

DECAY OF NATIONS 10: RULES
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Giant Paintball and SC Village - Rules of Scenario Play

Important rule to remember: Scenario games are not competitions. They are plays in which we are all cast members. Have fun with the concept, play hard, play to win, play fair, and most of all, enjoy yourself. These rules will help you play and enjoy the game. These rules are not written to be a legal document, rather they are guidelines which we use during scenario play.

If something is not covered in these rules, assume you cannot do it. If you have a question about a rule, or something you want to do is not explicitly covered in these rules ask the game producer first. Please familiarize yourself with them and most

REGISTRATION: Preregistration can be done online at www.decayofnations.com or by visiting one of Giant's many parks in Southern California. If you cannot pre register, simply bring your field fee to the event and we will accommodate you. All players are required to sign a special event field waiver saying they have read and understood all the rules and regulations for the field and the event. Players over 10 years of age, but under 18, will need a parent to sign that players waiver.

CAMPING: Overnight camping is available at a first come first serve bases. RV sites must be reserved and paid for in advance. Please observe all safety regulations concerning BBQ grills (propane grills are only allowed, no charcoal grills).

Campfires are not allowed at any time!

ABSOLUTELY NO ALCOHOL OR DRUGS ALLOWED AT ANY TIME DURING THE GAME ON THE FIELD! ANY VIOLATION OF THIS RULE WILL RESULT IN IMMEDIATE EXPULSION FROM THE GAME WITHOUT A REFUND!

SMOKE PRODUCING PRODUCTS OF ANY KIND OR TYPE ARE NOT ALLOWED BY THE PLAYERS! (even Sport Smoke or similar) SMOKE CAN ONLY BE USED BY GAME CONTROL.

PAINT: This event is EVENT PAINT ONLY!!! Paint for this event will be determined by the event producer(s)

Player ID Cards: Player ID cards must be mounted on the goggle strap near the left ear for quick identification, while on the field of play.

ON FIELD SAFETY & GENERAL RULES:

PROPS: All props must be evaluated, approved and have a special Giant tag for use. If there are no tags when the prop is used, the results of the use is voided. Example: rocket

launcher used to eliminate a tank does not have a tag, the tank is not eliminated. (i.e.: rocket launchers, rubber grenades, mines, etc.) Satchel charges will be provided by Giant and will be clearly marked. If you bring your own satchel charge, it MUST be inspected tagged and will be clearly marked.

GOGGLES: Must be worn at all times when you are on the playing field, at the chrono station or at the firing range. ASTM approved full face and ear protection is MANDATORY!!! If you have to remove your goggles due to the lens fogging or removing paint splatter, please find the nearest referee to assist you.

MARKERS: Keep barrel blocking devices (barrel socks or approved plugs) on the barrel at all times except when in play or at the chrono station. No tools of any kind are allowed on the field.

CHRONOGRAPHS AND MARKER SPEEDS: All markers need to chronograph at or under 280 FPS for day play and at or under 240 FPS for night play. It is in the best interest of all players to ensure that their markers are at or below the set FPS for their marker, especially for those players using CO2.

If you are using First Strike rounds you MUST chrono using first strikes.

***NOTE:** Players will be randomly spot checked by refs with handheld chronographs on the field. If players are shown to be shooting between 281 and 320, their player card will be punched and will be sent to have their marker re-chronosed. After three infractions, that player's ID card and wristband are taken and they are done for the rest of the event with NO REFUND!*

Any player caught with their marker shooting over 320 FPS will have their player ID card and wristband are taken away immediately and removed from the event with NO REFUND! This is a zero tolerance policy geared for the safety of the participants and staff. THERE WILL BE NO EXCEPTIONS!

All rocket launchers need to chronograph under 240 FPS.

RATE OF FIRE: Rate of fire for all markers (unless specified otherwise) is semi only. That means 1 paintball is shot with a pull and release of the trigger. If a player is caught with any other mode (ramping, full auto, etc), that player will either be kicked off the field or have their player ID card and wristband are taken away immediately and removed from the event with NO REFUND! This is on the discretion of the game producer. However, if the player has an electro marker and can "feather" their trigger while on semi only mode, that is allowed.

2WAY RADIOS: Teams are allowed the use of 2way radios for communication between teammates and command staff, but must consult the fields management on what channels are available for team use. Usage of channels designated to be used by the fields personnel is not allowed.

Jamming of any radio channels is prohibited, resulting in ejection from the event.

PLAYER ELIMINATIONS DEFINED:

PLAYER ELIMINATIONS BY PAINTBALL: Direct hits making a quarter sized mark during the day is an elimination. Quarter size hits on your body, on the equipment you are carrying. Which includes, pods, pod harnesses, and on your marker count as an elimination! Splatter does not count. At night all HITS/IMPACTS count; there are no paint checks at night.

Any time you are dead or eliminated, YOU ARE DEAD! Remember: DEAD MEN DO NOT TALK!!! No matter how bad you want to talk to your commander or other players – no passing of information while you are eliminated, this includes hand signals and any other form of communication. The only thing a dead player can do is rapidly exit the field saying “Dead Man Walking,” or give a referee a death card. Once you have reinserted onto the field of play, it is game on again.

No Dead Man walking: *This is a common tactic in scenario games where a player is still live but takes a "CASUAL STROLL" by simply pointing your marker at the ground and assuming a casual, relaxed posture in order to walk behind enemy lines. Players in the past have elicited unsportsmanlike conduct with this tactic so it no longer allowed.*

PAINT CHECKS: If you are unsure if you or your opponent is hit, you may call a referee to check for an eliminating hit.

During a paint check, a referee will examine the player and make the determination whether the player is eliminated or still alive. If there are no refs close to do a paint check on you, you may ask your teammate near you to visually inspect you as

SURRENDER RULE: At under 10 feet in distance, all players should offer a surrender call. The receiving player also has the option to surrender, try to find cover or attempt to shoot back. If you have outmaneuvered the other player and you are in a position in which you have an easy shot in which they have no chance to take cover or try to shoot back, ask them to, “Surrender!”, “Take the Hit!” If they have not responded by either yelling “Hit!”, “Out!”, “Dead man!” or putting their marker high up in the air. Then give the player a three count (123) then you may shoot the player. Since they have done the sportsmanlike thing and surrendered, be equally sportsmanlike and accept the option when it is given to you.

BARREL TAG RULE: Once a player touches you with a barrel and says “barrel tag,” you are eliminated and MUST take the walk. No if's, and's or but's. No point in pulling the trigger when you have a barrel pressed against your side. Do not HIT a player with your barrel! A gentle tap will do! When a game allows off gun barrel tags, the barrels are to be no shorter than 10 inches in length. The barrels must be in plain sight (not inside pockets, socks, satchels or bags). A barrel tap must be made on one player at a time, with the words “barrel tag” being said each time by the attacker.

NIGHT TIME PLAY: All markers are to be chronoed at 240 FPS or less. **THERE ARE NO PAINT CHECKS AT NIGHT!!!. All hits count, regardless if the ball breaks or not.**

Grenades, rocket launchers, mechs and tanks are not allowed during night play. The use of any type of light (flashlights, strobe lights, chemical lights, etc) will be determined by the producers of the game at the safety briefing before nighttime play.

PLAYER ELIMINATION BY GRENADES: NO SPECIAL ROLE CARD NEEDED TO USE GRENADES

Regardless of if the grenade is a paint filled or rubber, the player must inform a ref that he/she will be using a grenade to get effective eliminations. *If it is a rubber or frag grenade it must be one purchased from SC Village. No home made grenades will be allowed this year.*

Although rubber grenades do not “spray” paint to indicate “fragmentation,” the following will apply when in use:

- Before the player will use the grenade, that player must inform a ref that he/she will use that grenade or the eliminations will not count.
- If the grenade lands inside a room, everyone in that room is eliminated.
- If the grenade hits the wall of a room, everyone outside within a 5 foot radius (10 foot diameter) of point of impact is eliminated. The occupants of the room are not eliminated.
- If the grenade hits a free standing bunker, everyone outside within a 5 foot radius (10 foot diameter) of point of impact is eliminated. The players behind the bunker are not eliminated. The Grenade must land behind the bunker to effectively eliminate player behind the bunker
- If the grenade hits the ground first, anyone within a 5 foot radius of the point of first impact, are eliminated. Any spec of paint from a paint grenade on any part of the body and equipment will eliminate a player. However, in those circumstances in which the paint grenade does not work, then the rules for rubber grenades will apply. The player will still inform the ref that they will be using the grenade, regardless if the paint filled grenade “exploded” or not.

Grenades, paint and rubber, are not in use during the night game.

PLAYER ELIMINATION BY PROJECTILE LAUNCHER: DEMOLITION ROLE CARD MANDATORY!

Clarification on rocket hits:

- When a Nerf round hits a side of a building, anyone in the room behind the wall that was hit by the Nerf rocket is eliminated (provided that it did not bounce off the ground first).
- If a Nerf round hits a bunker, standup, or other type of barricade, players on the side that the bunker hit, within a 5 foot radius (10 foot diameter) are eliminated as well as those behind the bunker.
- If a Nerf rocket lands on the ground first, out in the open, players within a 5 foot radius (10 foot diameter) of the impact area are eliminated.

- If a Nerf rocket accidentally hits a player standing in a doorway or window, that player is eliminated and players within a 5 foot radius outside of the impact is eliminated. Any players inside the building are not eliminated.
- Use of Nerf rounds on tanks/mechs are defined in the tank/mech section of the rules.

NOTE: *Only players carrying the “Demolition” role card or the “Loader” role card are allowed to carry a maximum 3 rockets each, to make up a 2 person LAW team. The refs will be the ones to pick up expended rockets and turn them into Mission Control. If any player, that does not have a Demolition or Loader role, is caught with a rocket on their possession or picks up a rocket and does not give that rocket to the nearest ref, then that rocket is confiscated and the player is eliminated. A Death Card is not playable in this situation; the player must return to the RESPAWN point.*

BREAKABLE TRIP WIRE DEVICES (BTWD): All trip wire devices with offensive capabilities: i.e. the ability to eliminate players. These devices use either Green Gas or CO2 cartridges to propel either a power or paintball fill into the air. Just as with paint grenades, any powder or paint that lands on the player(s), the player(s) is eliminated. BTWDs includes paintball landmines that can be stepped on. Each and every Breakable Tripwire Device (BTWD) must be shown to the event directors/coordinators/producers prior to play and must be inspected and tagged to indicate that it has been approved

PLAYER REINSERTION INTO THE GAME:

There are many ways for players to reinsert back into the game:

1) TIMED INSERTION POINTS: The Insertion Point (or IP) is the entry in where you will enter the field of play. It will be strategically located where, as you enter the field of play, you will pass near your team’s command post. There is absolutely no entering the field from any area other than your insertion point. If you see someone entering the field from somewhere else, immediately inform a referee.

Each side will have an insertion point that is located on the road. There is one located at the fence line near the Beirut field (parking area) and the other will be at the end of the road at South Vietnam. Players wanting to leave the field can get out at those 2 points or at the red archway.

Reinsertion times: At each IP there will be a specially marked clock with 15 minute intervals marked that will indicate when players can enter the field or stay and wait for the next insertion window.

2) DEATH/LIFE CARDS: Players will be given (4) four Death/Life Cards to be used for the whole weekend. To use a Death/Life Card, player must find the nearest ref and hand that ref a Death/Life Card. Then that player will follow the instructions from the ref to reinsert into the game. The ref will take the Death/Life Card and instruct the player to go to a safe spot, wipe off their hits and can reinsert into the game, all within sight of the ref. Death/Life Cards cannot be traded from one player to another. Additional Death/Life Cards may be found on the field, given by the Generals, any role players that may have them, or as prizes for completing certain missions.

NOTE: It is at the producer's discretion in how players can reinsert back into the game, in which can be changed by an addendum before game day.

FIELD REFEREES: All decisions of the field judging staff pertaining to play are final. Under no circumstances is anyone permitted to ARGUE with a field judge. Doing so is grounds for expulsion from the event. If you have a problem with a call by a referee, remember: It's only a game! Take ANY grievance to the ultimate judge or game operations director. Speak clearly and calmly with the referees will get the most positive results. Yelling or shouting will earn you a ref punch and a trip to the

PROHIBITED BEHAVIOR: No physical contact with other players is allowed. No cursing or unsportsmanlike conduct is allowed. Cheating, although rare in these types of events, can and does happen. If you witness cheating on the field, keep your standards high! Do not stoop to a cheater's level. Keep in mind who you saw doing this and let them know you saw them. Peer pressure is a very powerful thing. Is your reputation worth a few extra minutes of game time? Play Fair! Play

SPECIAL ROLES DEFINED

Each role below will have a corresponding card that the player will wear on their goggle strap near the right ear for quick identifications. If the card is not in the appropriate spot, the actions done by that player (shooting a tank with a rocket as demolition expert or repairing a tank as an engineer) will not count.

DEMOLITIONS EXPERT: These players have the ability to use LAW rocket launchers, demolitions satchel charges and land mines. LAWs can be used to blow up command bunkers, bridges, buildings, groups of people within or on these structures and to shoot down helicopters. Demo can only carry a maximum of 3 LAW rockets and 1 launcher, 1 satchel charge, or 1 land mine. This role works in conjunction with the Loaders. This character is the only player that can defuse and pick up bombs or explosives from enemy players.

When a player with a demolitions card wants to use their rocket launcher, satchel charge or set up a landmine, that player must FIRST find a ref and let him or her know what they will be shooting a rocket launcher or setting up a land mine. In the case of rocket launchers and satchel charges, the referee will then go to the approximate area in which the projectile will land and note where the projectile will first land or hit. The ref will then make a judgement call based on the rules set for that

LOADER: These players work in conjunction with the Demolitions Expert in which they are the only players allowed to carry the maximum 3 rockets, 1 satchel charge, or 1 land mine. Each Demolition Expert is allowed only one Loader as a 2 person weapons team. The Loader can also work with a combat vehicle with a mounted LAW rocket launcher. Remember only a Demolition cardholder can use these items, a loader can only carry reloads.

ENGINEER: These players have the ability to repair tanks/mechs that have been indicated as "disabled". These "disabled" tanks/mechs will be noted per tank/mech rules. To repair a tank/mech, the engineer must have a toolkit (provided by the producer) and let a ref know that they are going to attempt to rebuild a disabled tank/mech. Then that player will go around the tank/mech 2 times (holding their tool kit), after which the tank/mech ref will indicate that the vehicle in question is no longer disabled. Engineers may tow a downed aircraft back to their command bunker, but if the aircraft is "destroyed", that aircraft is no longer in play.

MEDIC: While typically medics have been used in other scenarios, Decay of Nations producers have opted to not have medics for this event, replacing them with the use of Death Cards. Players will only get 4 Death Cards for the whole

AIRCRAFT PILOT: Has the ability to fly a simulated aircraft (helicopter or airplane) as long as the mission card states.

Should an aircraft stay out longer than its allotted time before returning to base to refuel, it will crash. The aircraft can carry one pilot and a number of additional passengers, depending on the mission card. Players cannot shoot from or be shot at a flying aircraft until at such time it lands and the troops disembark. To land an aircraft, the pilot must place the simulated aircraft on the ground and release it for a 10second count, minimum, before the aircraft can take off again. Pilot and passengers are live 3 seconds after the players have disembarked. A referee will signal when these players are "live". If a passenger lets go of the aircraft's rope (or pilot) while in flight, he is eliminated. Passengers can only disembark when the aircraft has landed properly. Aircraft are not to land closer than 20 feet to any other live player. A LAW rocket can take out a

NOTE: An aircraft can drop you off in the middle of a swarm of enemy troops just itching to shoot someone!

RIOT SHIELDS or BATTLE SHIELDS: Shields require a role card. A shield of any kind must be approved by the game director or representative and tagged before the game in order to be valid. Shields should not be larger than 48inx24in. Any player with a shield without a tag will be eliminated and removed from play. If a player is holding a valid shield and they are hit anywhere on their marker or equipment they are eliminated. Any other player hiding behind the shield that is hit on their gun or marker is eliminated. Shields do not protect you from grenades, rockets, or other explosive only paintballs.

At times there will be players that will "roleplay" to enhance the game experience. They can be found on or off the field of play. This is the only role that cannot be eliminated by any means, unless it is noted in the mission card.

Combat Vehicles: Tanks, PUG's, and Mechs (MBT)

The following is information in regards to vehicles that are considered tanks, PUGs or Mechs.

These rules applies to all Combat vehicles:

All vehicles must meet approval from the Game Director or an approved representative. Tanks come in all shapes and sizes and for this reason the tanks must be approved by the Event Director or a designated safety inspector the day before the event.

NOTE Players and tank owners are deemed solely responsible for their vehicles on and off the field. ALL liability is on the tank owner, not the field!

All combat vehicles require fuel to operate. This will be provided by the General or the Game producer. Combat vehicles that are within 50 yards of their own starting flag do not require fuel and may patrol to protect their Starting Flag (The Starting Flag represents your CP see more on Starting Flags below)

All motorized tanks must meet the following conditions:

- Max Speed: Limited to 5 mph or a fast walking speed, whichever is slower. No exceptions. (ON & OFF the field)
- Fully functional brakes. No exceptions
- No gas powered vehicles allowed
- Tanks cannot be used for night play
- Rate of Fire: Semi Auto ONLY, NO modes ie. ramping.etc... NO EXCEPTIONS!
- Paintball Markers Chrono Speed (whether vehicle mounted or personal): 280 FPS.
- Tank / Vehicle Main Gun: (Nerf Cannon) 240 FPS max velocity.
- Viewable area of 360 degrees. That means the occupants must be able to see all around the vehicle with no blind spots.
- Vehicles can also: transport people and props, destroy structures and bunkers (via main gun Nerf cannon), or act as a stationary bunker. (See specific rules below for "motorized" tanks)

Even if a vehicle/tank meets all of the above conditions, it can only be used with approval from the game director. After approval, the vehicle will be required to be escorted by a full time ref, judge, or a nonplayer tank support person. Additionally, you may be required to bring your own tank support person, depending on the number of motorized vehicles on the field and availability of extra staff.

Mandatory: ASTM approved paintball goggle system, Must be worn at all times by all players inside the vehicle. No exceptions. Helmets are also strongly encouraged for occupants!

Regardless if the tank is a "driver only" or with a driver and gunner setup and has a rocket launcher setup, maximum carrying capacity of rockets are 6, or one satchel, for a motorized Tank or PUG per insertion. They may receive more rockets from loaders.

NOTE: There will be a mandatory tank driver meeting with the tank refs, tank commanders and game director on the Friday evening before the event. All tanks will be inspected, signed off and will be assigned their own tank card. All tanks must be mechanically sound and approved by game director regardless if they are motorized or not. Tanks must also look the part – have main gun or machine guns, or both. The inspector will also set a maximum passenger capacity for the each vehicle/tank (for transport and safety reasons) as well as test/chrono and approve the mounted weapon systems. Every prop and projectile launching

device, other than a paintball marker brought in by players / teams will be inspected and cleared by the game director and will be given an identifier tag stating that it has been cleared for use in the game.

Vehicle status indicator:

It is mandatory that the vehicle (tank, mech, pug, helo or anything that uses fuel) will display their team side with a colored flag. In addition to that, the accompanying ref will carry 2 flags: 1 flag will have the team color flag on one end and a yellow flag on the other. The other flag will also have a team color flag on one end and a red flag on the other.

- Yellow Flag = Disabled
- Red Flag = Eliminated

The ref with the vehicle will always hold up one flag that denotes the side the vehicle is on.

For tanks only (disabled):

When the tank is disabled, the ref will hold up the yellow flag in addition to the team color flag to indicate that the tank is disabled. The flag stays up until the tank is repaired by an engineer or when the tank runs out of fuel (eliminated).

For all other vehicles (and when the tank get's eliminated):

When the vehicle is hit, the ref will immediately raise up the red flag and continuously call out, "vehicle is out!" until the vehicle is back to their own CP.

Each tank shall be accompanied by a designated and dedicated referee. This referee's only job will to be to ensure the safety of the players in and around the tank & enforce tank rules. The designated tank ref will not be used for paint checks on players not in the tank. The referee will know ALL the rules specific to the tanks.

A tank can be used to transport players around the field. However, the game producer will approve of the occupancy load of the tank and will affix a label to indicate the maximum number of occupants allowed in the tank. The ref will communicate with the tank operator to ensure that the tank is at a complete stop and will dictate to the tank crew when it is safe for the players to enter or leave the tank. The tanks will be driven by the tank's driver only, designated by the team that had brought

Tank Disable/Eliminations Defined:

Once a tank is eliminated (due to time running out), it must return to the CP/Starting Flag Station and await RESPAWN by mission control.

- If the tank is first hit by a rocket, satchel charge or grenade, the tank is disabled until repaired by an engineer or runs out of fuel. Any passengers in the tank are eliminated, except for driver and gunner.
- If a tank runs out of fuel while disabled, it is eliminated and must return to the CP for refueling.

- While the tank is on the field and is still disabled, the tank can be hit multiple times (by rocket, grenade or satchel) and still be considered disabled. Only way the tank is eliminated is by running out of fuel (time).

When a tank is disabled, that tank must have an indicator (specifically a flag) to show that it is disabled. However, if the tank has any weapons platform, (paintball markers or rocket launchers), they are still in play.

When a tank is eliminated, that tank must stop shooting and immediately show that they are eliminated and quickly get off the field

As a reminder, a Demolition role card is NOT required to use a paint grenade. For any satchel charge or rocket hits to count, the player must have a Demolition role card.

The rocket must be launched from an event approved device, not thrown.

The satchel charge should be strategically placed for the tanks to roll over it, placed on top of the tank (not while tanks are moving – 10' rule) or slid under the tank. Satchel Charges do not have to touch the tank. If the charge is set within 5 feet, the blast will eliminate the tank. (10' rule applies to motorized tanks). Satchel charges can be thrown and must land within 5' of the tank. Please avoid throwing objects/props directly at the tank as it could cause INJURY to the crew or damage to the tank. Again, the 10' rule applies to motorized tanks. (ref shall verify a Demo Card is used)

NOTE: Whether the tank is live or disabled, if it gets hit by a Nerf rocket or satchel charge and there are players within the 5 foot blast radius around the tank (ref's discretion), those players are considered eliminated. If the tank is carrying passengers and the tank is "disabled", the players inside are considered eliminated, except for the gunner and driver, who are allowed to continue shooting until the tank is either eliminated, repaired or runs out of fuel.

AntiTank Landmine: Anti Tank Landmine may be set anywhere on the playing field by players with Demolitions cards only!

The tanks will need to roll directly over the mine for it to go off. As long as the mine is "under" the tank it is a good hit. It does not have to be under a wheel/track. One land mine will destroy a tank! (ref shall verify Demo card). This prop will have to be inspected by the event producer and marked and tagged for authorized use.

IMPORTANT SAFETY NOTE TO PLAYERS: There is a safety space of 10 FEET distance around all "motorized" tanks. If a tank or a live player intentionally comes within 10 feet of each other, the aggressor(s) will be called and eliminated.

Furthermore, tanks and/or players who intentionally violate this 10foot boundary are subject to ejection from the event. This is a serious safety issue. Tanks may not encroach within 10

feet of a live player behind a bunker (i.e. do not chase players around – or from – their cover). Players may not hide and use this rule to eliminate a tank.

a) If a motorized tank is “disabled” the vehicle/tank can NOT move. Only an Engineer is allowed to break the 10' rule in order to “repair” the vehicle/tank. (tank ref will advise safe approach)

b) If a motorized tank is transporting players. Once the tank ref verifies no movement with the tank crew, players will be free to enter/exit the tank. Players must not loiter around tank. They must get clear of the tank in a timely manner. The tank can not resume movement until cleared by the tank ref.

PUGS are considered a Tank and all the same rules apply with the following exceptions

1. They must look like tanks/mechs
2. They can be used for cover

PUG (Foot powered walking tanks):

PUG's are human powered, walking tanks. The PUG might better be described as a tank costume than a tank in which a player rides. It is built from corrugated plastic panels pop riveted together and assembled around a lightweight frame.

While the PUG can look like a miniature version of a WWII era tank in general form, it's pilot is only protected from mid torso down by the tank shape itself. The internal framework extends up above the mock turret area to hold netting so that the player is protected from the volumes of paint, which typically fly at a paintball tank in a scenario game. As the PUG is used from a standing position, a normal “shooting from the hip” posture puts the player's marker right in a front positioned gun port, allowing them to charge at a walking pace against a fortified objective.

Mandatory: ASTM approved paintball goggle system, Must be worn at all times by all players inside the PUG. No exceptions. Paintball markers must be chronoed to field speed.

NOTE: PUG are eliminated the same way as motorized tanks.

Mechs, Backpack Tanks (MBT), more commonly known as Mechs:

In it's simplest form, an MBT is an armored suit, only ONE player wears it. A Mech must clearly be marked to show which army they represent on the playing field

Note: A game producer reserves the right to refuse any MBT onto the playing field due to lack of creative effort (i.e. players wearing motorcycle protective gear and a shield).

Construction and safety guidelines: An MBT should be able to see the ground within two feet in front of its feet and must have approximately 180 degree frontal unobstructed vision. The legs of the player must be free enough to walk naturally, within reason. Foot and leg armor should not hinder the player's ability to safely walk. There is no restriction on speed of the

MBT as long as the MBT can safely do so. It is important to take balance into account when building an MBT. Remember to include the weight of any hydration pack, paintballs, air tanks, or other equipment in your design. The materials that construct the MBT must be able to withstand the punishment endured during the event. MBT armor should stop paintballs and LAW rockets from hitting the player when fired at the prescribed velocity. Shields can be used but provide no benefit for the MBT other than additional protection

Ventilation and Hydration: Air circulation should be considered when building an MBT. A fan, mesh screen, etc. would be a wise choice to keep the player from overheating. It is also recommended that an MBT has some kind of hydration system. Weapon Systems: A MBT can only carry a maximum of 3 explosive ordnance. A combination of 3 LAW rockets, or 2 rockets/1 Grenade, 2 grenades/1 rocket, or 3 grenades, OR 1 satchel charge per insertion, use any paintball marker, LAW, or approved IED. However, in addition to a paintball marker the MBT can **only carry either a melee weapon (nerf or foam weapon) or a rocket launcher, but not both.**

Foam melee weapons: Are not to be longer than 4 feet and must be approved and tagged by the producer or a representative.

REMEMBER: A MBT should offer a surrender. However, a barrel tag will eliminate a player as normal. In the event the mech employs close combat weapons (Nerf or foam weapons), they work for the MBT in the same way they would for a player (just like a barrel tap). If a MBT hits barrel protruding out of a window or hole with its melee weapon that counts as a gun hit and the player is eliminated.

MBT Insertion: A MBT inserts exactly as a player, with the exception that a referee accompanies it at all times and that an MBT cannot enter a building or other structures.

To eliminate an MBT: one direct hit from a LAW rocket, IED, nuclear blast (confetti launchers), being inside the "area of effect" of an IED, satchel charge, or any prop or game effect the game producer determines to eliminate an MBT. The eliminated MBT must immediately return to their RESPAWN point and wait for next insertion.

REMEMBER: A referee must see the "hit" on an MBT for a hit to count. The referee will inform the MBT that it has been eliminated if the MBT does not know.

Weapons, props, and game effects that **DO NOT** affect an MBT: Paintballs, Grenades: paint filled or rubber frag, Gas attacks (smoke), players carrying foam melee weapons, knives, or other hand to hand weapons, and barrel tags.

Safety Note: Players may NOT approach any tank or Mech, insert a marker barrel into an opening and shoot the occupant(s). You will be ejected from the field ... NO EXCEPTIONS!!!

All vehicles are the personal property of the owner. It is considered the same as your marker, mask and pack. Players may not touch, take, disable and or in way intentionally damage or destroy the tank/mech or its contents. If you do, you will be ejected from the event, field, and subject to arrest by local law enforcement.

Remember players using MBTs have spend a lot if time and resources to build these props for the enjoyment and enhancement of the event. Respect their work.

Command Post (CP)/Battle Flags:

Command Posts (CP) are the base of operations from where the command staff will receive missions and will direct players and teams to complete those missions for points.

The CP is out of play and is a Safe Zone! DO NOT BRING MARKERS INTO THE CP! Only the Commanders and his/her staff's markers are allowed inside. FOR SAFETY REASONS, DO NOT FIRE OR POINT A PAINTBALL MARKER INTO OR OUT OF THE COMMAND POST

There are no points given for destroying the actual command post. However, there is a way to "Destroy" the Command Staff

Each side has a Starting flag near each CP. The Starting flag consist of colored flags representing each side that can be raised and lowered. For safety reasons, this Starting Flag will be used in place of the CP for CP kills.

- For safety reasons and concerns, instead of attacking the CP, the attacking team will assault the enemies Starting Flag.
- When the opposing team overtakes an active Starting Flag, the attacking team can swing the Flag Station to their color to earn points for the CP kill.
- If the attacking team comes across an enemy Starting Flag Station and the flags at neutral and they switch it to their team color, the attacking team does not earn any points, since it was not an active Starting Flag/CP.

NOTE: If your Starting Flag/CP has been taken over. Players can reinsert back into the game in a number of ways:

At another captured RESPAWN located on the field with your team's flag raised

Death cards

The timed re-insertion location for your army

Helicopter drop

If it's unclear; If it's not covered in orientation; If it's in a "grey" area;

If it's not written in the rules, game specific addendums, or on a game specific card:

THE FINAL WORD:

IT DOES NOT EXIST!!!

Ask the Event Director First!

MOST OF ALL, HAVE FUN! ENJOY THE EVENT!