

# NOVEMBER 8th 1942

## Operation Torch

The invasion of North Africa, in what was named "Operation Torch," was designed to encircle German troops stationed there. American troops went ashore in French North Africa with limited opposition. Soon after the landings, French troops defected to the American side. American and British troops advanced towards Tunisia, where they met stiff German opposition.

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### Timeline

the tentative timeline we plan to follow. The Ultimate Ref can at his discretion extend the game or shorten it due to bad weather, heat, bathroom break, natural disaster or if the Packers season starts early. We hope to see the game run longer to give you more time to play.

### Saturday, Sept. 5<sup>th</sup> @ A Pirates Paradise Paintball

- 7:00 AM --- CHECK IN / CHRONO
- 9:00 AM - 10:00 AM --- Refring staff / Generals Meeting
- 9:00 AM - 10:00 AM --- ORIENTATION / Players Breifing
- 10:00 AM - 1:00 PM --- Teams enter Game start PHASE 1
- 1:00 AM - 2:00 PM --- LUNCH
- 2:00 PM - 3:30 PM --- Teams reenter PHASE 2 Begins
- 6:00 PM - 7:00 PM --- BREAK / SUPPER/ SET UP FOR NIGHT GAME
- 7:00 PM - 7:30 PM --- ORIENTATION FOR NIGHT GAME
- 8:00 PM - 9:00 or 9:30 PM --- NIGHT GAME

## Sunday, Sept. 6<sup>th</sup>

- 8:00 AM – 9:00 AM --- CHECK IN / CHRONO
- 9:00 AM - 10:00 AM --- Morning Briefing
- 10:00 AM - 1:00 PM --- Teams enter Game start PHASE 1
- 1:00 AM - 2:00 PM --- LUNCH/DOOR PRIZES
- 2:00 PM - 3:30 PM --- Teams reenter PHASE 2 Begins
- 4:00 PM - 5:30 PM --- Teams Last Stand PHASE 3 Begins

Short note:

The game can start sooner if the orientation does not take the full hour. If players are ready before the break times are finished we can also move up the different phase start times to give you more time to play. These time frames are a general guideline to be followed.

## Specialized Role Points

(Points will be awarded for kill shots only.)

1. General 15 points
2. Officers 10 points
3. Sniper 5 points
4. Mechanic / Engineer 5 points
5. Medic 5 points
6. Completed Mission 25 points
7. Fort Destroyed 50 points
8. Disabled Tank 10 points
9. Destroyed Tank 15 points

( all missions are worth points if completed with in allowed time.)

## Specialized Players Rules

First of all it should be an honor to play as any **Specialized Player** for they are the elite of all the forces. All specialized roles will have some type of visual ID that must be worn at all times so players will recognize them and know who they are.

### THE GENERAL

First off all thanks to these two great people for volunteering for these positions. The General wouldn't happen if there weren't anyone to lead the troops. The General has command over all his troops. In order for a scenario game to work as planned, following the Generals command is what counts. Points will be given every time for shooting a General, but because Generals are needed in the field to lead their troops a General and only a General will be allowed three kill shots without having to report to his hospital. Any kill shot after the third kill shot that General will have to report to his hospital to reenter the game.

### OFFICERS

All officers follow the orders of the General. The amount of officers will be pro-rated on the amount of players for each side. Points will be given every time for shooting an Officer. Any Officer hit by a kill shot will have to report to their hospital to reenter the game. Officers may be needed to run missions.

## SNIPERS

For those that earn the role as sniper there are some bonuses. Along with these bonuses there is also an honor to play as a sniper. Listed below are several rules snipers must know so they can play honorably. So please read all. At the start of the game, snipers will deploy with their home team at the starting position for that day. **A SPECIAL AWARD WILL BE PRESENTED BOTH SATURDAY AND SUNDAY TO THE SNIPER WITH THE MOST RECORDED KILL POINTS.**

1. Snipers will be allowed to enter and exit the field at will as long as they are still alive. Any hit by snipers wearing ghillie clothing will be considered a hit. That means the ball does not have to break for it to count. This is if you have ANY ghillie clothing on. If you have standard issue BDU'S or equivalent clothes play all hits as a normal player would.
2. Snipers will be shooting a different color paint than the rest of the players. This will help specify and identify Snipers shots and kill shots.
3. **POINTS WILL BE GIVEN FOR KILL SHOTS ONLY. POINTS WILL NOT BE GIVEN FOR WOUNDED SHOTS.**
4. A sniper will be given a small note pad (score card) for which he or she will be responsible. After each phase, a sniper must turn in their scorecard to the scorekeeper so points can be totaled. If you loose your card or turn it in late no points will be given.
5. Special Evacuation Rule or The one shot one hit rule: Upon marking an officer or a specialized player a sniper will yell "sniper", install their barrel plug or sock, come out from hiding with plugged gun visible, walk directly to the Officer or specialized player they marked WITH A KILL SHOT and get their signature on their note pad. **IF YOU ONLY WOUNDED A PLAYER YOU DO NOT GET THEIR SIGNATURE.** Once you have their signature proceed back to your base, dead pool, or nearest boundary to exit the field.
6. If a sniper shoots their weapon more than once, the Special Evacuation Rule or one shot one hit rule does not apply. That sniper must shoot it out and then get out. If a sniper is hit while shooting they will loose any points they would have made from that engagement.
7. When reentering the game look for the nearest referee and tell them you will be reentering the field and you are back in. No sniper can ever deploy him or herself within shooting range of the enemy's main base.
8. If a sniper is found abusing the rules or playing with a hit, there will be a stiff penalty for his or her team. It may be enough of a point deduction to throw the game.
9. All other safety rules of each field apply as normal to each sniper.

## MECHANICAL ENGINEERS

The mechanical engineer is like any other player, except for the fact that they can fix tanks or any mechanical device that has been destroyed or found in nonworking order. The mechanical engineer is the only player that can set and remove any simulated explosives. Road mines, satchel charges, timed explosives can all be handled by the mechanical engineer. There will be a class on Friday for those mechanical engineers that can make it. A player who is chosen to be an mechanical engineer will get instructions on how the equipment they will come in contact with works. Road mines can only be disarmed one way. When a road mine is found, the mechanical engineer must be called to have it removed. The mechanical engineer must go up to it and then pull it from the ground; it now can be reused by that mechanical engineer. Any other player trying to disarm a simulated explosive is considered eliminated and the device discharged. If this was attempted in a structure the structure is destroyed. Other than that, the mechanical engineer plays as a normal player. If at anytime an mechanical engineer has a question about how to remove an object, he or she needs to ask the head ref for the answer.

1. The mechanical engineer carries a tool kit with them at all times.

2. When a tank is destroyed, your only hope is the mechanical engineer. Run your mechanical engineer up to the tank (after the white flag is out) and they must touch their wrench to the tank for 5 minutes. After 5 minutes of live contact with the tank, it is fixed. If a mechanical engineer has to move to another side of the tank due to enemy fire, the wrench has to remain in contact. If contact is broken, the count starts over. If the tank belonged to the other team before the fix, it has been captured and now becomes yours. The mechanical engineer then backs away from the tank to a minimum of 3 feet. The ref will call the tank active and it is back in play with your team flag flying.
3. If a mechanical engineer gets hit, he or she cannot give away their equipment. Their assigned equipment must remain with the player given the mechanical engineer position whether that player is dead or alive.

## MEDIC

Medics are great in a heavy firefight. They allow wounded troops to stay up front instead of going to a hospital to be healed. Medics will be issued a notepad. The notepad will allow him or her to heal players. To heal a wounded player the medic must approach that player, have him or her initial and write their # on the notepad. The medic says "healed" or "GO" and the player is back in play. Medics cannot heal themselves. Once a medic has filled their card, he or she must go back to their dead pool to get another notepad. As with all supply lines, sometimes supplies are limited, so each card will have a different number of people you may heal. It's a tough job being a medic. Especially when you have nothing to work with. Medics will receive two points for everyone they heal. Medics are responsible for their card and points. At the end of each phase they are to be turned into the scorekeeper so points can be added. Late or lost cards will not be added. **AN AWARD WILL BE GIVEN BOTH SATURDAY AND SUNDAY FOR THE MEDIC WITH THE MOST RECORDED LIVES SAVED OR HEALED.**

## Medics, Wounds and Kill Rules

- A. Any hit to an arm, leg or gun will be considered a wound. The hit has to be below the armpit or crotch. A paintball breaking anywhere on your torso or head is considered a kill.
- B. Once wounded, the player cannot shoot his or her gun any longer and must have their barrel plugs in their guns.
- C. Live players cannot execute wounded players.
- D. Wounded players cannot move from their position if they want to be healed by a medic. They must call out for a medic and the medic must come to them.
- E. One medic will be assigned for every 10 players.
- F. Medics can shoot at other players.
- G. Medics cannot heal themselves but can heal other medics.
- H. Players not wishing to wait for a medic can check into their assigned dead men's pool.
- I. 1 point will be assigned to the other team for all wounded or dead players checking into their assigned dead pool
- J. Medics cannot heal players walking to a hospital.
- K. Players wanting to reenter the game must spend 15 minutes or have 15 players in their pool, whichever comes first.
- L. Any ball breaking on anything in front of you and marking you with paint bigger than a dime size will be considered a hit.
- M. If a ball hits you and it bounces off, you are still alive. Yell it bounced off.
- N. If you yell I'm hit or I'm out and then find out it did not mark, you cannot change your mind, and you are still wounded or dead.
- O. Field paint only is to be used. Should you be hit by any other color other than the field color find a ref and he will put you back into the game.
- P. Any unsportsmanlike conduct, cheating, wiping paint and not calling yourself out, you WILL be done for the day.
- Q. If shot by a team member you're out.

- R. Paint checks can be called on yourself or your opponent. Before calling a paint check on yourself, look and feel to see if you can spot paint or have a team member check you out.
- S. When killed and calling yourself out, stand up, immediately put your sock on your gun, hold up your gun and exit the field.
- T. Do not carry anything of value out on the playing field (car keys, wallets, money, etc.).
- U. If you still have any questions we will answer them at orientation? Thank you.

## **MORTARS**

The mortars are property of the paintball field. These are air-powered mortars mounted in a tripod fashion with adjustable elevation. There will be a Range officer assigned to each one. He will instruct the controlling team on how to load and fire the mortar. The field will supply paint or Nerf rockets for the mortar. The Range officers call is final! At present the mortars are not portable. They will be set up to give the controlling team a great field of fire. As long as you control the mortar pit, you can shoot it until your ammo or air supply runs out. For now, we will allow the mortar to be turned on its base but it can never be carried.

## **ROCKET LAUNCHER RULES**

Each team will be equipped with up to 5 rockets for launchers during the day for certain missions or general play. These will be a two player operation. One player will carry the launcher and one will carry the rockets. The rocket launcher will allow a team to be able to cause damage to a structure, bunker, mortar, cannon or a tank. There may also be personal modified bazookas there to. These are pump action markers modified to look like a bazooka. They except paintball tubes only and are one shot per tube. I will cover these later.

When you fire the launcher we recommend that there is a ref present to observe the rocket being fired and to score the hit as it occurs. We don't want it to be his word against yours saying it hit or it didn't. Upon successfully hitting a structure with a rocket it will do one of two things. If you are given a mission to destroy a structure and the rocket hit occurs. The mission will be complete and points scored. Or shooting at a structure that has players in it will eliminate up to five players inside of the structure for each successful hit. This will be quicker than making a 10 foot blast radius and making the ref determine who is in the radius. The ref will walk into the structure and the first players he comes to he will start counting. When he points to five players they are eliminated and must leave. Every time you hit the structure it will get easier and quicker for the ref, trust me. One thing I must add is that you can never eliminate all players in a structure with rocket fire. No matter how many times you hit it with rockets you will not get them all. You will still have to enter the structure to take out the last one or two players who have a safe spot away from the blast of the rocket. If the ref goes into a structure and doesn't call anyone out, its time to quit shooting the rockets and send in the ground troops.

The rockets will follow the same rules as the anti tank guns for killing tanks. The refs will collect all fired rockets to be reissued for other missions or other phases of the scenario. Please do not break your launcher by throwing or abusing it. If you are seen purposely trying to break a launcher your day will be done and you will be asked to leave the field. We will allow you to practice shooting your launcher during the game when you are not in a fire fight and not by an intended target. Tell the closest ref that you will be doing some practice shots to get use to it. When you are done tell that same ref that practice is over. No practicing during a fire fight. The ref will laugh at you and say the rocket is used up. This is a common sense issue so please use yours!

These are very basic rules for the launchers. Just make sure a ref present when it is fired.

## **TANK RULES**

**DEFINITION** - A paintball tank is an off road vehicle designed for low speed and for the safety of its crew and surrounding players. Brakes must work. The tank must have radio contact with its ref. The tank must have 360 deg. field of view with the help of its tank ref. We would like to see two entrances minimum for safety reason however we realize some are designed with only one and they will be allowed. No uncovered or glass windows will be allowed. Please use netting over them or another approved cover. All tanks must be painted to look like a tank. All tanks must pass a safety inspection before allowed into the game. Loose batteries, leaking gas, or no brakes will not get you into the game! Any exhaust pipes exposed to where a player could lean against it must be covered for safety. Walking tanks must hold 2 people minimum side by side and look like a tank. Walking tanks will be allowed only if prior to the game you send a picture of you with the tank so we are able to judge the size of it.

**TANK STATUS:** A tank is either **ACTIVE** or **DISABLED**. Each tank has an assigned tank referee who decides whether that tank is currently active or disabled - the tank referee's decisions are final. An active tank can move and shoot; a disabled tank cannot move or shoot and it displays a white flag to indicate its disabled status. At all times an active tank **MUST** fly its team flag.

**BECOMING ACTIVE:** An active tank must start out with his team. An active tank can run free but must stay on cut pathways. Any tank can be captured and put into service for the team that captures it.

**TANK CREW:** The players operating the tank are called the tank crew. Tank crews cannot be eliminated by paintball fire while they are inside their tank, even if a paintball breaks on one of them. Players may not attempt to eliminate tank crews by sticking a marker barrel through an opening in the tank and firing. This is a major rules violation and will cause your immediate removal from the field with no refund. If, however, a tank crewmember leaves the tank (to remove a roadblock, for example) that crewmember is now an ordinary player and may be eliminated by a paintball. No player may enter a tank to capture it. If you have a grenade and the door or hatch is open it may be tossed in **SOFTLY** and not hard balled into the tank. If the grenade goes off inside of a tank, it will be disabled and must be repaired by a mechanic. Driving over a grenade does nothing to a tank.

**ACTIVE TANKS:** No player may be closer than 15 feet in front of a stopped or moving active tank. If moving, 3 feet from its side-- not even engineers. It is the individual player's responsibility to maintain proper distance from active tanks - The ref will warn you if you are too close. But repeated warnings will lead to you being called out and having to go to the dead pool. If an active tank advances towards any player and that player does not move, the tank referee will eliminate that player when the tank moves to within 15 feet of the player's position. The tank referee will announce when an active tank has become disabled, and will order the tank to halt and display the white flag. Any attempt to actually physically damage a tank by shoving branches at its wheels, setting Punjab spikes, throwing rocks, etc., will result in immediate ejection from the field with no refund.

## **TRANSPORTING PLAYERS**

Tanks that are approved to transport players may do so. Any player wishing to be transported may only exit and enter the tank when the tank commander says so.

## **TANK DRIVING**

All tank drivers and gunners must read and follow the Tanks Drivers Oath contained here in. This is from Woodland Warriors but it was followed well before it was written at my home field.

### **TANK DRIVERS' OATH**

1. I AGREE TO NOT EXCEED THE 5 MPH RULE WHILE ON THE PLAYING FIELD OR OTHER LOCATIONS AT THE GAME SITE. \_\_\_\_\_
2. I AGREE TO BE A NEUTRAL REFEREE IN TIME OF NEED. \_\_\_\_\_
3. I AGREE NEVER TO PUT MY VEHICLE IN REVERSE UNLESS I HAVE A GUIDE WHO HAS A CLEAR VIEW OF THE AREA TO GUIDE ME AND TO CHECK THE AREA FOR PLAYERS. \_\_\_\_\_
4. IF A FIELD HAS ONE-WAY ROADS, I AGREE TO ONLY TRAVEL IN THE PROPER DIRECTION. \_\_\_\_\_
5. I WILL OBEY THE REFEREE'S RULING, AND ENCOURAGE THE VEHICLE'S CREW TO DO THE SAME. \_\_\_\_\_
6. IN TIME OF NEED AND IF POSSIBLE I WILL TRANSPORT PLAYERS IN NEED OF MEDICAL ATTENTION. \_\_\_\_\_
7. I WILL MAKE SURE ALL MARKERS IN THE VEHICLE SHOOT AT THE REQUIRED SPEED LISTED FOR THE FIELD. \_\_\_\_\_
8. I AGREE TO HAVE ALL AIR CANNONS CHECKED PER FIELD RULES FOR SAFETY. \_\_\_\_\_
9. I WILL CARRY A RADIO ON BOARD AND USE IT IN CONJUNCTION WITH THE REFEREES AS NEEDED. \_\_\_\_\_
10. I WILL NEVER DRIVE IN AREAS (SUCH AS TALL GRASS) THAT MAY HAVE PLAYERS HIDING THERE. \_\_\_\_\_
11. I WILL WARN PLAYERS THAT GET WITHIN 20 FEET OF MY VEHICLE TO MOVE AWAY. \_\_\_\_\_
12. I WILL NEVER BLOCK AN ENTRY POINT OR ROAD WITH MY VEHICLE. \_\_\_\_\_
13. I WILL NEVER HAVE MY VEHICLE IN GEAR AND SHOOT A MARKER AT THE SAME TIME. \_\_\_\_\_
14. I WILL TELL THE CREW TO CEASE FIRE IMMEDIATELY ONCE I SEE THAT TARGETED PLAYERS HAVE RAISED THEIR HANDS OR MARKERS. \_\_\_\_\_
15. I WILL TELL THE CREW TO CEASE FIRE IMMEDIATELY WHEN I KNOW WE HAVE BEEN ELIMINATED - ALSO WHEN I AM UNCERTAIN IF WE'VE BEEN ELIMINATED AND HAVE TO CHECK WITH A REF, OR IF I MUST EXIT THE VEHICLE TO CHECK MYSELF TO SEE WHETHER THE TANK IS IN FACT ELIMINATED. \_\_\_\_\_

ALL OF THE ABOVE INFORMATION SHOULD BE READ TO NON-TANKERS AS WELL.

PLAYERS NEED TO BE BRIEFED IN TANK RULES AND SAFETY. THEY NEED TO BE TOLD TO STAY AT LEAST 15 FEET FROM A TANK, AND TO RAISE THEIR HANDS OR MARKERS HIGH IN THE AIR RIGHT AWAY WHEN ELIMINATED BY A TANK BECAUSE TANKERS OFTEN CANNOT HEAR WHEN PLAYERS CALL "HIT."

## DISABLING A TANK

Anti-tank guns, bazookas, roadblocks, satchel charges or land mines may disable an active tank. Any player being transported will be dead if a tank is disabled. Anti-tank guns fire "armor-piercing" ammunition. The anti-tank guns load one ball per shot and must hit the "agreed to kill zones" on the tank. The field will designate a particular paint color to be "armor-piercing" ammunition and supply that color. If an active tank is found by the tank referee to have any paintball breaks of the "armor-piercing" paint color, that tank is immediately declared disabled. The tank referee must wipe off the break once the tank is disabled. Each method of disabling a tank is discussed below: Due to safety reasons, tanks can never be assaulted from the front. A tank can only be assaulted from the sides or the rear to be considered disabled.

**DISABLED TANKS:** Once the white flag is displayed, a disabled tank may be approached by any player. Players may not climb upon, shoot into/through, attempt to push, set fire to or flip a disabled tank - any of these actions will result in immediate ejection from the field. Any mechanical engineer may repair a disabled tank. If a mechanical engineer succeeds in repairing a disabled tank, the white flag is removed and replaced with the team flag. The tank referee will begin a loud ten-second warning countdown indicating the tank will become fully active again at the end of the countdown. If a disabled tank sits for more than 5 minutes with no player action around, the tank ref can move them to a more

traveled area. If a tank is seen moving while displaying a white flag it is no longer in the game and should be ignored.

**CAPTURING TANKS:** If a mechanical engineer successfully repairs a disabled tank belonging to the opposing team, that tank is considered captured. It immediately switches to the team of the mechanical engineer who repaired it and remains on that team until it is disabled and recaptured.

**PLEASE NOTE:** Tanks are the personal equipment of the tank crew. Treat a tank as if it were another player's gear. Be mindful around tanks.

**ANTI-TANK GUN (Light Anti-tank Weapon)** - The field uses modified pump markers and/or handheld PVC bazookas. You can make your own anti-tank gun to use during the game, but it must look close to the real thing to be allowed into the game. If too many anti-tank rifles are brought to the game, the field reserves the right to limit them. The modified markers should not be able to hold a hopper. We would like it if you set them up to hold a 10 round tube. One ball will be allowed per tube. After you shoot the one shot, you must remove the old tube and replace it with a new tube. This will slow down your rate of fire and symbolize having to reload a bazooka. Using marker based anti-tank weapons makes a tank an easy target. That is why we added the one shot per tube feature. Be prepared to have the velocity for these below 200 fps. This will also cause the anti-tanker to have to get closer to a tank to use his weapon. If any ref finds an anti-tanker firing semi auto from his or her bazooka they will be called out and demoted to a normal player.

**TANK MAIN GUN:** Each tank carries a main gun for use against other tanks. The main gun may be a marker firing "armor-piercing" paint or a nerf style rocket launcher. The main gun has a max velocity of 230 fps for use against other tanks. We would like to see this weapon to be mounted to the tank turret or firing port so it is part of the tank and not a shoulder fired marker.

**TANK DEFENSE MARKERS:** The tank may employ a vast array of Anti-personnel weapons inside of it... The velocity for anti-personnel weapons in the tank will be 260 fps. Tanks will be spot checked for velocity randomly during the game. If we find a tank is over shooting on players it will be warned. If warned a 3rd time you can pack it up and go home with no refund. It is the ultimate responsibility of the tank ref to warn you about over shooting. His call is final.

**LAND MINES** - We will be employing land mines for this game. Only the mechanical engineer can set and place the land mines. If any other person other than a mechanical engineer tries to remove or place a land mine it will detonate and cause them to be eliminated. Tankers and players will know what a land mine looks like so they can identify them. Once identified a mechanical engineer can disarm and capture it to be reused for his or her team. Players are not affected by land mines. If a tank has been destroyed in the middle of a minefield, it can be repaired but the mines that are left must be removed before it can proceed otherwise it will have to back up to get away from the area. Only one mine is needed to take out a tank. The tank has to cross over the land mine to activate it.

**SACHEL CHARGES-** Each team will be issued 5 satchel charges at the beginning of each phase. Satchel charges are used to disable tanks, bunkers and forts. Satchel charges **ARE NOT** allowed to be thrown at players. Anyone caught throwing a satchel charge at an individual will be removed from the game.

**To disable a tank-** Satchel charges must land on top of a tank and remain there in order to disable the tank. Any satchel charge thrown at a tank and bouncing off is considered a miss.

**Bunkers-** A satchel charge thrown into a bunker will eliminate any players in that bunker.

**Forts-** A satchel charge thrown into a fort will eliminate any players in the room where the satchel charge lands.

**ROADBLOCKS** are portable anti-armor barriers for preventing heavy weapons from advancing along a road or through a narrow gap. The field will provide each team with two roadblocks. Players may not improvise their own roadblocks. To be most effective, a roadblock should stretch across enough of the path so that a tank cannot squeeze by without touching it. A tank that touches a roadblock is immediately disabled. Roadblocks have no effect whatsoever upon players. A roadblock may be reused and repositioned any number of times by players of either team. Any player may set up, tear down, climb over, hide behind or move any roadblock. A roadblock has no effect while it is being transported. Roadblocks can even be hauled by an active tank. Roadblocks must be deployed on the ground and completely stationary in order to hinder or disable a tank. Players may not throw a roadblock or attempt to "tag" an active tank with a roadblock. You can even steal the other team's roadblocks.

**GRENADES** are allowed but they must be purchased at the field the day of the game. This way we know for sure what they are filled with. We don't need any skunk water tossed into a fort. Grenades are simple to use. If marked by any paint from a grenade, you are hit. Grenades can wound you and a medic can heal you or head to the dead pool. If the grenade goes off when you are tossing it, all hits will count. If you are lucky enough to toss one into a tank, any players being transported are dead and the tank is disabled.

## **DEAD POOL**

If you are eliminated in the game and cannot be healed, head to the dead pool. There will be one for each team in a good location. The dead pool works like this - 10 players or 10 minutes, whichever comes first. The dead pool ref will radio your commander and he will direct the ref to take you to any structure he controls at the time, or he can order the reinforcements to come right to him. So it does not pay to sit outside a dead pool and shoot live players. I really look down on players who do this because I have had to jump between fists to cuffs to break up fights. You can leave the field any time to fix equipment, get more paint, air, food, or bathroom break. When you are ready, head to the dead pool and they will get you back into the game. Specialty points will be given to the opposing team for everyone reentering the game.

## **RADIOS**

Radios are allowed on the field during each phase. The refs will have their channels they operate on. Players are not allowed to listen or talk on the refs channel. The refs channel will be announced at the game. You may eaves drop on the other team's channel. Do not jam their channel or talk to cause interference, if found doing this you will be kicked out of the game.

## **MISSIONS**

This is a brief overview of the type of missions you can expect to find. When and where they come into play will be at random. All missions will be worth 25 points.

### **Photos of your opponent team's fort, general, tank**

Obtain a photo, as close as you can of the other teams general, fort and tank. The best set of 3 scores the points. If all photos are not obtained the team with the most complete set will score the points.

### **Capture an enemy tank**

Send out a tank hunter squad to disable and capture a tank. You will need a bazooka and an engineer plus an officer for this mission.

### **Capture an enemy fort**

Just like it says. Capture their fort and earn points. Points will only be given if your team has this mission.

**Blow up fuel depot**

Send in a team with an engineer to set a charge and destroy a building or structure. Be careful, an enemy engineer can disarm what you have done!

**Locate ammo boxes**

On a provided map a team will be sent to locate ammo boxes that may or not be buried, return them to your main fort for points. If the fort has been destroyed make it to the dead pool to be granted your points.

**Sniper kill sniper**

Once this order is issued, snipers will be worth double if hit by an enemy sniper. The sniper with the most sniper kills points will receive an award.

**Mechanical Engineer mine a road**

Send your mechanical engineer team to mine a road on a provided map.

**Mechanical Engineer un-mine a road**

You will get a notice of a road that is mined, your mission, send your mechanical engineers out to clear it. Once cleared points will be awarded.

**Locate a water source**

Since you are in the desert and water is the lifeblood of your army, somewhere close, on the map your team is provided, will be the long lost well. Find and control it to earn points. The longer you hold it the more points you will earn.

**Shoot one officer of each rank and get their signatures for a set**

A sniper likes to have a complete set. It will be like a poker run, shoot one Officer of each rank from the other team and earn points. If lucky enough to get all the officers plus all the specialty players on the opposing team you can earn bonus points. You can take all day to do this. Snipers will be required to get the dead person's signature on their scorecard to prove this. When asked what it felt like after pulling the trigger, all that was heard was one person saying " **RECOIL!**"

**Find cannon**

Somewhere out there is a German 88 that fell off the back of a gun tractor. Send a team to find it, retrieve it or steal it to get it back to your fort. It is big, gray and says 88 on the side.

**Patrol**

A squad of players must complete a patrol mission of a set course and return with a minimum 10 percent of its players.

**Destroy Mortar**

Your squad must find and destroy a mortar emplacement with satchel charges or grenades.

**Props**

Fake props will be allowed only if approved by Jim, Greg or John. For prior approval of your prop send us a picture or description of the prop you wish to use. For props not pre-approved, you may bring your prop the day of the game, but we cannot guarantee you will be able to use it.

**Destroyed Structures or Mechanized items**

If one of these items are destroyed during the game it will have a yellow caution banner tied to it or hanging from a door way. Engineers can rebuild it by spending 1 minute in contact with a mechanized item and 2 minutes for any structure.

**Please note:** These rules have been written for the **Game Operation Torch**. This is a joint venture between **The Edge Paintball and Action Packed Paintball**. This event will be a yearly event from now on and these rules will be the core set from here on. As with any new scenario game, new rules cause confusion some times. We hope to keep these core rules so they become more familiar as the years go by. If you see an area or rule that could be made better please let us know.

**If an item is not in the rules ask a ref before you do it. This saves surprises and upset refs.**