

SKYNET: THE LAST STAND

RULES & REGULATIONS

GAME PLAY

I REGENERATION & REINSERTION

There is a difference between *Regeneration* and *Reinsertion*. These are discussed below:

Regeneration

Eliminated players may regenerate at their Command Post (CP) or at any major Base being held by friendly forces. Regeneration is instant once the player touches his CP or friendly major Base. CP's are considered hardened structures and may only be destroyed by Satchel Charge or Nuclear Strike.

Players may NOT regenerate from the Hospital (map location D-5). Likewise, any "live" players entering the Hospital are immediately considered "out". Once a player leaves the Hospital, they must Regenerate from their CP or nearest friendly major base.

Reinsertion

If a player leaves the play area, he must reinsert from a distinct point. These points are shown on the game map.

Once the player re-enters the playing area, they must then "*regenerate*" from their CP or a friendly major Base before they are back in the game! You may NOT reinsert and immediately begin playing! You must tag your CP or major Base before you are once again a "live" player.

Regeneration when eliminated at CP or Base

If you are eliminated while inside your CP or a Base, you must regenerate from an alternate major Base. You may not step outside of the CP or Base you have just been eliminated from and then tag that same Base!

Taking and holding Bases

Each major Base is equipped with duel flags. In order to control that base, the flag must be "flipped" to the color of your team. If a flag is "flipped" while a base is occupied by enemy players, those players may continue to fight from that base but may not regenerate from that base (since they no longer control it) nor launch mortar strikes from it.

I ELIMINATING HITS

An "eliminating hit" is defined as being hit by a paintball and it breaks open. If the paintball bounces off, you are NOT eliminated. This also applies to any equipment you are carrying (gun included). Splatter (the paintball breaks next to you and the paint "splatters" on you) does not count as an elimination.

I PAINT CHECKS

There may be times when you are hit or hit another player and cannot see if the paintball has broken. Call out "Paint Check!" and a referee will examine you or the opposing player and make the determination whether it is an elimination. ***Do not call a paint check on a player then advance on that player! You***

will be penalized! All players should continue play during a paint check unless the referee calls the players neutral.

During a game of this magnitude it is virtually impossible to have a referee at every conceivable location. Here, cooperation between players is key. Ask your buddy to check you. And, if you're hit, be an HONEST PLAYER! Walk and don't talk or advise players. Everyone should remember you're never off the field for more than a few minutes at a time. Play fair and walk as you would want the other player to walk should you have marked them.

I WIPING (AKA Cheating)

If you are caught wiping by a referee, you will be called out immediately! The referee will punch your card and you will be given a warning. A referee may also decide to follow you around for a while – just to keep an eye on you. If you are caught wiping a second time, you will be ejected from the game with no refund.

I HELMET TAPE

Helmet Tape is to help all players identify who is playing on their team. Helmet Tape must be worn on the front or side of the helmet and must be visible at all times! No tucking your tape under your helmet and no changing of tape color on either side (the Terminator character is the only exception). If you find another players' colored tape on the ground, you may NOT use it!

I SURRENDER RULE

Under 10 feet in distance, all players *should offer* the surrender call. The receiving player also has the option to surrender or turn and attempt to shoot.

Surrender should not become a discussion between the 2 opposing players. Ask, "Take the Hit? Three, two, one," then pull the trigger if they have not responded by yelling "Hit," "Out", or putting their marker high up in the air.

I BARREL TAG RULE

Barrel Tag is not an option. Once a player touches you with his barrel and says "barrel tag," you are eliminated. A barrel tag must be made on one player at a time, with the words "barrel tag" being said each time by the attacker. And YES, the barrel must be attached to the gun!

I DEAD MANS WALK

A "Dead Mans Walk" is when a live player pretends to be out in order to move past enemy lines or players. This is NOT ALLOWED and is considered CHEATING! Any player caught doing a Dead Mans Walk will immediately be called out by the referees and will have their card punched with a warning.

I PLUGS, SOCKS, AND WEAPONS AT HEADQUARTERS

Barrel plugs are not allowed anywhere on the premises. Barrel socks only! Any marker or launching system brought inside the CP must have a barrel sock! NO EXCEPTIONS! Any player caught bringing a weapon inside the CP without a Barrel Sock will be immediately ejected from the game and asked to leave the premises with no refund!

I TAKING ENEMY PROPS FROM COMMAND POSTS OR BASES

If an enemy base is destroyed any props within that base are considered destroyed and may NOT be used. These must be immediately turned into Game Control. However, the team will retain any points earned for initially acquiring these props.

If an enemy base is overrun and seized (i.e. the structure is not destroyed) the team that seizes the base will be allowed to remove any props within that base and use them. However, no points will be awarded to the seizing team for these props.

I RADIO ESPIONAGE

Players may monitor the opposing teams' communications at anytime during the game but may NOT jam nor transmit on the opposing teams channels. This is for safety purposes in the event of an actual medical emergency. Human players may use any EVEN channel and Cyborg players may use any ODD channel. The only exceptions are channels 1, 2, 3 and 4. These channels are reserved for Game Control and Field Management. Any player caught monitoring or jamming channels 1, 2, 3 or 4 will be ejected from the game immediately and asked to leave the field!

I DEMOLITIONS & LAWS

Satchel Charges and LAWS may be used to destroy tanks and structures (bunkers, buildings, etc). If a satchel charge is successfully delivered into a structure, or if the structure is hit by a LAW rocket, all personnel within the structure are dead and the structure is destroyed. The Demolitions Expert will then tape off the structure. A satchel charge can destroy a Command Post, a LAW cannot.

I MISSION CARDS

These are issued to the General (or to the XO or any other player if the General or XO is not at the CP) by the Base Referee at random intervals. When issued, the Base Referee will write down the mission start time on the card if required. The card is NOT required to be carried on the mission; the General may radio his troops and verbally issue the mission. When the mission is over (whether completed successfully or not), the Base Referee will sign the card and hold it until it is turned in at Game Control. Mission cards will be collected at the end of Phase 1 (lunch break) and Phase 2 (game over).

If an eliminated player is holding a Mission Card and he has teammates nearby who were on the same mission, he MAY hand the Mission Card to one of them so that they may attempt to complete the mission.

I SPECIAL OPERATIONS FOR GENERALS



TACTICAL NUCLEAR STRIKES: The Cyborg General will be allowed 2 Nuclear Strikes during the game. Additional strikes may be acquired by either side during the game.

To initiate a Nuclear Strike, the General informs the Base Referee that he wishes to launch a Nuclear Strike and at what grid the strike will occur.

Nuclear Strikes may hit any grid on the game map but may take up to five minutes to launch and reach their target. A Nuclear Strike will eliminate EVERYONE within the designated grid as well as any structures (including Command Posts.)



MORTAR STRIKES: The Human General will be allowed 2 Mortar Strikes during the game. Additional strikes may be acquired by either side during the game.

These may be launched from any Base that the team controls, but only have a range of 5 map grids and may take up to 5 minutes to launch. To initiate a

mortar strike, the General informs the Base Referee from what base it will originate and at what grid the strike will occur.

A Mortar Strike will eliminate EVERYONE within the designated grid as well as any structures but will not eliminate Command Posts. THE SIDE LAUNCHING THE MORTAR STRIKE MUST CONTROL A BASE IN ORDER TO LAUNCH A STRIKE FROM IT.

I SPECIAL ROLES

The following is a list of Special Characters that may be assigned by each General.



MEDICS: If a player calls for a Medic, the Medic must reach the player within 60 seconds. The Medic must wipe the paint from the player before the player is healed. Medics may be armed. Medics can heal other medics (including enemy medics & troops). Medics CANNOT heal themselves and CANNOT heal head wounds.



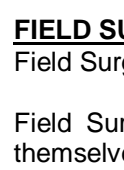
DEMOLITIONS EXPERT: Demolitions Experts may use Satchel Charges and LAWS to destroy buildings, bunkers and tanks.

Demolitions Experts may pick up (and use) satchel charges dropped by enemy Demolitions Experts.



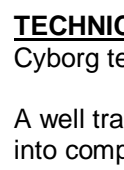
ENGINEER: May rebuild structures destroyed by Satchel Charges, LAWS, Mortar Strikes and Tactical Nuclear Strikes.

Once an Engineer arrives at the site of the destroyed structure, he will show his Engineer card to the referee and will then be allowed to remove the tape.



FIELD SURGEON (HUMAN ONLY): The Field Surgeon is identical to the Medic except that a Field Surgeon may heal head wounds.

Field Surgeons can heal other Field Surgeons. However, Field Surgeons CANNOT heal themselves.



TECHNICIAN (HUMAN ONLY): Technicians are those humans who are trained to analyze Cyborg technology, weapons, and computer systems.

A well trained Technician may be able to glean information from Cyborg components or hack into computer networks.



TERMINATOR (CYBORG ONLY): These characters are assassins and spies. Terminators are assigned by the Cyborg General and are the only players allowed to wear the other teams Helmet Tape.

They will also carry special Human Player cards that are nearly identical to actual Human Player Cards but with a minor flaw. Human players are advised to beware of them.



RECON AIRCRAFT: These aircraft have enough fuel for 30 minutes of flight and may only carry only 1 person (the pilot).



They must start from, and return to, the main Command Post. Should a Recon Aircraft stay out longer than 30 minutes before returning to base to refuel, it will crash. A destroyed Recon Aircraft must return to base and wait 30 minutes while it is repaired before it may re-enter the game.

These aircraft may not fire at opposing troops. Likewise, opposing troops may not fire at a Recon Aircraft. A Recon Aircraft may only be shot down by another Recon Aircraft. Special colored paint will be issued solely for the use of the Recon Aircraft. Initially only one pod of this paint will be issued to each Recon Aircraft. Additional pods may be found during the course of the game.

Under no circumstances are aircraft to be used as cover for shooting at people!

EQUIPMENT

I MARKERS

All standard sixty-eight (.68) caliber markers meeting game management specifications will be allowed. All markers must chronograph ***under a speed of 280 FPS at all times with a maximum of 15 BPS.***

There is absolutely no marker repair or work on paintball markers to be done in the public rest areas or anywhere there are people without goggles on (protective eyewear). All repairs should be done at the chronograph range or in your campsite with a barrel sock on your marker at all times.

Field Management reserves the right to disallow the use of any paintball marker or paintball launching system.

I GOGGLES

Unaltered, ASTM approved full-face shields and ear protection on all goggles. These must be worn at all times while in the play area!

I GRENADES

Any non-explosive type of paint grenade is allowed. Any grenade splatter will count as an elimination.

I GHILLIE SUITS

All ghillie suits must be inspected and approved by the game director prior to entering the field of play. If you are wearing a ghillie suit, all direct hits count as an elimination. There are no paint checks.

I ALLOWED EQUIPMENT

Canteens, flashlights, night scopes, infrared illuminators, thermal imagers, Q-beams, Alice packs, leaf-oflauge, stocks, point sights, aim sights, squeegees, scopes, night vision equipment, CBs, radios - UHF or VHF, walkie-talkies, barrel rain covers, cold-burning smoke.

I TANKS & VEHICLES

PAVs (Paintball Assault Vehicle), Tanks, APCs, scout cars, modified golf carts, et al. will be allowed at the event. All vehicles must meet the following conditions:

Max Speed: Limited to 5 mph or a fast walking speed, whichever is slower. No exceptions.

Fully functional brakes. No exceptions.

Goggles must be worn at all times by all players inside the vehicle. No exceptions.

Tank / Vehicle Main Gun: 230 FPS max velocity.

Vehicles can also transport people and props, destroy structures and bunkers, or act as a stationary bunker.

Vehicles may only be used with pre-game approval of Field Management. After approval, the vehicle may be required to be escorted by a full-time ref, judge, or a non-player tank support person.

Once a motorized vehicle has been eliminated, it must proceed immediately to its base and wait for a period of 30 minutes before re-entering the field.

Players may **NOT** approach any tank, insert a marker barrel into an opening and shoot the occupants. You will be ejected from the field!

Ways to eliminate vehicles are:

LAW: One impact from a Nerf Round eliminates the vehicle.

Satchel Charge: Used by Demolitions Experts.

Paint Grenade: Will disable the vehicle's *movement only* for 5 minutes. Be advised that paint markers inside the vehicle are still fully functional, as well as the main gun.

All tanks are the personal property of the owner. It is considered the same as your marker, mask and pack. Players may not touch, take, disable and or in way intentionally damage or destroy the tank or its contents. If you do, you will be ejected from the event and subject to arrest by local law enforcement.