

*****THUMPER'S SCENARIO RULES – MISSION'S VERSION -- Last Modified : 3.1.2005*****

Safety Briefing : Welcome to CARTOON WARS & Thank you for being here.

This is TriggerTyme Paintball and we have a few new rules based on lessons learned - so please listen up.

Trash : You will hear this again. We have trash bags in the trailer and our camping sites are free. Many fields charge for camping because of the trash generated. Please police your own trash and encourage others to do likewise - and we will keep camping free. OK? - OK.

Age: You have to be 10 or older to play.

Missions & Points: Our refs will be hand delivering mission envelopes to the generals, and we will be posting a copy and the results in real time on the bulletin board. All points are denoted on the mission cards. There are no points awarded for blowing bases, or eliminating players or generals. Missions vary in value based on complexity and duration - so please read your mission cards carefully.

Arm Bands: You will be issued arm band tape. **Your arm band tape and player cards must be in plain view at all times** - and no pulling a sleeve down over your arm band. And you may not wear enemy tape. There may be a third team on the field with a third color clearly marked, but there are no spies.

Bases: Bases are worthless. Over run bases may not be held - they must be immediately vacated by no less than 300 feet. You may take everything in a base except personal items and field radios. Blown bases may be immediately reoccupied by fresh troops.

Generals: Run your army how you like - you don't have to stay at your base.

Weapon Restrictions: 68 Caliber markers of all types and modes are allowed including full autos. We do not have the roads yet for tanks, so no tanks or law rockets. Our field speeds are 280fps during the day and 250fps at night. Land mines and grenades are fine. If you have any questions see Thumper. Any markers that can be adjusted without tools need a velocity lock-down or "tourney-cap."

Prohibited Equipment: Heavy clothing which is designed to promote bounces; shields; unbreakable trip wires; air horns; cylumes; knives; ropes; whistles; hot-burning smoke; pyrotechnics; firearms; laser sights; crossbows; sling shots; BB guns. Any device designed to raise or lower the velocity of a paint marker (tools, adjustable barrels without locking caps) are prohibited on the field of play. NO predominantly yellow or orange shirts, jerseys allowed.

Night Vision Goggles : Your eyes must be fully protected. NVGs are allowed until 10pm - and are then prohibited. If we get any complaints at night about overshooting and NVGs being involved, we prohibit them. So it is up to you to use them responsibly.

Q-beams are also fine - but may get shot at.

Ghillie Suits: For Ghillie suits bounces count if the wearer feels the hit.

Player Cards: You must keep your player card on you and VISIBLE, and it will be required to chrono, receive your arm band tape, to enter your base, for your meals and air.

Medics : we are not using medics - they create problems - but we do have a cool rule we are borrowing from Brain at Paintball Charleston called the 5 man insertion rule:

Hits: All hits count. Quarter sized hit or quarter sized splatter means OUT. Once you are OUT: plug you gun and raise it high and holler I'm OUT and do it quick and move toward the nearest insertion point, but... keep you gun up and plugged - remember dead men don't talk and this includes radios & don't wander through the enemy positions.

Surrender & Barrel Tags: Once under 20 feet all players should offer the surrender option. The receiving player can plug his marker in surrender OR turn and shoot. If you touch the barrel of your marker into an opponent and say **"TAKE THE HIT"** the receiving player is OUT.

Insertions: Once you are out, plug your marker and return to the compound. Each side has an insertion point & you must use your own insertion point. Once you have AT LEAST 5 ALLIED PLAYERS you may reinsert. **YOU MUST Go to your base before removing your barrel plugs** - A ref will be there to help make goes clean and safe. This should keep the game hopping.

Player Communications Equipment: No restrictions except as limited by the FCC.

Paint: Use our paint - other paint does not count - get caught and loose your card.

Shot Speed: 280fps - leave your tools at your staging area. Plan on being spot checked on the field. 250fps at night.

Missions Cards : Missions may include special weapons including demo cards. A copy of the mission cards will be posted on the bulletin board as they are issued. Your general (or XO) will be handed the mission card. He will hand it to the mission leader. The mission leader hands it to the ref at the mission objective. If there is no ref on site, go find one. The ref will call in the mission results to the compound. We will record the mission results in real time on the bulletin board. And we will not monkey with the score to make it "amazingly close" at the end. You earn what you earn. I'm sure our veteran players will appreciate this.

You must return to your insertion point when eliminated and then go to your base before going live.

Dead Man's Walk: First - don't use eliminated players as cover. If you are eliminated, your markers must be UP and plugged as you walk back to your insertion point. If your marker is down and plugged -or- up and unplugged you appear to be a live player. If you are out, plug it and hold your marker UP and walk off.

Out of Bounds: Don't play out of bounds.

Cussing: We have young ears here. Cussing is considered unsportsmanlike.

Shooting in the Staging Area or Wandering around unplugged: Do not shoot paint in the staging area. Keep you gun plugged. Dry fire in the staging area all you want, but your gun must be plugged.

Rate of Fire & Overshooting: GUYS: I know many of you love dumping paint and for our upcoming games in April and November we will be imposing a 6 rounds per second restriction. Once I receive the first complaint today of someone being overshoot, we will impose the 6 ball per second rule here - but until then fire away. So this is really up to all of you. Also come night time - NO MODES ALLOWED.

Wiping: We have a number of player/refs on the field today looking for wipers. If you see a player wiping a hit and returning to play please bring it to the nearest ref's attention. At this point we will pull the team captain and the player in question off the field to talk this over. Remember - we are not using medics and we do not allow self medication!

Points & Props: Missions are worth points (usually 100), and props are worth points (usually 20). There are no points for eliminations, blowing bases or taking out a general - unless its part of the mission. Props must stay on the field and may be taken by the enemy from your base. Turn your props into me at 5:30pm Saturday, and 11:00am Sunday for point credit.

Goggles: Keep your goggles on when on the field & at the chrono station. No exceptions.

-----Introductions -----
Happy hunting! -- [Introduce storyline - characters & generals] -