary line across the road from where the mine is placed), it will eliminate the tank and **all** players inside of the tank. Since tanks aren't allowed at night – anti-tank mines are useless at night. Mines can only be placed by Demolitions Experts and can only be disarmed by Engineers/Bomb Technicians with credentials (Role Card and Armband Tape). Players trying to place/disarm explosives that are not Demos/Engineers will get a ref punch.

SIMULATED MORTAR CANNONS



Generals will form two-man mortar squads and supply them with ONE towel (white flag) per mortar, one 100' reel and ammunition. Mortar Squads may use Nerfs (for buildings) OR Grenades (for personnel).

Mortar Squads MUST carry this card.

One person shall be designated with the "Mortar Positioning" duty. This person must physically man the mortar platform, safeguarding it from enemy attack, while also holding on to either the reel or the end of the reel.

The second person shall be designated as the "Mortar Round." This person must carry a white flag (towel), the reel line, and ONE Grenade or ONE Nerf per mortar run. The "Mortar Round" must travel in an "outward" direction from the mortar tube; traveling toward the tube or doubling-back shall constitute the mortar round being "recalled" back into the tube.

At any time, the "Mortar Round" may throw a Nerf or a Grenade – effecting a blast equal to that of a LAW rocket hit. Any buildings hit are automatically destroyed and everyone inside or using the building for direct cover are eliminated. Players out in the open can be taken out with ANY splatter from a Grenade. The "Mortar Round" is INVINCIBLE while in flight. The Mortar Base itself is susceptible to destruction from an enemy's LAW or by an enemy physically touching it. If the Mortar Base is destroyed, the "Mortar Round" can finish its current flight, but the Mortar Base must be taken back to the base for "repairs" and re-issue with another Mortar Squad.

S.A.M. SITE

The SAM site will be a physical barrier to Bombers, making them "hover" outside of its range (100') until a demo or engineer can disable the device (and kill off its defenders). SAM sites must ONLY be transported by SAM Site Operator Role Players, and must travel and be placed on existing roads noted on the Game Map. Demos and Engineers are the only players that can remove the SAM site from play and resume the bombing run to its intended target. SAM Site Operators must also act as Field Referees (if there is no Field Ref available), making sure that ONLY an enemy demo or engineer may turn the unit off.

SIMULATED BOMBER

Generals will have the ability to call in no more than FOUR air strikes on any targets out in the field except the bases, at ANY time during the game (except final battles).

Bombers are high-flying crafts that are only susceptible to LAW rockers and SAM sites. Bombers that spot SAM sites on the ground can be "delayed" by anti-aircraft (SAM) sites placed on the roads, or destroyed if they travel within 100 feet of the SAM. Demos and Engineers are the only players that can remove the SAM site from play and resume the bombing run to its intended target.

Bombers destroy a 200' radius around a specified target.

Bombers may ONLY be used in the following sequence:

- 1.) Radio Telephone Operator (RTO) must have visual on target
- 2.) R.T.O. must radio in the exact map coordinates or location number
- 3.) Bomber must be sent in to that exact coordinate/location number
- 4.) Bomber has only TWENTY minutes worth of fuel to get to the location
- 5.) Bomber must stay on marked roads (those on the map)
- 6.) Bomber must expend all ammunition on the called location
- 7.) Bomber must return back to base for refueling and future orders

BASIC ROLE PLAYERS

GENERAL (COMMANDER)

The General's primary responsibility is receiving missions and forming/delegating mission squads to complete the mission. Missions come in every ½ hour; The General and the XO are the only two people that can receive mission cards. Either player has only five minutes from the time the mission was issued by the Base Ref to pick up the mission card. Once received, the mission must be read and a mission squad must be quickly assigned. Your mission squad has 20 minutes [30 minutes at night] to step foot into the mission objective/location/area. It is the General's duty to make sure that each step is completed along the way and that all parties involved know the time parameters.

A General may leave the headquarters at any time. In order to receive missions, the General must delegate the duty to the XO or bring the Base Ref on the journey. It is ill advised to receive missions out on the field, where your troops do not rally after re-inserting into the game and where you cannot direct defenses for your base's security, but the option is available to you nevertheless.

XO – (SECOND IN COMMAND)

If the General is the "mouth" of the command staff, the XO is the "eyes and ears." The XO's duties include all communications with troops, recon patrols and the General. The XO essentially takes in everything from all sources, processes it and then relays the information to the General for his use.

SPY ROLE PLAYER

Your job is to inflict as much point damage on the other side as possible, including (but certainly not limited to): leading their troops into coordinated ambushes, subverting their missions by running with the mission and telling them to go to the wrong place, etc.

You will be issued two sets of identification – one set for your side, and one set for your enemy. You MUST carry both on you at all times. If you are interrogated, with evidence, about your being the spy - you MUST truthfully answer the question and forfeit your enemy's identification. At that point, you will only have your original side's identification, and you may only reinsert at your original base.

MEDICS

The medic participates in the game the same as everybody else, but he is able to heal players, under certain circumstances (see medic rules below). Once someone calls for a medic, you can rush in and wipe off their hit(s) and return them to the land of the living.

Required Tools (Provided to You):

- A medic card (Color-Coded card that says you are a Medic)
- A hand towel (Specially colored towel you must keep with you, in your pocket).
- White Armband Tape (worn on top of your side armband tape)

Medical supplies boxes (optional): There may come a time when you need to employ more than a toweling off of paintball hits. For serious injuries, you will be required to have (and take) a medical supplies box with you on the mission. This will be a large sealed box, with a red cross on the outside.

MEDIC RULES:

- The hit player must call for a MEDIC in order to be healed. If player yells "HIT" or "I'm out" at any time, they are dead and you cannot heal dead players
- Once they call MEDIC, they can't move, they can't duck for cover, they can't move closer to you, and they can't be walking out and say "oh, hey, you're a medic, will you heal me?"
- When they call "MEDIC" the clock starts. You've got 90 seconds to get to them or they die
- You can't wipe off any head shots. Head shot = dead guy, and you can't heal a dead guy
- You can't wipe paint off of the same player more than three times at one instance (i.e. in the same bunker with them, constantly wiping their hits off as they pop out over and over)
- Medics cannot heal players at night. Any hits (even bounces) eliminate players at night

DOCTOR, DON'T HEAL THY OWN SELF...

- You can't wipe off any shots off of yourself
- Other Medics can heal you, if you adhere to the rules above
- You must use the towel to wipe off hits, and you must show your medic armband at all times

Rule Violations:

If you violate any of these rules, our referees will take the towel, armband, and medic card away from you and give it to somebody else after one hour has passed. You will also receive one ref punch for violating the rules.

Tips, and suggestions:

- Most medics run with a pistol or no gun at all, but that's up to you. It is a tough job, because everybody is always yelling for a medic, and you're always a big target out there.
- This role is best for a skinny guy that's in good shape and that is well aware of his surroundings enough to make a serious judgment call about who he can and can't get to. A dead medic is a bad thing – so chose wisely.
- Try to stay at the back of the pack, but not at the very rear. Keep somebody that can be healed covering your rear so that you don't get shot from behind.
- Have your players use covering fire to help you move up to hit players. The player got hit where he was for a reason – and you're not good to the others if you become a casualty yourself. Most players will accept that they are in too hot of an area for you to come in to heal them, and will sometimes waive you off – listen to what they tell you, and act accordingly.
- Keep a radio handy and be willing to respond to hot zones if needed.

DEMOLITIONS

Put simply, you are in charge of blowing things up using the tools that we give you.

REQUIRED ITEMS

- **DEMOLITIONS CARD** (*Color-coded card saying that you are a demolitions expert*)
- **DEMOLITIONS ARMBAND** (orange “flagging” tape, worn above side tape)
- **ANTI-TANK MINE WIRE**

FLAGGING TAPE: You must run flagging tape around destroyed buildings.

BARBED WIRE: Barbed wire is considered to be removed from play if both “stands” are pushed together. If the stands are separated out, the barbed wire is considered to be in play.

MINES: In order to arm an anti-personnel mine, carefully set the trip wire so that the mine will be tripped, breaking the line and releasing the mine’s fill. To re-arm **anti-tank** mines, replace the BLUE wire from the top of the Anti-Tank mine.

DESTROYING BUILDINGS: In order to “destroy” structures, throw a satchel at the structure or LAW rocket the structure, then put up a perimeter of flagging tape.

TIPS AND SUGGESTIONS: You'll need to be in radio contact with the general and/or the other squads of players running missions. If something comes up that needs a demolitions player to be present (to blow something up as part of a mission), you'll be one of the only players that can get over there and get it done. Good communication will often mean the difference in whether or not some missions get completed.

ENGINEER/BOMB TECHNICIAN

You are the counterpart of the demolitions role player. Your job is to discover bombs and booby traps and disarm them, as well as “rebuilding” structures.

REQUIRED ITEMS

- **ENGINEER CARD** (*Color-coded card saying that you are an engineer/bomb tech*)
- **ENGINEER ARMBAND** (orange “flagging” tape, worn above side tape)
- **WIRE SNIPS**

BARBED WIRE: Barbed wire is considered to be **removed from play** if both “stands” are pushed together. If the stands are separated out, the barbed wire is considered to be in play.

MINES: In order to disarm an anti-personnel mine, carefully clip the trip wire so that the mine will not be tripped. To disarm anti-tank mines, carefully find and separate the three wires contained on the top of the device – cut the BLUE wire.

DESTROYED BUILDINGS: In order to “rebuild” structures, touch the structure, then tear down the flagging tape.

TIPS AND SUGGESTIONS: You'll need to be in radio contact with the general and/or the other squads of players running missions. If something comes up that needs an engineer or bomb technician to be present, you'll be one of the three that has to get over there and get it done. Good communication will often mean the difference in whether or not some missions get completed because if a mission objective is destroyed... the mission can't go there.