

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 you're wearing a ghillie suit, you're responsible for making sure your tape is visible.
- 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.**
- **Do not move** any boards, bunkers, or field equipment.
- **For safety, do NOT lean on any loose boards.**
- Don't shoot up or down through floorboards. You may shoot through small openings if you can fully see your target through the same opening while shooting.
- **Do not shoot across the tapeline. Do not lean on the tapeline. You are moving your body out of the playable area and will be called out.**
- 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. 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.
- *****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.
- 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.
- Each team has **2 spawns:** one at the HQ and one and at a marked signpost. The general is **not** a spawn point.
- **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.**
- You may not cross the line of **orange utility flags** surrounding the enemy HQ. You will be called out immediately. Repeat offenses will result in a judge punch.

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 **will 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 **domination locations** on the field. Hold these locations to earn points for your team.
- When you trigger the domination spot, the light will change to your color. After 3 minutes, it will reset to neutral and you’ll have to trigger it again. If the enemy team enters at any time, your timer stops.
- 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. Eliminating your own general will result in a **50pt** deduction.

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.
- 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™** rounds 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.
- **Strobe lights are not allowed**
- For safety reasons, **smoke grenades cannot be used inside the trench or inside buildings.**

Special Units

- There are three special units: Grenadier, Demolition, and Shield. These units 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. **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 call kills. If no ref is called in before the shot, the

attack will not count.

- Rockets can be fired at hard targets and shields **ONLY**.
- Grenadiers will receive Grenadier cards. Every time a rocket is fired, hit or miss, one card must be given to a ref. Grenadiers **may** carry as many cards as they want and do not have to tag up between cards.
- The **grenadier** may carry as many rockets as they want, but cannot have another player carry their rockets for them.
- Rockets destroy a 15' cube (15'x15'x15'). If fired through a door or window, this will fully destroy smaller buildings. 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 an "indestructible" sign. A rocket fired through the window or doorway will still destroy a 15' area inside. A rocket hit to the outside eliminates players on the outside.
- **The trench is "indestructible"**. Hits against the trench will only eliminate players on the outside unless they're fired into a window or doorway.
- Rockets that hit multi-level buildings only destroy the level that they hit.
- The wooden buildings in POW camp are never indestructible, regardless of size. They can all be hit and destroyed, but only the level that is hit is destroyed.
- 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. It destroys buildings, bunkers, and shields with the same rules as the rockets.
- Satchels can **only** be carried by the demo player. The satchel and the card cannot be handed to another player. They must be given to the General to reassign.
- Satchels can be thrown *towards* another player, but not *at* another player (don't try to hit them with it).
- For safety, **NO ADDITIONAL WEIGHT MAY BE ADDED TO THE SATCHEL BAG**. They will be pre-weighted by the game producers. Adding any weight to the satchel bag will result in a judge punch, possible forfeit of the demo card, and possible ejection. This rule is the responsibility of the Demo player.
- **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. Do not take the other team's satchel.
- 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.
- **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 is live.
- Shield players can be shot out anywhere on the body, just like other players. Gun hits don't count.
- 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.
- **Special Unit abilities may be modified on certain missions. You will not be notified of the other team's 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**” **building, a 3-story 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 **at least 2 grid squares 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 have dropped.
- 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.
- If you are on a paradrop, enemy players may see you and may set up to get ready for the drop. Join the paradrop at your own risk.
- **Drone Strike** allows a precision elimination of a single enemy player (like a sniper). The player calling the drone strike must have line of sight on the player they want to eliminate, and be able to describe them well enough for a ref to call that player out (goggle color, jersey color, location, etc).
- The player calling in the drone strike must have a **drone strike card**, which must be surrendered to the ref.
- Any player can carry drone strike cards.
- Drone strikes may not be used within one grid square of the enemy base.
- **Additional secret special assets may appear. Your General will be given more information when (and if) the time comes....**