

SOUTH SOUND AIRSOFT

Game Play Guidelines (GPG)

All standard PFM rules apply

TEAM DEATHMATCH

Setup: Players will be split into 50/50 teams

Green team starts at SE flag/base - respawn in SE course corners (yellow tape)

Pink team starts at NW flag/base - respawn in NW course corners (yellow tape)

Objective: Engage and disable enemies in a straight forward force on force battle for a predesignated amount of time.

Additional Rules: None

CAPTURE THE FLAG

Setup: Players will be split into 50/50 teams

Green team starts at SE flag/base - respawn in SE course corners (yellow tape)

Pink team starts at NW flag/base - respawn in NW course corners (yellow tape)

Objective: Players attempt to capture the enemies flag and return it to their own base, while simultaneously defending and maintaining their own flag. A team wins when they return the enemy flag to their base while in possession of their own flag.

Additional Rules: Round will restart, and point will be awarded each time flag is captured. Team with most points wins.

HILL DEFENSE

Setup: Players will be split into 60/40 teams

Green team starts at NE flag/base - respawn in NE course corners (yellow tape)

Pink team starts at NW flag/base - respawn in NW course corners (yellow tape)

Objective: Pink team defends NW hill top flag/base from defensive positions

Green team attempts to advance on and capture Pink team flag/base

Additional Rules: Green team captures hill before end of match, Green wins.

Pink team holds the flag/base for duration of game, Pink wins

DOMINATION 3/5 FLAG

Setup 3: Players will be split into 50/50 teams

Green team starts at NE flag/base - respawn in SE course corners (yellow tape)

Pink team starts at NW flag/base - respawn in NW course corners (yellow tape)

Setup 5: Players will be split into 50/50 teams

Green team starts at SE flag/base - respawn in SE course corners (yellow tape)

Pink team starts at NW flag/base - respawn in NW course corners (yellow tape)

Objective: is for teams to assault designated control points, hoist their team flag, and defend their flag for a designated amount of time. The team with the most raised flags at the end of the designated amount of time wins.

Special Rules: Mid game respawns may be performed at nearest respawn point with opposing team players splitting 200' before engaging each other, no camping the spawn points

PLANT THE BOMB

Setup: Players will be split into 50/50 teams

Green team starts at NE flag/base - respawn in SE course corners (yellow tape)

Pink team starts at NW flag/base - respawn in NW course corners (yellow tape)

Objective: Each team to escort, arm, and defend their bomb at the enemy base for 5 Minutes, within the designated game time. If a bomb is planted and set off, 1 point will be awarded. Teams will switch bases and start another round. Team with the most points at the end of game clock wins.

Special Rules: Bomb carrier must sling main weapon and may only use a pistol while transporting the bomb. If the bomb carrier is struck while in possession of the bomb, the bomb must be set down in the location the player was hit. Under no circumstances will there be any throwing, dropping, hitting with or other use of the bomb that could result in damage.

VIP ESCORT

Setup: Players will be split into 3RDS teams

Green team starts at NE flag/base - respawn in SE course corners (yellow tape)

Pink team starts at NW flag/base - respawn in NW course corners (yellow tape)

Escort team starts in the SE flag/base – respawn nearest respawn point (yellow tape)

Objective: Escort team will move VIP across the course to NW flag/base for extraction. Green/Pink teams are opposing forces, both trying to high jack VIP and return the VIP to SE flag/base as hostage. Green/Pink teams are working as separate factions and are not to let the opposing team capture their hostage. If escort team gets VIP to extraction point, pink team takes VIP hostage and returns to SE flag/base, or Green team takes VIP hostage and returns to SE flag/base, 1 point will be awarded. Teams switch roles for each point scored until game time is up. Team with most points wins.

Special Rules: VIP player is to remain unarmed for the duration of play. VIP is to be taken alive by opposing force, so any player who hits VIP must respawn and VIP must be revived via medic rule. If VIP is left with no/minimal escort, VIP may evade enemy Green/Pink forces. No respawn for VIP

DOWN PILOT

Setup: Players will be split into 50/50 teams minus pilots

Green team starts at SE flag/base - respawn in SE course corners (yellow tape)

Pink team starts at NW flag/base - respawn in NW course corners (yellow tape)

Pilots volunteer starts in described but unknown location

Objective: Teams to locate and escort the injured pilot to their designated extraction point. A team wins if they can successfully extract the pilot. Green team to be pilots force, with the goal of returning to base. Pink team to be insurgent force, with the goal of taking pilot as hostage. If pilot is returned to teams base, 1 point will be awarded. Teams switch roles for each point scored until game time is up. Team with most points wins. 2 players must be in physical contact of each Pilot for that Pilot to advance.

Special Rules: Pilot starts armed with pistol but may not use side it unless he/she is under protection from recovery team. If pilot is under control of insurgent force, he/she is a hostage and no weapon use is permitted. If Pilot is hit during game play he/she must stop/drop and be revived via medic rule before proceeding. Recovery force may is not to shoot pilot, if pilot is struck by recovery team, player must respawn. Pilot is to move with the 2 players he is in contact with. No respawn for Pilot.

SEARCH AND DESTROY

Setup: ---

Objective: ---

Special Rules: ---

**THESE ARE JUST A FEW EXAMPLES OF GAME MODES WE PLAY
DURING THE AVERAGE EVENT.**

CHECK BACK FOR UPDATES.

**WE ARE CONSTANTLY USING PLAYER SUGGESTION AND
FEEDBACK TO IMPROVE THE EXPERIENCE**