



FIRE FOR EFFECT - 2017

MISSION OBJECTIVES

With war looming overhead of our leaders, we prepare for battle in the Northern Territory. With many different stronghold locations available for the taking, the land itself proves valuable to both forces. They prepare their armies to control the newly found fortifications of the north, with a high price for holding each.

New weaponry has by revealed by The Reapers and The New World Order capable of long range mortar attacks that wipe all personal from any base of the generals choosing. All this power at their fingertips, the only problem is ammunition. Troops must find the scarce weaponry needed to unleash power of the mighty howitzer along with other special weapons the generals have in their arsenal.

But let us not steer clear of our mission. To command and conquer all of the Northern Territory is the only way to truly be the king of the battlefield and win the fight.

Main Objective (how to win)

- Teams will be awarded points 3 different ways, the team that has the most points after 2 halves will win the game.
 1. **Controlling Bases** - Players must capture bases by hanging their team's flag. Points will be given every 15 mins based on how many bases are controlled by each team. This will be where most points are scored.
 2. **Side missions** - Players will be given the opportunity to partake in side missions. Side missions are tasks that must be completed correctly with an assigned point value that is determined by the difficulty of the task.
 3. **General kills** - Teams will be awarded points once per half for killing the opposing team's generals.

Points Breakdown

1. **Controlling bases**
 - 100 points will only be awarded at every 15 min mark for each base that is showing that team's flag. Players do not have to be present at the base, just the flag must be showing.
 - All bases will be neutral at the beginning of each half. No points are awarded if base is neutral.
2. **Side Missions**
 - Missions will be displayed with the details and score facing out. The details will be: what needs to be done, how many people are need, if specific people are needed, and the point value of the mission.
 - Bonuses will be hidden on the backs of the cards.
 - Point values will depend on the difficulty of the missions. 10 - 100 points.
3. **General Kills**
 - Only awarded for the first elimination of each general per half.
 - Counted generals are: Bea, Mike, Colt, and Nick.

- 200 points awarded for each kill.

Mortar Ammunition = Ammunition points

- Players must find Mortar ammunition and return them to their HQ's. These ammunition rounds will be used by the generals as currency to purchase Special weapons. Transactions of ammunition points will not affect the team's score.
- Ammunition rounds are not team specific.
- Players may only carry 1 Ammunition round at a time.
- If a player is eliminated while carrying an ammunition round they must drop it and it can be picked up by either team.
- Ammunition Points will carry over between halves.

QTY / Ammunition Round point value

Qty:100 OD Green = 1 Ammo point each

Qty:10 Silver = 10 Ammo points each

Special weapons available

- Mortar Strike (Price = 5 ammunition point) Mortar Strikes can only be launched by the generals while they are at their HQ and can only be launched at one of the capturable bases. ALL players within the blast radius are eliminated. Mortar Strikes can also be used on the general's own HQ if enemy players have them surrounded. Mortar Strikes will eliminate Super Soldiers.
- UAV (Price = 10 ammunition points) UAV's can only be used by the generals while they are at their HQ. Once used, generals will be given the information of the status of any one base at the last 15 min interval.
- Chemical Gas (Price = 15 ammunition points) Generals are given a smoke grenade, that can be used by the general or anyone they choose. This grenade can be used anywhere on the field. Once thrown, anyone the gas comes in contact with is eliminated.
- EMP (Price = 20 ammunition points) EMP's can only be used by the generals while they are at their HQ. The generals will be allowed to select any one capturable base and have it neutralized. All players, including Super Soldiers are eliminated and the flag is reset. Once flag is neutralized either team may recapture it.
- Super Solider (Price = 30 ammunition points OR 4 parts collected) Can only be bought once per half and only one Super Soldier at a time per team. Once purchased, the general or a player selected by the general, will be given gear for the Super Soldier and a 30 min time limit. Super Soldiers is limited to walking but is allowed anywhere on the field except the opposing team's HQ and respawn point. Super Soldiers can only be eliminated by any Mortar Strike and EMP or if they surrender if they can no longer stand being shot or run out of air/paint.

HQ and Respawns

- i) Armies will switch HQ at the beginning of the second half.
- ii) HQs and respawn points are inbounds.
- iii) Respawn at HQ and 1 respawn location per team.
- iv) HQs and respawn cannot be overtaken or captured.
- v) Players must keep goggles on at both the HQs and Respawn points.
- vi) Player cannot wait at the respawn point, it is simply touch and go. Players can take a break at the HQ or staging pits.

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 are also 285fps.
 - 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
 - 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. Only Paint bought at the event, the day of the event.
 - b. .50 cal are allowed
 - c. 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/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 CEASE FIRE three times as loud as you can. If you hear CEASE FIRE being yelled immediately cease fire, place barrel cover on and yell CEASE FIRE 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 HQ 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!