

# Rules of Play

**Welcome! These rules will help you play and enjoy the game.**

**Please familiarize yourself with them.**

**Important 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.**

**Do's & Don'ts:**

- **Don't lose your ID Tag – make sure it is tied securely**
- **No alcohol or drug use at any time during the event**
- **Do keep your Role Card with you at all times (keep safe & dry in plastic baggy supplied)**
- **Do get your marker chronoed as soon as possible.**
- **Bring radios if you have them.**
- **No knives or wire or rope is allowed on the field**
- **No tools to adjust markers are allowed on the field**
- **No firing of any kind off the field or away from chrono stations**
- **No foul language or cursing will be tolerated**
- **No physical contact of any kind**
- **No laser sights or pyrotechnics are allowed**
- **Use only Event Paint**
- **Use only *cold* smoke (clear with field owner and game director)**
- **Do not repair markers in non-goggle areas – only in Pro Shop, chrono area, or at your campsite**
- **DO NOT argue with referees or judges. Their word is final. If you do argue, you will be asked to leave the game for a period of 30 minutes.**
- **No Night Vision allowed.**
- **No cyclume sticks allowed by players at night (only referees)**
- **ONLY DESIGNATED TEAM TAPE – NO CHANGING SIDES! Tape to be worn at all times.**

**1) GOGGLES** must be worn at all times on the field and when chronoing. They must meet or exceed AST standards. Goggles must be properly worn in a way to maximize eye protection. There is NO circumstance that would allow you to remove your goggles on the playing field or when at the chrono station. If you have to defog or remove paint splatters, please find a referee to assist you.

**2) MARKERS** must be fitted with a Barrel Condom at ALL times, except on the Field of Play or when in the act of Chronoing. All markers must be .68 caliber and be in safe operating condition. Trigger Guards are mandatory. Semi-automatic mode only, unless specified by the field owner and game director.

**3) GUN VELOCITIES:** There will be no hot guns allowed on the field. All guns must be chronoed under 280 feet per second for daytime play (250 f.p.s. at night). If you break the rule once, you will be asked to leave the field for 30 minutes, your ID tag will be punched and your ID number will be recorded and passed among the referees. The second time you are caught with a hot gun you will be expelled from the field and from the game. **THERE WILL BE NO EXCEPTIONS TO THIS RULE!!**

**4) RADIOS:** Each team will be on their own radio channel (Will be chosen on day of play). Refs, mission judges, game director and pro shop will all be on channel 3. **No abusing radio privileges!!**

**5) PAINT CHECKS:** Splatters do not count in this game. Any hit, nickel size or larger, to the body, head or equipment counts as an elimination. If you need a paint check, stay in place and call for a referee. Do your best to check yourself. (Night time play - ALL HITS COUNT! There will be NO paint checks.)

**6) SURRENDER/TAP OUT RULES:** Physical contact is not allowed between opposing players. Players may force surrender by yelling surrender at players that are unaware and within the 20 foot minimum engagement range. Players may also be tapped out by rushing an opponents bunker/building and tapping on it. Players tapping on a section of wall around the large forts only eliminate players within 10 feet from the area they tap on.

**7) BASE STATION ATTACKS:** Any base station may be overrun at any time. Only a satchel charge can be used to blow a (base station) command post., NO firing will be allowed out of, or into, the command shack itself. Also, when a base is overrun, no equipment or personal items may be taken from inside the command shack.

**(RULES CONTINUED ON PAGE 3)**

**8) RE-INSERTION AREA:** Once a player is eliminated and leaves the field, he may go to his re-insertion area to await re-entry back onto the field. This area will be designated for each side. Re-insertion will take place every 10 minutes from the top of the hour for a five-minute interval. Example: 2:00 pm to 2:05 pm or 2:10 pm to 2:15 pm

**9) GENERAL – SPECIAL OPERATIONS:** Will be issued the following cards – Pilot Helicopter Insertion, Scouts, Medic, Demolition. General will have these cards to use at his disposal.

**10) ELIMINATION OF GENERALS:** Elimination of a General will only be permitted by the opposite team and under the following conditions:

The person(s) performing the elimination is/are taped with the opposing team's colors.

**11) SCOUTS/SPIES:** Assigned by the General to gather information on enemy and to assist in finding props and other pertinent data.

**12) PILOT HELICOPTER INSERTION:** Report to General for assignment of insertion. Mission flying time is only 20 minutes and pilot may take up to 6 people aboard when attempting mission. Each one must keep hold on to the “rope” (your copter) at all times or will fall to his death. All players will keep a walking pace till you reach your destination. All markers on helicopter must have barrel plugs in and no one may shoot from the vehicle. Small arms fire will have no effect. Pilot may, upon insertion of team, leave helicopter and fight on foot, but cannot return to helicopter. If the pilot does not leave, he/she may go back to base to insert 6 more people at same insertion point. A ref MUST be with the helicopter at all times.

**13) MEDICS:** May “heal” a marked player calling for the Medic within 1 minute of being hit. (Except in the case of “head shots,” which cannot be healed.) Medic must go to the wounded player; he cannot go to Medic. Medic must write player ID # on Medic Card and have marked player initial it, then Medic can wipe player clean and allow him to resume play. Medics may not “heal” themselves. When card is full, return it to Game Director so a new card may be issued. If a Medic is caught cheating, the Medic privilege for the team will be revoked.

**14) DEMOLITION EXPERTS:** The only role player that can take out the transmitter. The Expert’s Satchel Charge (issued by Game Director), with an Explosive inside it, is to be placed or thrown on top of or next to the target and must be Touching it to be effective. Demo Expert must show his/her Expert Card to a referee and notify him of the intention before the act of demolition. The destroyed area must be taped off with Game Tape only.

**15) MISSION CARDS:** These are to be filled in at the command post and given to the squad taking on the mission objectives. If a Mission Judge is present at the beginning of the mission, the card may be given to him and he will observe that the mission criteria is met, fill in the card, and then turn it in to the Game Director. There must a judge present to validate a completed mission (so make sure you get one before the end of your mission).

**\*\*\*\*\*PLEASE REMEMBER YOU ARE RESPONSIBLE FOR READING AND FOLLOWING THESE RULES\*\*\*\*\***