



2013 Tactical Game Rules

Primary Marker

Any marker may be used as a primary as long as it runs either a 50 round or smaller TacCap, hopper or feed tube any Mag Fed marker using 30 round or less magazine.

Secondary Marker

Players may carry any number of secondary markers e.g. pistols, shotguns as long as they observe the paint restrictions.

***If a player elects not to carry a primary marker he may use his primary paint allowance for his secondary.

Paint limits

At the start of all 30 min missions players must observe the maximum paint load out.

Primary: 140 balls

Secondary: 20 balls

10 bonus balls that may be used for either a player's primary or secondary, bringing the total to 170 balls.

Referees will be performing quick visual checks on players entering each mission with random full checks. Any player found to be abusing the paint limit rule will be made to sit out the next mission.

Further violating this rule may lead to expulsion from the event.

Hits

A hit happens when a paintball hits the player or his equipment. A hit is determined as a spot of paint at least the size of a quarter. If you are hit and the paintball does not break, the hit does not count.

Marker hit

If your marker is hit, you are not eliminated, but your marker is out of service.

When this happens, you may continue to use a secondary marker if you have one.

Players that do not have a Secondary count marker hits as a minor injury see below.

Minor Injury

You are considered injured when you get hit in the legs and/or the arms (hands and feet included). If you are injured you cannot use your primary **OR** secondary marker but can move to cover a maximum of 10 feet around you.

If you are not able to get to cover you must sit on the ground. You can continue to communicate with the other players if you are injured. Medics can return an injured player back into play by tying a bandage from his med kit around the hit limb.

Any player that receives a second hit **AFTER** being bandaged is classed as receiving a deadly injury and is eliminated.

Deadly Injury/Elimination

A player is eliminated if:

They are hit in the head, neck or torso.

They receive a second minor injury **AFTER** being bandaged.

Eliminated players **CAN NOT** talk, under any circumstance (unless it's related to something that isn't in-game e.g. a real world hazard, directions to neutral area). An eliminated player moving around the playing field must do so with their hands and marker in the air and without interfering with the ongoing game.

** any player that goes out of the field or in the safe zone (for any reason) is considered eliminated and must wait for the next mission. **You cannot fake being eliminated.**

Surrender/Freeze

Due to the tight engagements involved at this event players are encouraged to use the surrender/freeze option when possible.

When a player is within 10 feet of an opposing player and has the advantage (e.g. approaching a player from behind). He is encouraged to shout "freeze" or "surrender" the opposing player must shout "hit" immediately to except the surrender. **Failure to shout "hit" or attempting to move indicate that you wish to take your chances and the player is clear to shoot.**

Medic

A medic can carry the same combination of weapons as a normal player does.

The medic doesn't need to wear any type of identification badge except for a bag containing the med kit.

The medic cannot heal himself but he may be healed by another medic. Medics can heal minor injuries, but not deadly injuries.

Medical kit

A med kit can be resupplied at the start of each new operation.

A med kit can hold up to 4 rolled bandage for treating minor injuries.

Radios

Players are encouraged to use them at the event. Players may **NOT** use your radio once you are eliminated "Dead men" don't talk players caught doing this will be warned, further violating this rule may lead to expulsion from the event. **You may monitor any frequency you wish with the exception of the referee channel 1.**

Teams

The 2 teams for the tactical event will be Red Soviet and Blue Canada made up of 4 squads on each team.

Squads

A squad consists of 15 players one of these players will be elected as squad leader in the lead up to the event. Squad leaders are identified by having their team's colours on both arms. The squad leader will nominate 2 players to act as the squads medics and brief the squad at the start of every mission. Squad leaders will also assist the "Squad Room" referee's in ensuring players follow safety instructions.

Mission

The event will be split into a series of 30 minute missions; the referee will take you to your squad room for the start of the mission. Once there he will hand the squad leader the mission card for his squad. Mission cards will give a "Primary" objective that is to be completed within the 30 minute time frame that will award the squads team 25pts if completed. It may also give a 10pt award for partial completion of the mission as specified on the card. Once the squad leader has received the mission card he has 5 minutes to brief his squad and formulate a mission plan.

Each squad will receive a random card and multiple squads may receive the same mission, if this occurs as long as the mission is completed each squad will receive the point bonus. Squads will not be aware of the opposite teams missions and must rely on observing the opposite teams players to prevent them completing their objectives.

Field

The interior of the bunker will serve as the field; stairwells will be out of bounds during mission time but may be used once play has ended. Squads will be allocated a referee at the start of each mission who will lead them to their squad room where they will begin the mission. The bunker is split into 2 levels and squads may be dispersed across them, all missions are carried out on the same level as the "Squad room" the player's squad starts in, there will not be a requirement to travel between levels to complete objectives.

Thanks to all that helped contribute to these rules in one form or another, play safe and have fun.