

Balance Of Power

Gameplay Rules

Rules:

- **Obey ALL field rules and ALL equipment rules** (detailed in "Equipment Rules" below)
- **Ref decisions are final!** Respect the call or risk ejection from the game
- **Field chrono is 280 FPS.** All players must chrono twice each day, once before game-on and once after/during lunch. Make sure to leave time to chrono (seriously, the line after lunch can get long)
- If you are using First Strikes or other shaped projectiles, **you must chrono with them.**
- **Barrel socks are required in off-field areas** (anywhere outside the netting).
- **Goggles are required at all times on the field and must be approved for paintball use.**
- **Restricted Apparel:** Players must **NOT** wear shirts that have **ORANGE** or **SAFETY YELLOW** These colors are reserved for referees only. Players who are wearing these colors will need to change.
- **Arm Band is required.** It is your responsibility to make sure your tape is on. Only duct tape or fabric ("team tags") are allowed, at least two inches wide. No ribbons will be allowed.
- The tape **MUST** be located on the arm between the elbow and the shoulder, either arm, and must be visible at all times. Only one arm needs to be taped.
- If the referees call "CEASE FIRE" for any reason, stop shooting immediately and drop to one knee. Referees will give a countdown before play resumes.
- **Gun hits don't count.**
- **Blind firing is not allowed.**
- **45 degree rule:** Don't shoot down at players that are inside 45 degrees from where you are standing. This is to prevent paintballs from entering the goggles from above. Shooting **up or down** through floor boards is not allowed as it violates the 45 degree rule
- If there is a hole or crack in a wall, you cannot shoot unless you can **fully see your target through the same opening while shooting.** This includes wall-floor gaps where you can't see under the wall.
- **Do not move** any boards, bunkers, or field equipment.
- **For safety, do NOT lean on any loose boards.** You may shoot past them if you can fully see your target while shooting.
- **Do not lean on the tapeline. You are moving your body out of the playable area and will be called out.**
- **Do not shoot across the tapeline.**
- Any hit to the body is considered a kill shot, and the **killed player must immediately leave play to respawn** back at the spawn point. Remember: **Dead players don't talk.**
- **If you are out, keep your hand and marker up to avoid being confused with a dead-man walker.**
- There are **NO** medics,
- **Friendly fire** will be counted and will be enforced. If you are hit, you are OUT.
- **Barrel tags/Rambo:** a light touch from a barrel or simulated blade is allowed. Upon tagging and saying either "tag" or "Rambo" the tagged player is out. Excessively hard/aggressive tagging will not be tolerated. Remember, **eliminated players don't talk.**
- If you are hit and need to look for mags, do so as quickly as possible and have your gun (w/barrel sock on) and hand up to indicate that you're out. For safety, we strongly recommend coming back later if there's a heavy firefight. Refs will not retrieve your mags for you.
- *****Dead Man Walk/ Deception Rules***:** Dead man walk is allowed. You may choose to "Casual Walk" the field, however, **you may NOT:** have your barrel sock on, have your hand up or pretend to be out or surrendering, use eliminated players as cover, lie about your team color or being a live player. **You MAY:** refuse to answer if asked about your team color or being a live player.
- Each team has **2 spawns:** one at the HQ and one and at a marked signpost. The general is **not** a spawn point.
- The game will start promptly at the scheduled times. If you're not at your base, the game will start without you.
- **There is NO base dropping.** Please remember that the game is meant to be fun, and players should demonstrate good sportsmanship. **The HQ is a safe zone and is not in play. The HQ is**

indestructible to any attack. **DO NOT** shoot, fire rockets, or throw satchels or grenades at the HQ. **DO NOT** bunker behind or near the HQ. Attacking the HQ may result in a judge punch and/or ejection.

Missions & Points

- Throughout the day, your General will be given missions to accomplish for points
- **Missions** will be monitored by “observers” refs who will score the missions and sign off on them
- **Mission markers, signs, and props** may **NOT** be manipulated or interacted with unless the correct mission is active. Your team may lose points if you move or destroy props without the right mission card.
- **If you don't have the mission card for it, don't touch it.**
- There are three **flag locations** on the field. Change the flag so your team's color is showing. These are scored on the hour and are worth **100 pts**.
- A General is worth **50pts** if the other team eliminates them outside their HQ. Generals must verbally declare themselves out to the opposing team. The Generals will be wearing gold arm tape in addition to team tape.

Equipment Rules:

- **NO HOPPERS! Magfed, 10-round tubes, and stock class adapters only.** Tac caps are not allowed.
- Any box or drum mags must be fully mechanical and must be approved by the game producers.
- **NERF launchers:** 2 Grenadiers allowed per team. Rocket launchers must be commercially built and not homemade.
- **Rockets** are for hard targets only and **cannot be used against players** except ballistic shield players and mission-specific characters like armored players (trust us, you'll know them if you see them)
- For safety, **rockets may not be fired from the 3rd story of the two large towers.**
- **Bring Your Own Paint** fee is included in the admission price. Some brands are prohibited. Please call Apocalypse paintball for more details.
- **First Strike™** shaped projectiles are allowed and encouraged!
- **All players must wear goggles approved for paintball use. Goggles must be worn at all times on the field. If there is an emergency, keep your goggles on and call for a ref**
- **Paint grenades** are allowed
- **Soundflash grenades are allowed.** They can be tossed towards another player's feet but **CANNOT** intentionally be thrown at another player. **While we put player safety above all else, please be aware that these grenades may be used near you at this event.**
- **Soundflash grenades** do not eliminate players, with the exception that they can be used to **eliminate shields.**

Special Units

- There are four special units: Grenadier, Demolition, Shield, and Pilot. Grenadier, Demo, and Shield will have **Special Unit Cards** given by the General. The special unit cards may be requested for inspection by referees. It's suggested to keep them readily available to save time.
- **Do not lose your special unit cards!** If you do, it is **gone** for the whole event and will not be reissued.
- Only the General can assign the cards, so **you may not** hand your special unit card to another player. It must be handed to the General for reassignment. You may not hand your special unit gear (satchel, launcher, etc.) to another player unless that player has the correct special unit card.
- If you manage to recover the other team's special unit card, keep it safe and turn it in for **100 points** at the end of the day!
- **Grenadier:** the Grenadier can use a launcher that shoots NERF-sized rockets.
- A ref must be called in **before you shoot** to confirm and **kill**s. If no ref is called in before the shot, the attack will not count so be sure to plan ahead. It's the operator's responsibility to have a ref to witness.
- Rockets can be fired at hard targets and shields **ONLY**. Do not fire rockets at a player unless that player is holding a ballistic shield.
- Grenadiers may use their launcher **2 times** on the field. After firing their launcher **2 times**, regardless of whether they got a hit, the Grenadier must go back to spawn to reload.

- The **grenadier** may only carry **2 rockets** at a time. Only the **grenadier** can carry rockets on the field and cannot have another player carry for them.
- Rockets destroy a 15' cube (15'x15'x15'). If fired through a door or window, this will fully destroy smaller buildings, and **may** destroy the level above depending on its height. The ref's call is final.
- Rockets that hit the side of a building destroy a 7 ½ foot arc behind the wall
- Buildings **larger than 15'x15'x15'** are **indestructible by rockets and satchels**. These buildings will have a "bomb shelter" sign. A rocket fired through the window or doorway will still destroy a 15' area inside.
- Rockets that hit multi-level buildings only destroy the level that they hit.
- Rockets that hit the outside of a bomb shelter don't do any damage but may eliminate players outside the building in a 7 ½ foot arc.
- The wooden buildings in POW camp are **not** indestructible, regardless of size.
- The Grenadier may only hand their rocket launcher to another Grenadier. The Grenadier may not hand their unit card to another player. They must hand it to the General to reassign.
- **Demolition:** the Demo player can use the satchel charge, which is a green bag given to them by the General
- Satchels can **only** be carried by the demo player. It cannot be handed to another player.
- The Demo player cannot hand their card to another player. It must be given to the General to reassign.
- Satchels can be thrown *towards* another player, but not *at* another player (don't hit them with it).
- For safety, **NO ADDITIONAL WEIGHT MAY BE ADDED TO THE SACHEL BAG**. They will be pre-weighted by the game producers. Adding any weight to the satchel bag may result in a judge punch, possible forfeit of the demo card, and possible ejection. This rule is the responsibility of the Demo player. "I wasn't the one that put the weight in" isn't an excuse.
- **One** satchel charge bag is provided per team. If you lose the bag for your team, a new one will not be provided for the entire duration of the event.
- A satchel charge is good for **one use only**, then you must return to HQ to respawn the charge. The satchel detonates when it lands and cannot be "re-thrown".
- **A ref must be called** in before using a satchel to confirm and call kills. If no ref witnesses the throw, there will be no kills and the demo player must return to HQ to respawn the charge.
- Be sure to retrieve after use. Refs will not retrieve the bag for you. If the firefight is too heavy to safely retrieve the bag, inform a ref and it won't be considered "losing" the bag.
- The satchel destroys the same area as a rocket, with the same rules.
- **Shield:** the shield player can use a ballistic shield. Only **one** shield per team may be on the field at any given time. The user **must** possess the shield card while using the shield.
- **Shields** must weigh **at least 15 lbs**. Shields can be up to a standard size of 20"x36". Shields larger than standard may require extra weight to be added at the game producers' discretion. **All shields must be approved by the game producers.**
- Shield players **must be able to see their target** to fire, otherwise it's considered blind firing. This includes painted up viewports. The shield may be cleared of paint on the field as long as the shield player and the player clearing the paint are both live.
- Shield players can be shot out anywhere on the body, just like other players.
- Rockets, satchels, and soundflash grenades also **eliminate** the shield player. Rockets, satchels, and soundflash grenades must land within **5 feet** of the shield player to eliminate them.
- If the shield player is **eliminated**, they must take the shield with them to respawn. **It cannot be left on the field or you risk losing the shield and/or shield card.**
- The shield player **cannot** hand their card to another player. Only the General may reassign the shield card.
- **Pilot:** You may see a player on the field wearing a pilot's helmet that will be with a ref and will have their hand up. That's the Pilot. The Pilot, naturally, is flying. That means that you **cannot talk to or interact** with them and they **cannot** talk to or interact with you, unless it's by radio.
- **Do not use the pilot as a bunker.**
- If you are behind or moving with the pilot, you must keep a 30 foot distance (That's just about a school bus in length).
- If the pilot comes near where you already are, you don't have to move out of the way but you still can't

use the pilot as a bunker. The 30-ft distance is for players moving in the same direction as the Pilot.

- **Special Unit abilities may be modified on certain missions. You will not be notified of the modifications, but a ref will be present to enforce them. The ref's call is final.**

Special Assets:

- These special assets may be used during gameplay. The Generals will have more information about each.
- **Precision airstrikes** will eliminate **ALL** players, friendly and enemy, in a certain area.
- Players inside an indestructible “**bomb shelter**”, a **flag tower**, or a building with an **active mission** are not eliminated. To avoid giving intel, **Referees will not tell you if a building has an active mission.** They will simply **not** call out the players in those buildings. Respect the ref call.
- **No-Fly Zone** A No-Fly Zone can be used to activate air defenses. While a No-Fly Zone is in effect, the other team cannot call any air support. The No-Fly Zone lasts for 30 minutes.
- **Paradrop** allows **10 players** to drop almost anywhere on the field. The players can be dropped anywhere that's **more than 1 grid square away from the enemy HQ**.
- The players will be in a line, holding a rope, and accompanied by a ref. Players on a paradrop **cannot** shoot, speak to, or interact with any player not on the paradrop, unless it's by radio. Players on a paradrop **cannot** interact with props until they are live.
- Players **cannot** shoot at or through a paradrop or talk to the paradrop players until the players are live. **Do not point your marker at the paradrop. Do not** use the paradrop as a bunker.
- Once the paradrop has reached its target, the ref will begin a 5 second countdown. Once the countdown hits zero, the paradrop players are **LIVE**. They can shoot and be shot at.
- **Additional secret special assets may appear. Your General will be given more information when (and if) the time comes....**