

C4C Rules 2016

Scenario Rules/ THINGS YOU SHOULD KNOW!

- 1) How to Score Points (how to win): Whoever has collected the most points at the end of the 3rd period will be the victor.
 - a) Rations
 - i) Ration Stations will open every 30 minutes & one ration station will be open at the start of each period.
 - ii) All armies must attempt to collect and return the rations back to their home bases.
 - iii) Each ration counts as a point. Updated every time a ration is turned in.
 - iv) NO outside bags will be allowed, in order to receive carrying devices, teams must complete certain objectives.
 - b) Controlling bases at specific times
 - i) Control of bases every half an hour awards points. There will be 3 bases available to every team for control. Inside and outside of the bases have ration containers. At the start of the game one bases rations will be opened. Every 30 minutes* another bases rations will open. Smoke will indicate which base is open for rations. Bases can be controlled prior to the rations being opened.
 - c) Killing a General /Flipping a team's Home Base Flag
 - i) A set point amount will be awarded for eliminating a general and/or tipping their home base flag.
 - ii) General kills also will only be awarded once per period.
 - iii) Home bases and respawn points are inbounds. Points will be awarded for the flip of the flag once per period.
 - d) Side Missions
 - i) Points will be awarded for side missions. Each mission contains a specific value & a reward of a carrying device. (backpack, box, etc)
- 2) Players eliminated while carrying rations/on field items are to drop them where they stand. Players may not transport items as an out player. Players may not hand off items to active players.
- 3) Ration bases are not team specific.
- 4) Ration bases are only opened at a specific time and can not be opened prior to set time.
- 5) Home bases and respawn cannot be taken over.
- 6) Armies will rotate starting bases every period. Each army will start at each home base once.
- 7) Armies must collect 4 pieces to complete their super soldiers.
 - a) 4 pieces will be randomly placed throughout the playing field. (helmet, shoulder pads & shin guards)
 - b) Teams pieces will be color specific.
 - c) Opposing teams may not pick up or move items that are not their color. They may defend the pieces but not move them.
 - d) Once a team has successfully collected all 4 pieces they may call on their super soldier.
 - i) The super soldier can only go out once the time limit has been reached. (20 minutes-30 minutes)
 - ii) The super soldier may not run.
 - iii) The super soldier may not enter bases, they can go up to walls and doorways but may not go inside the base.
 - iv) The super soldier can surrender if they can no longer stand being shot or run out of air/paint

POINT VALUES

1. Ration = 10 pts per
2. Killing a General = 200
3. Flipping Home Base Flag = 300
4. Controlling bases at specific times = 100
5. Side Missions = Varies per mission

Scenario

The year 2050, Post Nuclear War, a group called The Order has taken over, putting their government in place. Using any and all of the people's land and resources as he pleases, President Roberts, an experienced battle veteran with a frightening demeanor, leads The Order and rules with an iron fist, spreading fear all across the land.

Meanwhile, a group of ex-military soldiers have come together under the command of Sergeant Slowiak, to form The Outlanders. Slowiak is a brute of a veteran that helped lead The Order to power. He was demoted by Roberts when Roberts gained the Presidency because he feared Slowiak was too popular with his people and posed a threat to Robert's leadership. Angry, Slowiak gathered followers in secret and left, vowing to return someday to repay Roberts for his actions. That time has come as The Outlanders are tired of President Roberts and The Order ruling the land with fear.

Meanwhile, Paxson the Terrible and her gang of misfits, The Reapers, have been waiting for their chance to strike. Feared by both The Order and The Outlanders, The Reapers have an uncanny combat style and show no care for anything but themselves. Paxson is driven by her own vendetta against Roberts, who was cast out by President Robert years ago. Once she learned the Outlanders were planning a revolt she knew it was time for revenge and now The Reapers are ready to take anything and everything they can get their hands on.

Deep into battle these three groups have been fighting endlessly, and rations are running low, they know there is only one way to guarantee their survival and their victory. There is one portion of land that remains

plentiful with resources and the rations they need to continue the fuel the fight. Order, Outlanders, and Reapers alike all know that their survival depends on gaining control of this land, retrieving the rations, and letting starvation and loss take out their enemies.

Mission Objectives

With rations running thin for all three leaders, they know they must get to the last known areas and fight for the remaining rations of the land. With **one giant central mass** of rations and smaller locations throughout the land the leaders know this is the final push for survival. The Orders president Roberts has the last known locations of all the ration pits, but with spies in place, both The Outlanders and The Reapers were able to copy the map. The **large central mass** has been left for grabs by the people that used to inhabit the land. With **this area** being open to all that fight it almost guarantees victory for the army that takes and controls it. The other locations are not enough for survival but will be able to help each team last long enough to fight for the **central mass**. The armies must collect and return rations to their home bases to guarantee that they will live another day.

The leaders know the best way to take over any of these ration locations, including the **central mass**, they must take out bases and homes along the way. With guidance from their leaders, the armies will be instructed as to which base needs to be under their command at that time. With one shot to complete these objectives, the rewards will further help the armies to succeed. Not only giving them ground to fall back on but also special perks to further help them*

In order to help their odds, all three armies have constructed and intrusted themselves into a super soldier built from resources found on the land. Once they have collected the final pieces they need for their soldiers, they will be unstoppable!! These super soldiers have armor that stops them from being hurt by any soldiers weapon. The only downfall is their speed. They may be unstoppable but they are slow. Without the ability to run it gives opposing soldiers the opportunity to run or hide from these monsters.

OTHER Rules

1. Markers:
 - a. Any .68 or .50 caliber paintball marker may be used.
 - b. Any marker that can be adjusted on the field, without tools, is required to have a locking device to prevent this from being possible. All markers are limited to 285fps, Pump markers and Pistols may chrono up to 300fps.
 - c. Ramping, Response trigger/e-trigger and 3 round burst modes are allowed.
 - d. Excessive rate of fire over 12 BPS will result in a warning or removal from game, then a referee will mark your wrist band.
 - e. Barrel bags (barrel condoms) are required, players caught with no barrel bag on their barrel in an off-field area other than the chrono area, may be ejected from the event with no refund.
2. PAINTBALLS - Field Paint Only.
 - a. First Strike Rounds are allowed.
3. Eliminations: If you are marked by a direct hit from a paintball and it breaks on you, you are eliminated. Marker/hopper/air tank hits count!

- a. Immediately yell "HIT" raise your gun in the air and keep it raised until you are back to your HQ or respawn point.
 - b. With your gun still raised put your barrel bag on to signal that you are out. Remove yourself from the battle or your bunker quickly with you gun raised. Ball may still be flying your way but the quicker you leave the area the less indirect fire you will take.
 - c. Once you have announced that you are hit, you are OUT, even if you discover the ball did not break after the fact.
 - d. If in doubt please yell "paint check" and the nearest ref can check you.
 - e. If you are wearing a "ghillie suit" all hits count on areas covered by this material, regardless of breaks.
 - f. When eliminated, you immediately return to your re-spawn point for reinsertion.
 - g. Splatter from paint hitting an object in front of you does not count as an elimination unless there is a glob of paint the size of a quarter or greater.
 - h. Eliminated players cannot carry game props.
 - i. Eliminated players cannot share information with other live players. You're eliminated until you re-spawn.
4. Goggles/Masks: Goggles must meet ASTM and insurance requirements, must be unaltered, must provide full face, eye, and ear protection, and must have suitable, undamaged lenses in them. Players caught lifting their goggles, may be ejected without refund. Please use common sense. We are only looking out for our fellow paintballers.
5. Follow any directions given to you by a referee. If you have a problem with a referee's call please get the refs name and see the head referee. NO ARGUING WITH REFS AT ANY TIME.
6. No climbing trees, moving bunkers, sandbags, or other structures.
7. Players may not wear anything similar in color or pattern to a referee. Players will be asked to change if they mimics referee attire.
8. Unsportsmanlike conduct physical violence cheating or any other rule violations are not allowed and may result in ejection from event without refund.
9. No shooting referees.
10. No foul language
11. All players must sign a waiver to be on the playing field for the event.
12. 911: If you or someone you see becomes seriously injured or needs the game to stop due to impending serious physical injury immediately yell 911 as loud as you can three times. If you hear 911 being yelled stop all aggressive movement place your barrel blocking devices on and yell 911 three times so that all players in the area hear it. This is a ceasefire. Referees will have action resumed by the sound of an all clear or an air horn once the issue is resolved.
13. Boundaries: Will be marked by rope or tape. All play will be limited to the current active zone ONLY. All players must remain in the current zone during game play. If a player leaves the active zone for any reason, that player is eliminated and must respawn at their team's respawn point or HQ. Player may shoot over a boundary line.
14. Armband Tape: This will be provided at the beginning of the game at your respective team Pit area. This will help to determine the enemy. You are not allowed to wear the opposing teams color as an armband, Unless a spy mission is in play. Referees will apply correct armbands. Generals are required to wear armbands of their team on both arms.
15. Player's Wristbands: When you check-in you will receive a wristband. DO NOT LOSE THIS!! It will not be replaced for any reason as this is your receipt that you have paid! This will insure you are still a live player participating in the game. Referees will be marking them for violations. If you have 2 X's on your wristband and you get another you will be asked to leave. The violations include marker safety, physical contact, threatening behavior, and cursing and will not be tolerated. Violations will

result in either a referee marking your wristband or ejection from the event without refund (the referee will make this final judgment).

16. Prohibited equipment: No tools or any knives (real or simulated) may be carried on the field. No personal fill stations allowed on the premises. No unbreakable-trip wires - auto releasing is OK. No pyrotechnic devices. No unapproved smoke (hot) devices. No pressure releasing sound grenades (flashbag of any sort). Any items found in violation will be confiscated and may, or may not, be returned after the event. NO drugs.
17. Radios: Radios are allowed and encouraged. Restricted channels will be announced at the event. One of these will be a monitored emergency channel. If you are dead you may NOT use your radio until you have reached your re-insertion point or are healed by a medic. No jamming or eavesdropping allowed.
18. Headquarters/Main Base/Respawns: Headquarters cannot be captured. Players will respawn at their HQ or respawn area. Players are not allowed to shoot at the HQs. All markers must be off and have barrel bags on what entering the HQ.
19. Blindman: If you or someone you see loses their mask immediately cease fire and yell BLINDMAN three times as loud as you can. If you hear BLINDMAN being yelled immediately cease fire, place barrel cover on and yell BLINDMAN three times to make sure all players in the area hear. Action will resume once the players mask is put back on and a referee yells ALL CLEAR or use of an air horn when the problem is resolved.
20. Barrel-tagging: Barrel-tagging is NOT allowed. If play is caught they will be warned once, then ejected.
21. Game Start/End: All players should be at your base, report in to your General and be ready to go when the game begins! Game starts & stops will be signaled by ONE LONG air-horn or whistles.
22. Overshooting: Overshooting is not allowed, but does happen from time to time. Allow eliminated players a chance to leave their bunker after being hit.
23. Grenades/Mines: Paint grenades & mines may be used. One speck is enough for an elimination.
24. Referees: Do not argue with a referee under any circumstance. If you disagree with a call ask them for their first name and see the referee at the scoring table in your headquarters, or see the head referee.
25. Respawns: You may respawn at your main base at any time or at a designated respawn point.
26. Surrenders: We request, whenever possible, that you ask players within 20 feet to surrender. This is not a hard and fast rule, but a general consideration. We also recommend that players who are given this option accept it. Play smart and use common sense in surrenders. They are for your safety and are a sign of a respectful, honorable player. If you get outmaneuvered, accept the offered surrender, or expect to take the close-range shot! Congratulate them on bunkering you and report to your base.

MN Pro Paintball & Event Staff reserves the right to expel any player from the game without a refund for any rule violation!