

Fulda Gap 2010 RULES OF PLAY

(revised July 31, 2010 but may change, new revisions will be flagged!)

This is the largest paintball event to be held in the Mid-Atlantic and one of the largest in the world. It is a historically based scenario of the potential invasion of Western Europe by the Warsaw Pact in the mid-1980s. It will be a continuing event, with the same units every year. Mistakes made this year can be corrected in the next. Think of this as a game of paintball chess.

Due to the enormous importance of SAFETY at an event so large, ALL PLAYERS should familiarize themselves with all of the rules of play. You should also familiarize yourself with the Official Fulda Gap game map.

When you sign your waiver, you will also be stating that you have READ, and UNDERSTAND these rules. Know these rules, or you will find yourself at a serious disadvantage!

One thing to remember- this is a game, and is meant to be entertaining. While the game designer has made a great effort at supporting realism, the whole event is to be taken as a game, and not a reenactment. Any side can win, in any possible manner.

*******PLEASE REMEMBER YOU ARE RESPONSIBLE FOR READING AND FOLLOWING THE RULES BELOW- IGNORANCE IS NOT AN EXCUSE*******

In general, the major Do's & Don'ts-

- Don't lose your ID Tag; make sure it is tied to your person securely
- No alcohol or drug use at any time on the field of play
- No weapons, knives, wire or rope are allowed on the field, and no booby traps are allowed. No paint mines unless by approval from game staff, however noise or powder mines are allowed.
- No tools to adjust markers are allowed on the field
- No firing of any kind off the field (in the parking lot, common areas or camp) other than the chronograph stations, and no shooting of wildlife or referees.
- No foul language, insulting behavior (including arguing with players or staff) or slurs will be tolerated
- No physical contact of any kind except as allowed by rules (barrel tags)
- No laser sites or pyrotechnics are allowed
- Use only Event Paint, as off-premise paint hits will not count your opponent as out
- Use only cold smoke (clear with field owner and game staff)
- DO NOT argue with referees or judges. Their word is final.
- Play the field as is- no modifications or vandalizing the field, props or personal equipment. Do not climb on bunkers, trees or any structure 4 feet or higher.

The Fulda Gap Field:

The Fulda Gap field consists of 70+ acres in the foothills of North Carolina. The terrain consists of everything from open fields, to ravines and creek beds. Trees are plentiful, and so is the underbrush (briars) in places. Be aware of your surroundings. Check what you are about to crawl through or walk over. With a field this large, it is very hard to keep poison ivy/oak off the field! Most of the playing areas are clear of heavy brush, but when traveling between objectives is when you might run into dense underbrush. The Fulda Gap map is available to print off of the web site. The field is extensively bounded by orange or yellow tape. Please, for your own safety, do not cross these boundary lines.

COMMAND DECISIONS BIG GAME SAFETY RULES

(revised July 2010)

CDWC 2010-2011 FIELD SAFETY RULES

All players must read and agree to follow all player safety rules, field safety guidelines, and sign the waiver of liability and hold harmless agreement prior to participation in any paintball activities without exception. Any violation of the safety rules will result in mandatory ejection from the field and/or premises.

1. **SAFETY GOGGLES** must be worn by anyone in the playing field and chronograph/target range at all time. Only ASTM Goggle systems specifically approved for paintball that provide full face and ear protection, or full seal ASTM goggles for airsoft are allowed. Airsoft players under the age of 18 must wear full face protection. **Modifications to goggles are strictly prohibited.**
2. **INJURIES**, either from accidents or from play or dangers as found on the property must be reported to staff immediately. The staff has been trained in first aid and takes your safety seriously.
3. **NO SHOOTING** in any areas other than the designated playing field and/or target range. No shooting into or out of the registration area, neutral zones or parking areas. Markers may only be discharged on the active field of play or target range. No shooting at wildlife, dumpsters, automobiles, porta-johns, etc. Blind shooting, that is shooting your marker without having a visual on your impact, is prohibited.
4. **ALL MARKERS MUST BE CHRONOGRAPHED** at 280 Feet per Second maximum (paintball) and 400 Feet per second (airsoft) and checked by a referee or staff member before play. Your marker may be checked at random during the course of the day, even during play. *There is a 13 ball per second limit for paintball.*
5. **JUDGES DECISIONS ARE FINAL.** Players or spectators will not be allowed to argue with the referees or staff under any circumstances. Interfering with the ref or staff duties will result in expulsion.

6. **BARREL BLOCKING DEVICES** (barrel sleeves or socks only) must be **installed at all times** anywhere on the property other than the designated playing field and target range. Barrel blocking devices must be specifically designed and manufactured for paintball markers. ***We do not allow barrel plugs on this field.***
7. **NO CLIMBING** of trees, vehicles, or any structure 4' or higher. Castles, forts, or towers must be clearly marked in the field of play and meet our safety guidelines. No jumping from towers or any structure.
8. **NO PHYSICAL CONTACT**, with the exception of barrel tags or assistance to players. Fighting or any aggressive physical contact will result in law enforcement being called. *Allow players within 20 feet the opportunity to call themselves out to avoid close shots.* Physical contact with bunkers equates to a barrel tag for those inside.
9. **NO ALCOHOL OR ILLEGAL DRUGS** are allowed on the premises. Anyone engaging in these activities or who is impaired will be ejected from the field. Repeat violators will be banned from the facility permanently. Law enforcement may be called.
10. **NO VERBAL ABUSE**, profanity, name-calling, or slurs against anyone's race, religion, sex, creed, disability, national origin, or family members and friends will be tolerated. Cheating, overshooting or unsportsmanlike conduct will not be tolerated and will result in your expulsion.
11. **NO UNAUTHORIZED EQUIPMENT** or potentially dangerous gear is allowed. All firearms, knives, machetes, explosives, flares, pyrotechnics, fill stations, etc. are strictly prohibited. There will be no filling of CO2 or high pressure tanks by anyone but trained staff. The field operator must approve all non-standard equipment allowed on the premises, including launchers, mines, etc.
12. **MODIFICATIONS ARE PROHIBITED** Players are not allowed to modify safety goggles, rental markers, bunkers, or any property on the premises. Doing so constitutes vandalism.
13. **SPECTATORS** must complete waivers prior to entering the field and are required to wear safety goggles unless they remain a minimum of five feet behind the safety netting at all times. Spectators are also expected to abide by the safe safety rules as any other player.
14. **PERSONAL PROPERTY** is the exclusive responsibility of players, guests and spectators. CDWC assumes no liability for lost, missing, damaged or stolen items.

GENERAL RULES OF PLAY

Command Decisions Wargames Center takes pride in their safety history and fair play. Many of our referees are semi-professional, and have referred hundreds of games. Please give them the professional courtesy that they deserve by reading and understanding these rules.

CHRONOGRAPH/MARKER SPEEDS:

Daytime game speeds will be a maximum of **280 fps**.

Night game speeds will be a maximum of **250 fps**.

You will be expected to chronograph, and have your ID Card punched by a ref, before the game Saturday, before the night game Saturday, and before the game Sunday. A majority of the refs will carry hand chronos and will be spot checking speeds throughout the event. Markers that are shooting 'hot' are a serious safety hazard. A paintball traveling at 300+ fps can shatter a goggle lens. 'Hot' firing will not be tolerated, PERIOD. This safety rule is especially important for the night game.

Once again, all markers must be chronographed at 280 FPS or below before entering the day game, 250 at night. Game Officials will be spot-checking velocities on the field. If you are found shooting over 280 FPS, you will be asked to return to the store and RE-CHRONOGRAPH your marker. If you are found shooting over 300 FPS your I.D. will be punched (for a point loss for your side), your name logged on the ref sheet, your hopper pink ribboned, and you will have to return to the store to repair and RE-CHRONOGRAPH your marker. A second infraction will result in suspension from the field.

GOGGLES and BARREL BLOCKING DEVICES:

All goggles must be ASTM approved full face and ear protection. MASKS MUST BE WORN AT ALL TIMES IN THE CHRONOGRAPH AREAS AND ON THE FIELD OF PLAY!!!! 90% of all paintball related injuries are eye injuries. Don't cause an injury or be one.

EVEN IF FOGGED OR PAINT-COVERED, DO NOT REMOVE YOUR GOGGLES FOR ANY REASON ON THE FIELD OR CHRONOGRAPH AREA. To do so will result in your removal from the game. NO EXCEPTIONS - NO REFUNDS. Retire to a dead zone, your camp, or the store and clean your mask.

A BARREL BLOCKING DEVICE (B.B.D.), also called a barrel sleeve, must be installed on your marker at all times except when shooting over the chronograph or playing in the game. Barrel Plugs are not allowed on this field and BBDs may be purchased in the store if needed.

DISCHARGING MARKERS:

Discharging of markers in the parking/store area will not be tolerated and will result in your expulsion from the field! Do not shoot at wildlife, referees, or support vehicles. There is no shooting or posting within 100 feet of a dead zone. If a ref catches you, you will be considered eliminated and you will get your card punched for a point loss.

THERE IS ABSOLUTELY NO AIR/GAS-ON MARKER REPAIR ALLOWED IN ANY PUBLIC AREA WHATSOEVER. Any repairs must be done at a chronograph station, vendor site, or in your campsite, with a barrel blocking device on your marker at all times. YOU CANNOT FIRE YOUR MARKER AT ANY TIME EXCEPT AT A CHRONO STATION, OR ON THE FIELD, PERIOD. You cannot fire your marker at your campsite, in the woods next to your campsite, or in your vehicle! Doing so is not only a safety hazard, but a blatant show of disrespect for others safety. If you are found firing your marker in the camping area, or anywhere but an approved area, you may be asked to leave the event.

SPORTSMANLIKE PLAY AND REFEREES:

Wiping paint, any form of cheating, or un-sportsman like conduct (OVER SHOOTING, FIGHTING, FOUL LANGUAGE, etc.) will not be tolerated. If you are found cheating you will be expelled from the game and not allowed to return.

We will have three types of referees for this game- the purple shirts (zone head refs), the field referees and, occasionally, role playing refs. There may be certain individuals who will be playing in the game that are designated as referees as well, such as role players. They will have a special ID that will identify them as such.

Under no circumstances is anyone allowed to ARGUE with a referee. On the field, their calls are final, period. If you have a problem with a call, then take it to one of the game coordinators, or a head ref. There will be multiple head refs, one at each battle area. They will be assisted by numerous refs all over the field. Each side will have a head referee attached to them as well.

Referees are here for your safety and are totally impartial. However, if you see any ref allowing any unsafe actions or performing poorly, please report him/her to a Purple Shirt or the Ultimate Referee. They will have numbers on the backs of their shirts that will identify them individually. "Reporting" a ref for merely making a 'bad' call or one you did not like is bad sportsmanship and will not be accepted. The Ultimate Ref does not second guess his refs on their calls, so the call will remain "as is" even if was erroneous, but does need to make sure that the referees are doing their jobs correctly or are operating with the correct information. Don't get angry or frustrated- allow the Referee Supervisors to do their job by correcting their staff.

Do not shoot at ANY field animals, wildlife, referees, or support vehicles. Leave our snakes alone and they will leave you alone. Seriously, don't shoot the snakes.

Avoid close (within 20 feet) shots if at all possible. Allow the player to surrender first (see Surrender/capture rules), or shoot for a low impact area, like legs or feet. Be courteous.

Blind shooting, shooting without visually seeing where your balls are impacting or without looking down your sights, is not allowed. An example of this is holding your marker around a corner and firing. Violators will be counted as eliminated.

Overshooting, which is the repeated shooting of an already eliminated player, is grounds for elimination or, if deliberate, removal from the field. Allow all suspected hit players to call themselves out. Be sure to loudly call yourself as hit (if you are) to prevent overshooting. Shooting a player with a barrel sleeve mounted on his marker is overshooting, provided that player has his marker and sleeve clearly visible.

NO PHYSICAL CONTACT IS ALLOWED BETWEEN PLAYERS (with the exception of a barrel tag or hand shake).

DEAD ZONE CAMPING- There is no shooting or posting within 100 feet of a dead zone or entry point. Dead zones are there for the convenience and safety of the players and hold no strategic value. If a ref catches you within 100 feet of an enemy dead zone you will be considered eliminated and will have your card punched for a point deduction.

TEAM COLOR TAPE (6 inches minimum) MUST BE WORN AT ALL TIMES ON THE FRONT and REAR OF YOUR MASK- No changing of team color on either side. You cannot pick up tape off the ground or get it from any other source other than from your team's General or from the Game Staff.

GUN MODES AND ROF- Full autos, RTs and electronic guns are welcome; however there is a **13 ball per sec limit**. A violation of this rule is the same as a chronograph violation. Refs will be checking with special equipment.

HIT RULES:

If you are hit by a paintball, it must break and leave a **break/mark no smaller than 1 inch (quarter size)** for you to be eliminated unless you call yourself out. Hits count anywhere on your body or equipment, including guns and hoppers (i.e. gun hits count). Any amount of paint from a paint grenade on your body or equipment counts as an elimination.

ANYONE (SNIPERS ESPECIALLY) WEARING A GHILLIE SUIT IS OUT IF HIT AT ALL, ANYWHERE. THE HIT DOES NOT HAVE TO BREAK.

If you are eliminated call "Hit, hit, hit", immediately install your B.B.D., raise your gun in the air, and return to one of your assigned safe zones. You may immediately re-enter the game after you tag in.

If under fire, face away from where your enemies are firing from and exit play by the fastest, safest route. Putting both hands and marker in the air is a good idea as well, because it leaves no doubt as to your condition. Get out of the way fast if you are in an area that is under heavy fire. Head away from the fire! Do not talk, act as a shield, trade equipment, give equipment or ammunition to your teammates, or participate in radio chatter. If you are unsure if you have been hit, call for a paint-check if a referee is available, otherwise use the honor system. Wipe off all wet paint in the dead zone before re-entering the game.

During the night game, any hit or impact is considered out. It doesn't matter if it breaks or not-you're out. There cannot be any paint checks at night, so put your barrel blocking device in, raise your marker, and head to the dead zone.

Remember, dead men do not tell tales (talk)! This is an honor situation. If eliminated, **Do not talk until you get to the dead zone.**

DEAD ZONES and HITS:

There are six (6) dead re-charge zones currently on the map. Some of these dead zones are conditional use, meaning your side can lose them if certain bases are lost. The field store is not a dead zone. If you have to go to the field store for supply, you will still need to go to an appropriate insertion point to re-enter the game. There will be dead zone refs around all dead zones and entry points. They will be responsible for safety and reinsertion. There will be dead zones in each battle area for each side (no shared dead zones) although you may use any dead zone for safety issues. If you find yourself in an enemy dead zone make your way to one of your own dead zones before re-entering the game.

Entry Point and Dead zone ambushing is not allowed. All dead zones should be well behind friendly lines anyway, however, no units can set up within a 100 foot firing range of a dead zone to shoot out reentering players. Therefore, all reinsertions should be 'Cold', not under fire.

When you are tagged out, call "hit, hit, hit", put your barrel sleeve on, and proceed to the nearest dead zone. It is important you know where they are located so you can get to them quickly and get back in the game. The dead zones will have water and if your dead zone is running low on water please inform a referee. Take this opportunity to catch your breath, drink some water, and reload. It is very important to drink plenty of water during the event to prevent dehydration. We also recommend drinking water and electrolyte type drinks when you are off the field. When you are reinserted, make your way back to your unit. They may have moved by the time you get there, so have a map handy, and know your units objectives and battle plans.

If you leave the field for any reason, (air, paint, water), you are considered out. You must come back into the game via your authorized entry point.

SPECIAL RULES OF PLAY

Surrender:

The surrender rule is also known as the 20' rule. If you get within 20' of someone and they do not see you, you can call out, "Surrender!" At this point the other player has one of two options; they can raise their marker and surrender, or they can turn and fire on you. If they turn to fire, you had better be ready to fire yourself. This could create 'quick draw' situations, but calling for a surrender is considered a courtesy so as not to 'light someone up' when they are within 20' to avoid a painful hit. We would recommend surrendering, but it is your choice. The person calling for the surrender has out maneuvered you, and has done the honorable thing by asking for surrender. Be equally honorable and except the option. Remember, if you call for surrender, not everyone will, so be ready!

'Barrel' Tag:

A barrel tag is when someone sneaks up on you, taps you with their hand -not barrel (this is a safety issue), and you are out. This is not an option. YOU CANNOT TURN AND FIRE, PERIOD! If barrel tagged, you must put your BBD on, raise your marker, and leave the field quietly. I stress quietly because the whole premise behind the barrel tag is that someone has been stealthy enough to out-manuever you without detection. That type of stealth deserves respect and the respectful thing to do is not give them away by yelling you are out. A barrel tag, or surrender, is the only time you are not required to call out in a loud voice, "HIT". By the same token, if you 'Barrel Tag' someone, just touch them with your hand, and say "barrel tag": do not JAB or HIT them with your barrel or anything else for that matter.

Capture:

When either of the two above situations occurs to a **role player** who is 'designated' as a possible target, they are obliged to surrender and are considered captured. The capturer must get them back to a designated area to receive points. This will be covered in more detail in the game mission cards. They are taken to the designated area until rescued, or a given amount of time expires. Referees and other players may not be captured.

Paint Check:

During the day games, if you are hit and not sure if the ball or grenade broke, you may call for a paint check by a ref. With 1000+ players on the field, there may not be a ref right next to you, so if a teammate is ask him/her if you are hit. If you are, then do the honest thing and call yourself out. During a paint check you are still in play and can be eliminated at any time while waiting and other players can still maneuver on you. A paint check does not make you neutral and cannot suspend play. You cannot call a paint check on another player.

Bunker Tag:

CDWC has a variety of structures and fighting positions on the field. Some of these structures are strategically placed, hardened and make great defensive positions. However to minimize close shots a bunker tag rule is in effect. Certain bunkers will be marked by an orange diamond (**Diamond Bunkers**). To eliminate all players inside a diamond bunker you must shoot them through the firing ports from a distance, or tag/slap the diamond with your hand while yelling "bunker tag". This action simulates throwing a grenade into the bunker. If you are inside a diamond bunker and hear "bunker tag" then you are eliminated. If you are outside the bunker you are not eliminated.

Players in Diamond Bunkers may also be eliminated with authorized satchel charges thrown on or against the bunker, or with a direct hit from a Nerf rocket fired from an authorized (card carrying) AT gun, Tank, or Grenade Launcher (grenade launchers are commercial Nerf firing launchers the same as AT guns although they cannot eliminate tanks). See the Tank Utilization Rules for more information.

If a "bunker" or emplacement does not have a diamond emblem then the Bunker Tag rule does not apply and players using them for cover must be eliminated in a conventional manner. Be aware of the "20 foot close shot rule" described above.

NIGHT GAME:

The following special rules are in effect during the night game:

The night game can get very intense. Sometimes, firefights happen at very close quarters. Give your opponent the opportunity to surrender before you shoot if at all possible. There are many times this will not be possible or feasible, but please try the best you can.

All markers must be chronographed at 250 fps or less. There are no paint checks at night. All hits count as an out whether the ball breaks or not. It is highly recommended that you carry a flashlight with you in case of emergency, or if you get lost. This is a big playing field, and everything looks different at night!

Each side will be allowed **ONLY** 15 night vision units during the game. There is no limited to flashlights or spotlights.

Paint grenades are ineffective at night, so don't waste them. There are no paint checks at night.

If you are injured in any way, call out for a medic. There will be 'game' medics at Fulda Gap. All ranking officers and most refs will also be carrying first aid kits. If you are injured - **MAKE SURE** we know about it and seek proper treatment. No game is worth permanent injury.

RADIOS:

There will be tons, and tons of radios at Fulda Gap. The staff will have **FRS 1** reserved for instruction, directions, and emergency use. You can listen to these channels, even though it will serve no purpose for you to do so. **DO NOT TALK ON THEM UNLESS YOU HAVE AN EMERGENCY.** Do not jam, or otherwise tamper with, these channels for any reason or you will be expelled from the event. It is highly advised that you **PERMANENTLY LABEL YOUR RADIOS** with your personal information.

TANK, BRIDGE AND BUNKER RULES:

Bunkers, Bridges (foot or vehicle), and special targets can be temporarily taken out of play with special mission cards and satchel charges. Blown bridges will be marked by tape and signs indicating their status. No one can cross a blown bridge by foot or vehicles. However, bridges can be repaired with additional special mission cards or by continuously holding either side of the bridge for ½ hour.

Do not take off your mask in tanks or bunkers, buildings, or towers for any reason! Ever!

Anti-Tank/Anti-Bunker-

Pneumatic powered **Rocket Launchers** (RPG) can eliminate tanks, “Diamond” bunkers, and other designated structures on the field and anyone inside them. The target must be directly hit (no bounces) with a factory manufactured soft Nerf football type rocket. On missions, a judge must be contacted and shown AT card beforehand, and must be present to ascertain whether the mission was successful or not. In mission play if an attack is successful the structure will be taped off as destroyed. In non-mission (normal) play, the structure can be immediately reoccupied (except tanks). There is a limit to the number of RPG gunners, and they must attend the same safety brief that the tankers do to have their device checked by staff members. No homemade RPGs made with plastic pressure chambers are allowed. All launchers must be approved for play by staff before the General can issue an AT card.

An alternate to the RPG is a **Grenade Launcher**, which is usually smaller and mounted on a regular marker. These devices fire Nerf or small foam rounds and can only eliminate Diamond Bunkers. Grenade Launchers cannot eliminate tanks, nor disable them in any way. There are no blast radius rules as Nerfs should never be fired at individual players- only structures. There is a limit to the number of grenade launchers on the field, and you must possess a Grenadier card to use one. All launchers must be approved for play by staff before the General can issue an Grenadier card.

Another way of eliminating tanks is through the use of **anti-tank mines** (as issued by a General as they are a numbered and controlled item). These are marked and weighted pie plates that are emplaced by anti-tank gunners. If a tank runs over a plate and makes contact with it then the tank is eliminated, as well as the mine. If a player (other than an AT gunner emplacing or removing) touches or steps on a mine then they are eliminated as well. Mines can be replaced, but only a limited number are available for use at any one time.

A **Satchel Charge** (as issued by a General as they are a numbered and controlled item) can be placed or thrown on top of or next to the targeted structure (including tanks) and eliminate them if they make contact with the structure. You do not have to be an Anti-tank gunner to use a satchel charge. You may not reuse a satchel charge once thrown, and they need to be returned to your general after use for “recharging”. Pull out the card in each satchel charge and present it to a ref or tank crew in the event of a successful attack with it.

Tanks-

The use of paintball tanks, provided that they are under a strict set of guidelines, adds an enormous amount of fun and strategy to a paintball game. Armored vehicles on a real battlefield either dominate or are metal coffins for the crew. These rules will attempt to balance safety with effective tank strategy on the field. The tank rules are discussed in detail on their own page.

Do not approach or be within 15 feet of an "in play" tank or you will be counted as eliminated. Players may not bunker tag tanks or eliminate the driver with paintball hits. Do not shoot the vision blocks of the tanks or shoot at the driver. A designated safety referee will accompany the tank(s). If a tank is eliminated by mine, satchel charge, or AT weapon, it will either withdraw off the playing field or stay in position depending on the game and safety situation. In either case the crew is eliminated and at least one must proceed to a dead zone as any other player.

Reactivations of eliminated tanks involve an uninterrupted 15-minute "repair" by a single tank crewmember (after returning from the dead zone) or 15 minutes off-field in the tank park. A tank that is reactivating on the field must do so behind their own lines and the reactivation must be announced by the safety walker one minute prior and every 15 seconds thereafter until activation. Tanks cannot activate behind enemy lines unless they are entering the field through their designated tank entry point.

Do not climb on, use for cover, or enter a tank under any circumstances, even eliminated ones. Generally speaking, unless you possess anti-armor markers, your best tactic is to avoid tanks.

Tankers and Anti-Tankers- please review, print off, and have a copy of the Tank Utilization Rules on the field when your tank or launcher is in play, the link to which is located at the bottom of this page.

ASSIGNMENTS, MISSIONS, AND RE-ENTRY:

Each side's commander will issue mission assignments at the beginning and during each phase. The commander, or General, can be eliminated just like any other player, and if they are out of play then the assignments may be temporarily interrupted. Protect your Generals!

At the beginning of the game you will be assigned to a team, squad, or company, and will generally be with this same team throughout the game. Through the General, or their designate, you will be given missions that must be completed for points. Additionally, the General may issue "special" equipment necessary to accomplish certain missions.

Just like in the "real" military, if you are eliminated, for any reason, you should report back to your squad leader or another officer for reassignment or re-linking with your team. In the event you need to retire from the field (gun maintenance or rest) you still need to report to your squad leader or the General so they will know the status of their forces. Many games have been lost when too many players left the field without letting their command structure know.

Mission Cards: These are to be issued by the General and given to the squad taking on the mission objectives. If a Ref is present at the beginning of the mission, the card may be given to him and he will observe that the mission criteria are met, fill in the card, and then turn it in to the Game Control. There must be a ref present to validate a completed mission (so make sure you find one before the end of your mission).

WEAPONS OF MASS DESTRUCTION:

Finally, by the nature of this game, there will be referee supported "events", usually dictated by the opposing generals, which could cause entire bases to be eliminated, and all players in them. These are called WMD attacks, and may come in 3 very different forms:

Nuclear Weapons, or more appropriately Tactical Nuclear Devices, are a very powerful, but thankfully very limited, tool in the belt of the NATO and Warsaw Pact Generals. They will eliminate a 100 foot diameter area of the field for the entire event phase once initiated. If used on a base, that base will be out of play for that day or night phase (and thus, cannot be used for points). Nukes will be delivered via referee in a very loud and visually spectacular manner. That area will be considered irradiated, and any player from either side who enters that area will be counted as eliminated. The irradiated area will be marked with boundary or danger tape until "safe" to enter. They cannot be used to eliminate dead zones or entry points.

Air strikes- Air strikes will be simulated (loudly) by refs at points determined by the generals and coordinated through the Game Coordinator using a grid system.

The NATO and Warsaw general initially have 3 (three) air strikes at his disposal. They must be called into the Tactical Operation Center/Fire Direction Center, who will coordinate a ref to

conduct the strike. The air strike will take at least 15 minutes to coordinate. They cannot be used within one hour of each other (no simultaneous or back to back strikes).

To call for fires, the general, or his authorized designate, must radio a "Fire Mission" with his call sign and the control number issued prior to the game. The general will give a grid coordinate (including a specific target or a direction/distance from a smoke grenade thrown one minute preceding the strike), target type (armor/infantry in open/structure), and location of friendly forces. If friendly forces are within 50 yards of target, the strike must be designated "Danger-Close", otherwise mission may be scrubbed and loss of air strike/barrage will occur. TOC/FDC will repeat information and give updates to the general on time to target (TOT).

The impact point will be where the ref feels that they are close to the grid coordinate or specific building/bunker target dictated by the FDC as called in by the general.

An air strike or mortar barrage affects an approximate 50 ft radius from the point of impact as determined by the ref in place. A hit eliminates the target, the players inside, and all exposed (not in adjacent bunker, trench, tank or foxhole) players within 50 feet. The target can be immediately reoccupied by players not eliminated by the blast after the refs clear the structure.

A strike or barrage does not take out entry points, dead zones, or flag stations. It can permanently take out props and role players.

Chemical Weapons- Chemical weapons, or poor man's nuke, will be simulated by ORANGE smoke that will be issued by each sides General. Anyone caught by a referee in an orange smoke cloud without donning their simulated protective equipment (a dust mask over your paintball mask) immediately will be counted as eliminated. Once the cloud has dissipated, you may take off your chemical mask. Remember, smoke travels with wind direction, and it could happen that you may gas your own troops by mistake. Use these weapons under direction of your general or officers. Regular smoke will not be considered as a chemical weapon.

Tankers, please review, print off, and have a copy of the Tank Utilization Rules on the field when your tank is in play.