

GIANT AIRSOFT SCENARIO RULES

Player Conduct

1. Airsoft is a game of honor. All players are expected to conduct themselves in an honorable and sportsman like manner at all times. players are expected to treat all other players with respect and courtesy. Yelling at other players or swearing will not be tolerated. Arguing during a game will result in both players being called out. Disagreements will be settled by game officials if need be. All decisions made by officials are final. Always remember it's only a game, fun is the main objective.
2. No physical contact with other players is allowed. No cursing or unsportsmanlike conduct is allowed. Cheating, although rare in these types of events, does and can happen. If you witness cheating on the field, keep your standards high! Don't ever 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!

Safety

1. Eye protection must be worn at all times when on playing field or in transit to and from playing field. DO NOT remove your eye protection for ANY REASON while on field.
 - A) Players under eighteen (18) years of age (ID required) must wear a full face paintball mask with ANSI rated goggles. NO EXCEPTIONS. No mesh eye protection.
 - B) Players over eighteen (18) years of age (ID required) may wear ANSI rated ballistic goggles that COMPLETELY seal around the eyes. A balaclava or scarf to protect face is also required. No shooting glasses. No mesh goggles. No exceptions.
2. Shooting is allowed on playing field or in designated shooting area (with eye protection). When in staging area or common area (any place where non-players are present) the magazine must be removed from the weapon and "on safe." Clear the weapon on the field or shooting area after removing the magazine. Side arms must remain holstered if loaded, with safety on. If sidearm is removed from holster you must remove the magazine immediately. At all times treat your Airsoft weapon as if it were a real firearm.

Entry Fees and Waivers

1. Fees for one day Ops are \$30 online and \$35 on the day of the event.
2. A waiver of liability must be filled out and signed with each entry fee. Entry fee paid without a signed waiver will be considered tentative until waiver is received. Fees and waivers must be turned in to hold a spot. Players under 18 must have waiver signed by parent or guardian in attendance.
3. Any player caught cheating or knowingly breaking the rules will be ejected from the game. Continued cheating will result in player or team being ejected fro the entire event with a refund. Cheating of any kind will not be tolerated.

Registration

1. Pre-registration is very important for the event producers to know how much paint and supplies to order. Pre-registration can be done online at www.giantairsoft.com or by visiting one of our parks. If you cannot pre-register, simply bring your field fee to the event and we will accommodate you. Once you arrive at the field, proceed to the registration area to sign in and pick up your player's pack which will include event ID, wrist band, map, special role card, if any, and any paint and air tickets you may wish to purchase. 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.

Weapon Rules

1. F.P.S. limit is 400 F.P.S. with 20gm BBs for all weapons. Except sniper rifles, F.P.S. For sniper rifles is 500 F.P.S. (with 20gm) only single shpt bolt action rifles can be used as a sniper rifle. MINIMUM engagement distance for a sniper rifle is 25 YARDS. If target is closer then 25 yards you MUST use your secondary weapon, or do not engage target. All players that are playing a sniper rifle must be able to accurately judge 25 yards.
2. Any player within a 5ft radius of a thrown grenade is considered killed. If a player throws himself onto a grenade before it goes off is killed, but everyone within the 5ft radius is not killed. Players behind SOLID cover (rocks ect.) are not killed.
3. Players inside an enclosed bunker into which a grenade is thrown are all killed. Players along outside wall of bunker are not killed. If a disagreement arises ref's decision is final.
4. The following rules apply to all Single Round Projectile Launchers (SRPLs), Personal Air Cannons (PACs), and Law rocket launchers (LAWs).
5. SRPLs must chronograph under a speed of 230 FPS.
6. Each and every personal SRPL must be shown to the event director prior to play and be approved. Each SRPL will be tagged after approval by event staff.
7. Each and every SRPL must be chronographed with the event head ref / ultimate present before it can or will be allowed on the field of play.
8. All SRPLs must have a system or device for plugging the barrel to stop accidental discharges while in any safe area.
9. These SRPLs must use 2" Nerf rounds or JCS F-69 rockets - NO paint can be used in these units!
10. Mortars can be used in the games. Each Mortar must be pre-approved by the event director before it will be allowed on the field. Mortars must always fire at a minimum 45 degree arc or greater. Mortars can not be DIRECT FIRED at ground personnel. Mortars may fire the 2" Nerf rounds or JCS F-69 rockets.
11. Mortars may NOT fire surgical tubes, NOR impact rounds!

Grenades, Mortars, ECT.

1. Use of gun mounted grenade launchers is ok. Any other explosive simulator must be approved by field officials before use. No pyrotechnic devices will be allowed due to fire hazard.

Hits

1. A BB hit to anywhere on the body counts as a hit. Ricochets do not count. Gun hits DO NOT count. Friendly fire (getting shot by a team mate) counts as a hit. If you are not sure, call yourself out. DO NOT call another player out. NO BLIND FIRING.
2. When you are hit (killed) call out "HIT!" immediately and raise your hand over your head (or place a dead rag on your head) and hold your weapon up in such a way that you won't be mistaken as still in the game. Exit the field as quickly as possible. DO NOT talk to players still in the game after you are killed. "Dead men can't talk." After you are off field remove your magazine and clear your weapon. If medics are being used you can call for a "medic."
3. After being hit (killed) player must go too designated respawn, ops, or reassignment area. Depending on type of game being played. DO NOT loiter on field or interfere with game still in play.
4. Leaving the field or walking out of bounds is the same as being eliminated. Once you step outside the area of play, you are eliminated. There is no going out of bounds then coming back in. Any player leaving the field of play must wait until the next insertion window then re-insert into the game at the team insertion point.

5. At night, after you're eliminated, it is a good idea to yell "eliminated player walking" or "dead man walking" every 10 to 15 paces or so, as you're exiting the field. This will keep that sniper that is lying in the grass from shooting you as you walk off the field. There are no medics at night. If you're hit, walk off the field. In a game of this magnitude - with the huge numbers of players - it is virtually impossible to have a referee at every conceivable location. Here, cooperation between players is key. If you're hit, walk and don't talk or advise players. Play fair and be honest, stand-up player.
6. You should immediately call out "HIT!" in a loud voice and continue to do so while putting on your BBD (barrel blocking device). Leave the field by the safest direct route while continuing to call out your status as a dead player. If you are in an area that is taking heavy fire get your gun up as high as possible and get out of the way fast! Do not talk, hand equipment or ammunition to your teammates, and do not continue to participate in radio chatter about on-field events. You are DEAD and dead men can no longer help their team. If you are holding a mission card and you have teammates nearby who were on the same mission as you, you MAY hand the mission card to one of them so that they may complete the mission.

Surrender-Bang-Bang

1. If a player on the opposing team is within 10ft of you and you are unaware of his (or her) presence and he calls "surrender" you must surrender to him (or her.) Do not shoot. 400 F.P.S. At 10ft HURTS! A LOT!
2. If you run up and surprise a player and are closer than 10ft calling out "BANG-BANG" is the same as a BB hit. When players are within 10ft of each other.
3. Parley – In the event 2 players get the drop on each other at the same time, if they shoot each other at the same time (be honest) then they are both out (killed) If they surrender or "Bang-Bang" each other at the same time, then a parley is called. Both will move back to cover and resume play (ref will decide where each player will move back to.) These rules are put into effect to cut down on players being shot at close range. Please do your best to abide by them. We are here to have fun, not hurt each other.
4. Barrel Tag is not an option. Once a player touches you with a barrel and says "barrel tag," you are eliminated and MUST take the walk. 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!

Camping

1. Overnight camping is available at a first come first serve bases. Please observe all safety regulations concerning BBQ grills. Camp fires are not allowed at any time.
2. **NO ALCOHOL OR DRUGS ALLOWED AT ANY TIME DURING THE GAME! ANY VIOLATION OF THIS RULE WILL RESULT IN IMMEDIATE EXPLUSION FROM THE GAME WITHOUT A REFUND!**

Animals/pets

1. Pets are not allowed any where in the park and parking areas.

Game Materials

1. Upon check-in at the venue, you will receive a player's pack with some or all of the following items in it:

2. Event Patch(s) showing the logo for the event you are playing.
3. ID BADGE AND WRIST BANDS: EXTREMELY IMPORTANT!!! The ID badge and wrist band is your ticket to play in this game. Without it you will not be allowed to enter the playing area. Player ID's are to remain with you (the player) at all times through out the event. If you lose it, you will have to purchase another one. You will be required to have this badge to enter the field of play. The player ID will signify what army you are fighting for, player ID number, role, and an area for chronograph and rule infraction hole punches. Player ID's and wrist bands are non transferable. On the ID badge you will find your unique PLAYER ID NUMBER: This is the number we will be calling if you win a prize. Remember it! Use a string or lanyard to wear the ID badge around your neck.
4. ROLE CARD: Your Role Card will be on the back of your player ID. This is your ticket to get into your base and defines which team you're on. Keep this on you at all times. Your commander's base security will ask to see it every time you insert onto the playing field (if they know what's good for them!) This colored card has the identity and character details you will be playing at the event. Get into your character, whether it is "General" or "Grunt" - this is the best way to get the most fun out of the event.
5. SPECIAL ROLE CARD: If you are playing a special role in the game, you will find a card pertinent to that role in your player pack or must obtain it from your commander. It is required to have with you while playing that role. Details for special roles can be obtained from the game director.
6. FIELD MAP: These maps are designed to give the individual player an overview of the playing area with marked major locations indicated on the map. NOTE: These maps may not be exactly to scale. They should be used as a reference only. Walk the field prior to game-on and get to know your way around and where things are located.

The Field

1. Defined by the field map, boundaries will be marked in field flagging tape during the event. Areas may be marked with cylumes (glow sticks) at night to aid in field boundary recognition. Do not fire your weapon out of bounds or off the field.

Hospital Zone:

1. This is a neutral area (goggles on, Barrel Blocking Devices on) where you can stage and await the next insertion window (insertion windows defined = as the period of time where you can legally enter the field of play). Windows are open for 5 minutes in duration every 15 minutes.

Insertion Points

1. The IP is the area where you will enter the field of play. It will be strategically located where, as you enter the field of play, you will pass by 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.
2. There are two types of insertions: HOT & COLD. All insertions will be considered as Cold, unless otherwise instructed by a ref at your IP.
3. COLD INSERTION: You are required to go to your Base of Operations before removing your Barrel Blocking Device and becoming a live player.
4. HOT INSERTION: A referee will instruct you will be entering a HOT area and to pull your BBD before entering the field. You will be a live player as you step onto the field of play.

Field Referees

1. 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 to get the most positive results. Yelling or shouting will earn you a ref punch and a trip to the dead box.

Nighttime Play

1. During nighttime play, the following rules are in effect:
2. Before the start on night time play, head to the chronograph station and lower your velocity to the night limit of 400 FPS. Make sure a referee has given you the appropriate chrono punch on your ID Badge.

Radio Espionage

1. Radio espionage is allowed with the STRICT exception of the judges' channel. Jamming of command channels is prohibited, resulting in ejection from the event.
2. monitoring of the judges' channel is STRICTLY prohibited and will result in IMMEDIATE ejection from the event.
3. Monitoring teams' / players' personal radio transmission on the field can give you valuable information. Monitoring the Judge channel will get you ejected from the event.

Other Required

1. Barrel Blocking Device (BBD) and/or Barrel Condoms, pants, shirt & shoes, trigger guards are required due to insurance regulations.

Allowed Equipment

1. Canteens, flashlights, infrared illuminators, thermal imagers, Q-beams, Alice packs, leaf-o-flauge, stocks, point sights, aim sights, scopes, night vision equipment, CBs, radios - UHF or VHF, walkie-talkies, barrel rain covers, Ghille Suits.

Recommended Equipment

1. Extra pair of worn-in boots; extra socks; "energy" foods with complex carbohydrates; first-aid kit; marker tools; lots of non-alcoholic liquids: water, sports drinks, juices. Alcohol dehydrates your body and can pose a serious health risk when playing a physically demanding sport like airsoft. For this reason, the consumption of alcoholic beverages is prohibited.

Prohibited Equipment

1. shields of any kind; unbreakable trip wires; air horns; cylumes; knives; ropes; whistles; hot-burning smoke; pyrotechnics; firearms; crossbows; sling shots. When in doubt, ask the game management. NO predominantly yellow or orange shirts, jerseys allowed. This is reserved for field staff and referees only. If you are in doubt please check with event management.

Tanks & Vehicles

1. PAVs, Tanks, APCs, scout cars, modified golf carts, et al. must be constructed from the chassis of an off-road vehicle only (example: No van, car or truck chassis unless the tank was built on one of these chassis prior to December 1998). Contact game director prior to the event for approval
2. Max Speed: Limited to 5 mph or a fast walking speed, whichever is slower. No exceptions.
3. Fully functional brakes. No exceptions.
4. Tanks Can not be used for night play.
5. Dead /Eliminated Indicator: Much like the old fiberglass antenna or fiberglass bicycle pole that can be flagged and positioned either up or down, alerting all players to the vehicle's status. Pole in up position indicates vehicle is eliminated; in down position indicates vehicle is in play.
6. Team Indicator: The vehicle must be readily identifiable as to which side or team it is on. Tape the two opposite corners of the tank with 24 inches of team arm band tape so that at least 12 inches of tape can be seen from all sides

Ways to eliminate vehicles

1. These may vary, depending on the theme of the game/event:
2. SRPLs, PACs & LAWs: One impact from a Nerf Round or F-69 rocket eliminates the vehicle.
3. Satchel charge: The blast from a satchel charge will destroy a tank.
4. Once a motorized vehicle has been eliminated, it must proceed to the hospital zone or insertion area and wait for the next insertion window before re-entering the field. The same insertion rules which apply to players will apply to paintball tanks.
5. **IMPORTANT NOTE TO PLAYERS:** There is a safety space of 20-FOOT distance around all motorized tanks. If a tank or a live player intentionally comes within 20 feet of each other, the aggressor(s) will be called eliminated. Furthermore, tanks and / or players who intentionally violate this 20-foot boundary are subject to ejection from the event. This is a serious safety issue. Tanks may not encroach within 20 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.

PUGs and Walking Tanks:

1. All applicable rules within the "Tank & Vehicles" section will carry over to non-motorized PUGs and "walking" tanks, as well as:
 - a. They must look like tanks.
 - b. They can be used for cover.
2. Players may NOT approach any tank, insert a marker barrel into an opening and shoot the occupants. You will be ejected from the field!
3. All tanks 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 or its contents. If you do, you will be ejected from the event, field, and subject to arrest by local law enforcement.

Ghillie Suits

1. ALL ghillie suits must be inspected and approved by the game director prior to entering the field of play. If you are wearing a ghillie suit, ALL direct hits/impacts count during day and night play. One direct impact and you're eliminated.

Breakable Trip Wire Devices (BTWDs) Defined:

All trip wire devices with offensive capabilities: i.e. the ability to eliminate players.

BTWDs Rules:

1. All BTWDs must use breakable string. Under no circumstances can the string be of sufficient strength to trip a player while walking or running (cotton sewing thread is best).
2. BTWDs using explosives of any type are strictly PROHIBITED.
3. All BTWDs that are not perimeter warning devices (PWD) can be air, CO2, or spring powered.
4. Each and every BTWD must be shown to, and approved by the event director prior to play and be approved.

Perimeter Warning Devices (PWDs) Defined:

1. All autonomous devices intended to notify you of interlopers into your area of operations. PWDs have NO offensive capabilities, i.e. the ability to eliminate players. Typically, a PWD is sound or light resultant - after tripping the device it sounds an alarm, emits light, or a combination of both. Motion sensors ARE allowed

PWDs Rules:

1. All PWDs must use breakable string. Under no circumstances can the string be of sufficient strength to trip a player while walking or running (cotton sewing thread is best).
2. PWDs using explosives of any type are strictly PROHIBITED.
3. Each and every PWD must be shown to, and approved by the event director prior to play and be approved.

Game Play

TEAMS:

1. The teams will be split from the number of registered players according to skill level, equipment, fire power, experience and ability. All game planning and scoring will be done by the game operations director. Teamwork is an important factor in these events. Planning strategies will be carried out by commanders with the respective squad leaders. It is important to note that you should concern yourself with how to defend as well as how to attack an area. Objectives and missions will be assigned by the game director and relayed via radio messages to the commanders of each team. Objectives will be assigned and unit size will also be assigned.

Team Objectives

1. Maintain your base of operations: Protect and defend it at all times. Complete assigned missions; hold the objectives.

2. Take action to harass and interdict the opposing team's objectives and missions. Score as many points as possible in the allotted time frame. Keep your commander alive. Above all, have as much fun as possible and experience the friendship, camaraderie and good will that these types of events inspire among the players.

Switching Sides

1. Switching sides must be cleared through the scenario director. If approved, anyone switching sides must give up their current character card and arm band tape. Under no circumstances can this (character card or Arm Band Tape) be passed off to another player.

Verbal Misrepresentation of Sides

1. This is allowed. You are NOT required to tell the truth about which side you are playing for. If a player is not wearing your color arm band tape, consider them the opposition, or at the minimum, be leery of them. Always use caution until you get a visual ID on their ABT. Not everything is always as it appears in a scenario game.

Arm Band Tape

1. Arm band tape (ABT) is to help all players identify who is playing on their team, NOT to identify who is on the other team.
2. Special Role characters must wear specially designated arm bands or tape - in conjunction with their team tape - on the arm above the elbow, in plain view.

The following are Strictly Prohibited:

1. Picking tape up off the ground and using it.
2. Purchasing or bringing tape and putting it on yourself or others.
3. Any Velcro or other ABT over the original to deceive the other side.
4. Any type of arm band or tape over a Special Role character arm band or tape with the intent to deceive.
5. Falsifying role cards (copying) to get the other team to tape you.

Acquiring Enemy Arm Band Tape

1. You must be taped up by a player on the team whose ABT you're trying to get. You cannot pick up ABT off the ground or get it from ANY other source other than by an enemy player at the enemy team's base. See playing tip for spies for examples of how to acquire enemy ABT legally.

Commanders & Commander Eliminations

1. Each team will have a commander and team leadership structure. The commander is in complete control of the side. Follow your commanders; they have the overall picture and information of how the game is going and what is happening. Check in with them often and let them know what you did, saw or completed. This information is valuable and vital to your team. Rotate out and pull base security for an hour; you never know, you may find yourself in an awesome firefight. The commander can also assign Medics, Demolitions, Engineers, and Pilots, so if you need to play one of these roles, immediately notify your commander if you have

not been given one of these roles.

2. The commanders will get a new mission radioed in to them every 15 - 30 minutes during the day. These missions are what earn points and wins or loses the game for your team. Go out on them... they're fun. Most of the time you will get into some very good action, and remember, at the end of the game if your team wins and you didn't go out on any missions, how much did you contribute to the win? If your team loses, then how much did you contribute to this loss?

3. The commander may be worth bonus points each time he/she is eliminated. Thus, you can earn your team bonus points by eliminating the opposition's commander and save your team points by keeping your commander alive. This is not a one-time objective! Each time the commander is eliminated; all rules pertaining to players pertain to him: he must walk and await the next insertion window, and then he/she can reinsert into the game and is a free agent to resume play in any fashion they choose. Side note: the commanders can go anywhere on the field they choose. They are not required to stay in their command bunker, but it's a good idea to keep an eye on your troops.

4. Any time a commander will be off the field for longer than one insertion window; the commander must appoint another to act in his/her place which can be eliminated for points just as if eliminating the original commander. Commanders must notify their Command Post referee of this change. Every commander on the field must be taped on both arms!

7. To eliminate the commander inside the command bunker, just place your foot inside the opening and call "ALL DEAD!" This does NOT destroy the structure! It only eliminates all persons inside on the ground floor only. Only a demolitions character can blow the bunker with a satchel charge or LAW rocket. A referee must verify the commander elimination and call this into to the game director immediately.

Command Post Security Zone

1. There can be no same ABT eliminations of any kind scored while the victim is within 50 feet of his team's command bunker. This 50 foot perimeter represents a secure zone within which all players enjoy the peace of total security from same ABT eliminations. This is to promote more interaction between all players, whether they are security, command staff, or role players.

2. Any player wearing your ABT color within 50 feet of the command bunker is safe from elimination by any other player wearing your ABT color. They may only be eliminated by players wearing the enemy ABT or no ABT whatsoever.

3. Example: You're a red player wearing legally obtained blue ABT inside the blue base. You walk up and step your foot inside the command bunker to eliminate the blue commander and his staff. This will not count as elimination. You will either have to have: NO armband tape, or be wearing your red teams' color ABT for this to count as commander elimination.

OR

1. Example: The blue commander is rallying the troops in front of the command bunker and you are a red spy wearing blue ABT in a tower 60 feet away. You fire your marker and nail the blue commander in the goggles. This will not count as elimination. The commander (and any other blue player) is immune to attack while they are within 50 feet of their command bunker AND you are wearing blue ABT.

2. A player in the base with NO ABT poses a significant threat to base security and should come under immediate suspicion. Don't rush to tape them up until you have thoroughly investigated which side they are

REALLY playing for. YOUR side taping them up is the ONLY LEGAL way for them to acquire your ABT - don't give it freely to possible infiltrators.

3. If a player is wearing enemy ABT they are most likely the enemy. Treat them with extreme caution.

4. SPECIAL NOTE: This does not prevent spies in your midst. A spy who can acquire your team's arm band tape and a Character Card can still operate within your team. The spy can go out on missions and lead them astray or report them to his true commander. They can also report Intel to his true team. See playing tips for spies for more info.

Special Roles Defined

1. During the course of this event you will notice individuals on the field who have special abilities and are identified by unique arm band tape. These individuals requested in advance to the event director to play the special roles described below. Only players carrying the appropriate credentials for their assigned Special Role characters may carry, utilize, or display associated game props / operations equipment (bombs, aircraft, etc).

DEMOLITIONS EXPERT:

1. These players have the ability to use LAW rocket launchers and special demolitions satchel charges. Laws can be used to blow up command bunkers, bridges and buildings and groups of people within or on these structures, and to down helicopters. This character is also the only player that can defuse and pick up explosives on the field.

ENGINEER:

1. These players have the ability to rebuild structures which have been previously blown up. These players may tow a downed aircraft back to their command bunker. Aircraft are considered props. Engineers can also repair tanks that have been disabled by grenades

PILOT:

1. Has the ability to fly a simulated aircraft (helicopter, etc.) for up to a 30-minute time period each flight. 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 normally four or more additional passengers. Players can not be shot at or shoot from 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 10-second 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.

2. A LAW rocket can take out a flying aircraft! Flying aircraft can fire on other aircraft while in flight -- regular hit rules apply. NOTE: An aircraft can drop you off in the middle of a swarm of enemy troops just itching to shoot someone!

SPY:

1. Each team will generally have one or more spies who can be inserted into the opposition's team. It is up to the team leadership to ferret out and eliminate these spies, while it will be the spies' job to gather information and report back to their base. Any spy who has BLOWN their cover and been identified as such by the opposition MUST hand over their character card and ABT from the opposing team. For more information see the playing tips for spies section.

INTELLIGENCE OPERATIVE:

1. Perhaps the hardest role to play, but one of the most rewarding. Your job is generally defined as to flush out the spies in your midst and acquire special game props for your side. There are meetings scheduled throughout the game which you're highly encouraged to be at, thus helping you figure out who is who. If you complete a meeting, have a ref sign the card with the time the meeting ended. Turn your meeting card in for points at the end of the game! For more info see playing tips for spies.

Playing Tips for Spies

1. First, your most valuable skill as a spy is being covert, unnoticed - a fly on the wall - not attracting attention to yourself. Yet, as you try and infiltrate a base and the command structure, you begin to fly closer to the flame and stand a better chance of getting burned (put in the open or busted).

2. Second, two of the most valuable assets that you have as a spy are the ability to do the following:

Busting Missions

1. Have possession of the assigned mission card. Intentionally get marked (shot) by the opposing team prior to completing the mission, and with the mission card in pocket, walk off the field a dead man. As an alternative, lead your mission team into an ambush.

2. Lead the group going out on the mission to an area other than what is called for on the mission card.

3. Perform a different type of mission. Say the assigned mission is to "set up a listening post at area XYZ." Go to area XYZ and then assault. Instance 2: you go out to "rebuild a bridge," but instead, you destroy it. NOTE: You CAN NOT run the mission as stated on the card, complete the mission, and then just pocket the mission card. THIS IS NOT ALLOWED UNDER ANY CIRCUMSTANCES!

Gathering Intelligence

How helpful is it? Incredibly so

1. Reporting outgoing missions to your commander is of great importance. You can sit on the outskirts of the enemy base and report to your commander where missions are headed and troop strength.

2. Did the team you're spying on just acquire a valuable prop?

3. Do you know where the team is stashing its valuable props on the field of play? Can you raid this stash without being seen, and then get the props back to your real team without being shot or made as a spy?

4. Is your team mounting an attack on the base? Are there 100 players in base at the time? Would this be a bad idea at the moment? Might it be better to inform your commander when only 5 or 10 players are in base, when a raid would be more likely to succeed?

5. Having radio com with your real commander or XO is a big help. Real time intel is the best intelligence there is.
6. Any time you're dead or eliminated, YOU'RE DEAD. Remember; dead man don't talk!!. No matter how bad you want to talk to your commander or other players - no passing of information while you're eliminated. Only thing a dead man says is, "Dead man walking." Once you have re-inserted onto the field of play, it's game-on again.

How to Acquire Enemy ABT Legally

1. You must be taped up by a player on the team whose ABT you're trying to get. You cannot pick up ABT off the ground or get it from any other source other than at the team's base.

Props

1. All game props (helicopters, toys, money, etc.) must remain IN PLAY (on the field of play) during the game. You can not take them out to your car and STASH them, nor lock them up in your commander's box!
2. We have gone to the extremes to find, develop, build and incorporate inventive, interesting props into the story line. These props will be inserted into the event at various intervals and locations during the game. Their value? Some will be worth big points. Others? Well, they will look good.
3. Many people find it interesting or amusing to design, make or bring props from home to these events - we welcome it. If you can sell it or trade it to the opposition, then go for it. All props should be cleared with game management, who will make a determination whether or not it will be of value, but either way the opposition will not know until the game is over. :)
4. All props must be turned in prior to game's end on Sunday to be counted as points for your team!

Special Rules

1. Vehicles

Vehicles shall never leave the roads at any time. They MUST stay on the road.

Never lie on the road! It's hard for the drivers to see and you'll put yourself at risk of being run over.

Vehicles shall not exceed 3mph

Vehicles are invulnerable to small arms fire

Crewman (driver and/or machine gunners) are NOT vulnerable to small arms fire

Do not bother shooting the drivers or machine gunners. However they can shoot you

Passengers are vulnerable. Passengers are any player in a vehicle that is not the driver or the machine gunner

Machine gunners can destroy enemy vehicle crew!

Vehicles can only be destroyed by heavy weapons

Mortars, LAW, RPG, C4, Grenades, or Booby-traps

Vehicles shall return to their motor pool to reincarnate for 5 minutes from the time they were hit just like a player

2. C4 & Booby-traps

Both C4 and booby-traps utilize a tripwire attached to a screamer which emits a loud sound when the pin is pulled

Anyone within 10ft of the "explosion" is out

Only engineers may deploy, disarm, or move these devices

3. Sapper Packs

These bombs are worn around the chest and include a whistle

When a sapper blows the whistle, everything within 20ft is eliminated including vehicles and fellow players

The sapper must then reincarnate as usual

4. PRG rockets

The RPG's utilize a compressed air device to deliver a single round target. Rounds consist of a small nerf

The round must strike the target to count as a hit