

Rules For GIANT GAME™ and GIANT BIG GAME 20

The GIANT GAME is Event Paint Only game (EPO).

Players are responsible for understanding and abiding by these rules.

Paintball is an honor sport. Remember this critical fact and play within the spirit and the letter of these rules.

Splat Tag, Inc. the producer of “GIANT GAME™” and “GIANT BIG GAME™” reserves the right to refuse admission to or expel anyone from the property and game for any reason without a refund at anytime.

1. General Safety

1. Players must observe common-sense safety in regards to their surroundings. This includes the natural and man-made terrain of the paintball field, and your general conduct at the facility.
2. Safety and sportsmanship are enforced through a “3-strike” system. Each violation of the rules below results in one strike against the player. Three (3) strikes, and you will be asked to leave the game. No refund.
3. Games ID cards will be marked or punched for each violation.

2. Goggle Safety

1. Paintball safety approved goggles will be worn at all times while in the Play Area and in Chrono area.
2. Goggles must be worn going to or leaving the Playing Area within 200 feet.
3. Goggles will be worn at any time when a barrel-blocking device is not present on an assembled paintball gun. (See below)
4. Goggles must be in contact with the face and properly secured to be considered “worn.”
5. Goggles must meet all appropriate field insurance and safety rules.
6. Players violating goggle safety rules will receive 2 strikes on their ID card. A second violation will result in expulsion from the game and possibly the facility.
7. Goggle on Zone are the Playing Area and any area between the Playing Area and the Staging area.
8. If you are within 200 feet of the Playing Area make sure your mask is on. Watch for “MASK ON” signs.

3. Paintball Gun Safety

1. All Marking devices must be manufactured for the game of paintball and only shoot .68cal paintballs.
2. Paintball guns will have a barrel blocking device in use at all times while assembled and not actively engaged in the Play Area or Chronographing/Testing Tent.
3. A paintball gun is considered “assembled” when it is connected to a compressed gas source, OR has a loader attached.
4. Barrel blocking devices must be a bright color. No black, camouflage or other hard-to-see colors are permitted.
5. Guns will be chronographed at 290 feet per second or lower.
6. Guns will be re-chronographed periodically during the day and after all bottle changes or maintenance that may affect speed.
7. Guns must be semi or pump action and have a maximum rate of fire of 12 balls per sec. One ball per trigger pull. Fully automatic, burst, ramping, or other means of generating multiple shots per trigger pull is prohibited.
8. No tools that might adjust velocity are allowed in the Playing Area. This includes, but is not limited to: Allen wrenches, pliers, open-ended wrenches and screwdrivers.
9. Gun maintenance and testing that requires the gun to be charged with gas will only be performed with goggles on, and in an approved firing area. (The chronograph/target range.)
10. Players are responsible for the safe operation of their paintball gun.
11. Players may not “blind fire” i.e. shoot their gun without being able to see the impact of their fire.

12. Players must control their own rate of fire. "Overshooting" is considered more than 5 hits from a single gun on a player.
 13. Compressed gasses (HPA and CO2) should be treated with the upmost respect. These are dangerous sources of stored energy and they must be handled with care.
 14. Compressed gas Cylinders must have a correct valid hydro date.
4. **Misc Basic Rules**
 1. A waiver MUST be read and correctly filled out by everyone on the property.
 2. No climbing trees, moving bunkers, sandbags, or other structures.
 3. Players clothing/Equipment may be any pattern or solid color as long as those colors are not the same as the other teams color or Referees colors (Red, Blue and White & Black striped). Red team players shall Not wear Blue and Vice versa.
 4. Unsportsmanlike like conduct, cheating, physical contact or other violations of the rules will not be tolerated.
 5. All Referees direction will be followed. Players are here to play; refs are here to ref. The rules are for the safety of everyone. Do not argue with the Referees. All referees will be wearing numbered shirts If you have a problem with one, get the number and talk to the Game master.
 6. No shooting referees.
 7. No alcohol before or during play.
 8. No drug or medication, which alters perception or mobility.
 9. No abusive or foul language.
 5. **Staging Areas**
 1. Parking area is the Staging Area.
 2. Staging Area is out of play.
 3. Barrel blocking device in place in this Area.
 4. No shooting or dry firing allowed.
 5. There will be 2 Chrono Tents. Goggles must be worn inside. These are for players to clean and adjust for safe fire speeds.
 6. **Play Area**
 1. The play area boundary will be clearly identifiable.
 2. Boundaries will be marked by 4" Red Danger Tape.
 3. Boundaries should be as straight as possible, or follow the natural flow of the land.
 4. Any player breaking the plane of a field boundary is eliminated.
 5. Players may only shoot across a boundary if the paintball is landing back in bounds.
 6. Only participating players, staff, and staff-approved personnel may be present in the Play Area.
 7. Personnel may not communicate across the Play Area boundary. i.e. Unless you are in active play, you may not communicate with another active player. This includes voice, radio or other forms of communication.
 8. The center "Out of Play" area is Not in play and is Not a Insertion point. Players are out of play if they enter the "Out of Play" area and must go back to their insertion point.
 7. **Entry Points**
 1. Entry Points (EP) will be clearly marked. Players may only enter the play area at these locations.
 2. Entry Points may be on a play area boundary or may be within the play area. (Example: When set up as an airborne landing zone)
 3. Players may not fire within 50 feet of an Entry Point located on a field edge.
 4. Entry Points located within the play area do NOT follow the 50-foot rule.
 5. Entry Points may have control markers allowing one team exclusive use of the Entry Point.
 6. Each team will have at least one (1) entry point that cannot be captured. This is usually the Entry Point closest to the team's Dead Zone.
 8. **Dead Zones**
 1. Dead Zones (DZ) will be clearly marked and should be located outside the play area or on a boundary edge.
 2. Players may not fire within 50 feet of a Dead Zone.
 3. Players entering a dead zone must have a barrel-blocking device on their paintball gun.
 4. If a Dead Zone is equipped with safety-approved paintball netting, players may remove their goggles while within the netting.
 5. Dead Zones that are on a boundary edge also serve as an Entry Point.
 9. **Scenario Player Information**

1. Players will be issued an identification card. This card will include the player's registration number, and 3 icons or blocks of some sort. (These are used for rule violation punches/marks.)
2. The player ID card is the player's proof of payment for the event. Players must have their ID card on their person at all times when on the playing field.
3. One armband of a designated color will identify team affiliation (RED or BLUE). Armbands are to be at least 2 inches wide and are worn on the left arm, between the elbow and shoulder. Armbands may not be obstructed by clothing.
4. Players may not wear an opposing team's armband.
5. Generals must wear team armband on both arms.

10. Hits

1. A player is hit when he receives a mark from direct contact with a paintball that cannot be covered by the diameter of a paintball.
2. Hit count on guns, goggles and anything else a player is carrying.
3. In the case of "Friendly Fire" the shooter is automatically eliminated. The player can then clean off hit and continue playing.
4. A player is hit when he receives a mark from a paintball grenade or other booby trap device larger than 1/8 of an inch.
5. Terminators have special rules. See Rules sec 36.

11. Neutral

1. Players are neutral in the following cases:
 1. When the player is eliminated.
 2. While under a referee's paint check.
2. Neutral players should raise their hands or gun above their shoulders for the duration of their neutrality.
3. Neutral players may not be fired on.
4. Neutral players may not communicate with another player in any other way, including speech, radio use, hand signals, etc. A neutral player may communicate with a referee at any time.
5. Other players may not use a neutral player for cover or disruption of the game.

12. Freeze

1. A freeze is an emergency situation. It is used in the event of a player injury, loss of goggles due to play or any situation where a player's health may be in danger.
2. If a player yells "Freeze! Freeze! Freeze!" all players should immediately repeat the call, cease fire, and stay in their positions.
3. Only a referee can release a freeze.
4. The referee will assess the situation and releases the freeze once the danger has passed. (The player is assisted off the field, goggles restored, etc.)
5. The referee will give a 3-second count down and announce "Play on!" once the freeze is lifted.

13. Surrender

1. A player who has approached within 20 feet of another and who has an unobstructed, "no-miss" shot should offer a surrender. The opposing player cannot be actively engaging the player offering the surrender for this condition to exist.
2. The player offering surrender should loudly announce the surrender so the opposing player can hear the call.
3. If the opposing player does not respond in 3 seconds, the offering player may shoot the opposing player.
4. If, at any time, the opposing player moves without first announcing "Hit!" the player offering surrender may shoot the opposing player.
5. The opposing player does not have to honor the surrender call. He may attempt to turn and shoot at the offering player. (He will most likely be eliminated.)
6. Play smart. 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!
7. There are no barrel tags. Players MAY NOT physically contact another player to eliminate them.

14. Elimination

1. A player who is eliminated raises his hands above his head and yells "Hit!" or "Out!" in a loud, clear voice.

2. A player yelling "hit" or "out" is eliminated and becomes a neutral player.
3. A player may not retract a "hit" call. Once "hit" is said, the player is eliminated.
4. Eliminated players must use their barrel-blocking device and raise their gun above their shoulders. Players not carrying a gun will raise their hands above their shoulders.
5. Eliminated players should exit the field by the nearest boundary.
6. Eliminated players may only repeat the word "hit" (or variations thereof) or call for a referee's assistance.
7. Eliminated players may not communicate with another player in any other way, including speech, radio use, hand signals, etc. An eliminated player may communicate with a referee at any time.
8. Eliminated players who do not have a barrel-blocking device on their gun or do not have their gun or hands above their shoulders are valid targets. KEEP YOUR GUN UP UNTIL YOU LEAVE THE FIELD.
9. Any player breaking the plane of a field boundary is eliminated.
10. There are no barrel tags. Players MAY NOT physically contact another player to eliminate them.

15. FOUR MAIN INSERTION AREAS

1. Two for each team (Red and Blue - A and B)
2. When a player is tagged out, they can go to one of their teams Insertion Areas. Marked by their color.
3. Players are responsible for thoroughly cleaning previous hits. Players will be called out for old hits.

Insertion A - This is a live Insertion Area. Players can re-insert unlimited here. No Air or paint.

Insertion B - This is NOT a live Insertion Area. This is out of play and all paintball marker barrel-blocking

device must be in place before entering.

Players are released from the Dead Zone every 15 minutes, beginning at the top of the hour.

The re-entry window lasts 5 minutes. All insertion will be controlled by a Ref.

There will be a toilet, water, HP Air, CO2 & paint here.

Special note: There is no shooting allowed within 50 feet of either B insertion area.

(this is known as the green zone). Sitting right outside of an insertion area to ambush

players as they reinsert is not allowed. You cannot engage players coming out of an

Insertion Area until they leave the Green Zone and enter the Playing Area.

No shooting and working on paintball guns in the B insertion area.

16. Radio Communication

1. Radios may be used by players to communicate while in the Play Area.
2. Players will abide by all local and federal laws in regards to radio operation.
3. Neutral or eliminated players, or players and personnel outside the Play Area may not communicate with those inside the Play Area.
4. Players may use an alternate "dead channel" frequency while outside the Play Area.
5. Security of radio transmissions is the responsibility of the players using the radios.
6. It is a violation of FCC law to jam or otherwise interfere with a radio transmission.
7. Certain game channels may be designated for staff and may be off-limits for player monitoring or transmission.
8. FRS/GMRS channel 1 will be the designated emergency channel, monitored by the staff.

17. Camping

1. We have a number of acres for camping the night before the "GIANT GAME".
2. All people camping must first Register for the GIANT GAME and sign a waiver.
3. There is No profanity and No drinking allowed, this is a family event.
4. No loud noise after 11:00 pm.
5. Campfires will only be permitted in a fire ring and in designated areas. Player must supply their own fire rings.

18. Paintballs

1. The GIANT GAME is Event Paint Only game (EPO).
2. Two Custom colors just for the GIANT GAME will be used. Discount level color & Tournament level color.
3. Only .68 cal. paintballs sold by Splat Tag at the event are allowed. No other cal. allowed.
4. Splat Tag will be selling paint at the Check-in area and at both Insertion B areas.

19. Paint Grenades

1. The GIANT GAME is Event Paint Only game (EPO).
 2. One custom color Grenade for the GIANT GAME will be used.
 3. Only Grenades sold by Splat Tag at the event are allowed.
 4. Splat Tag will be selling paint Grenades at the Check-in area and at both Insertion B areas.
20. **Portable Rocket Launchers (LAWS)**
1. Command must buy the right to use a LAW. \$10,000 Each.
 2. All LAWS devices must be manufactured by a company licensed to make them. No homemade LAWS.
 3. LAWS fire Nerf style Rockets only. They CANNOT shoot paintballs or anything else.
 4. LAWS will be choreographed at 225 feet per second or lower.
 5. May not be used on foot units.
 6. Rockets have no area of effect. No blast radius.
 7. LAWS may be used to eliminate any of the following:
 1. TANKS. Read TANK Rules for more details.
 2. Helicopters.
 3. Terminators
 4. All players in a bunker or small structure when hit. The structure is not destroyed. Like fence or plywood walls
 5. Upper Center Tower in the Warfare Fort, but not the main Structure
 6. Pillbox /Turret
 7. Airport Control Tower
 8. Airport Radar Tower
 Oil Refinery Towers. If at all possible, players need to secure a ref's attention to fire a LAW. A ref is needed to call out any structure that is to be eliminated by a LAW. LAWS have no effect on these large Structures. (These have thicker walls)
 1. Castle
21. **Paintball TANKS.**
1. Most Paintball Tanks are privately own and operated.
 2. Paintball Goggles must be worn inside Tanks at all times in or with in 200' of the Playing Area.
 3. Tank owner should contact Splat Tag in advance to receive rules and requirements.
 4. Tanks cannot be more then 5' wide. Tanks cannot travel more then 5mph. Tanks drivers must be in control of the Tank at all times.
 5. Tanks can only travel by way of Tank Paths and in open areas. Tanks cannot travel over trees or brush.
 6. Tanks must have a 1' X 2" team colored flag displayed above the Tank so it can be seen from all sides.
 7. Tank must have a 1' X 2' White flag to signal they are out of play. Must be displayed above the Tank when out of play.
 8. All paintball markers in a Tank must Chrono under 290fps. All other Paintball Gun Rules apply.
 9. Tank Air canons must follow "Portable Rocket Launchers Rules. Sec 20.
 10. Tanks can be eliminated by a hit from Portable Rocket Launchers (Nerf style Rocks only) to one of the Tanks sides. Hits to the front, back or top do not count.
 11. Tanks can be eliminated by a Grenade hit that leaves a splat no longer then 6" to one of the Tanks sides. Grenade hits to the front, back or top do not count.
 12. Use of standard paintball markers will not eliminate a Tank or players within the Tank.
 13. Do NOT shoot at Tank drivers for safety.
 14. Players cannot shoot at Tanks with a White Flag raised. Tanks are out of play when their White Flag is showing and CANNOT shoot.
 15. When a tank is eliminated it must raise its White Flag. It now has two options to re-insert:
 - 1) Can turn motor off (if it has one) and wait for two minutes.
 - 2) Ref can re-insert it by blowing a loud whistle to worn near by players.
 - 3) Return to it's Team Insertion point A for unlimited re-insertions.
 16. Penalty for Tanks inserting or shooting with White Flag showing is Elimination for 20 minutes. Longer if done intentionally.
 17. TANKS are not allowed with in 50 feet of a Insertion area and cannot fire at or in the direction of a insertion area if with in 150 feet.
 18. Tanks cannot block doorways.
 19. Tanks may leave the playing Area and come back into play whenever they want at its Team Insertion A.

22. Motorized Tanks

1. Tanks that are; powered by a motor, weigh more than 99lbs or made of metal must carry their own liability insurance.
2. Tank owners must provide a Ref or contact Splat Tag to see if they have extras Ref for your Tank.
3. Tank may have no more than one Driver and two players in it at a time.

23. Flintstone Tanks

1. Flintstone cannot; have a motor, weigh more than 99lbs or made with metal or glass.
2. These are powered only by walking. Drivers feet must be in contact with the ground while moving.
3. Must be painted green and look the part of a Tank.
4. They can be carry on suspenders or pushed on wheels by player inside.
5. Tank may have no more than two players in it at a time.

24. Gold Bars

1. Gold bar are worth \$5,000.
2. GOLD may be used by teams Command to purchase Special Team Units and other Items.
3. GBG GOLD can be acquired several ways; find it scattered around the Playing area, given to you by staff for good sportsmanship and/or completing missions.

25. Main Bases.

1. There are 2 Main Bases in the Playing Area. One Red and one Blue.
2. Each Main Base will have a flagpole. If a opposing team play can make the Flag touch the ground his team receives 10,000 points. The points are awarded once in a 30 minute time period.
3. If the General is in the Generals Tent when his team Flag is made to touch the ground by an opposing player he is eliminated and the opposing team receive another 20,000 points.
4. Teams cannot move or alter their Main Base Flag or Pole except to re-raise their Flag after taking back their Main Base.
5. A Main bases is NOT re-insertion points!
6. Players have unlimited insertions near their teams Main Base at Insertion A. (See map)

26. General Tent

1. There is one General Tent for each General in the Playing Area.
2. General Tents will be well marked with signs that say "General Tent" in the color of this team.
3. The General Tents are a goggle safe area for Generals and Staff. Player have to be invited inside by General to enter.
4. All paintball guns have to left outside of tent unless the air source and all paintballs have been removed.
5. If a live player from the opposing team is able to tag the Generals tent then all players inside are eliminated.
6. The Generals Tents should not be shot at for any reason what so ever.
7. Players cannot shoot out of a Generals tent!
8. A Generals Tent is NOT re-insertion points!

27. Firebases

1. There are 4 firebases in the Playing Area. (Green, Purple, Yellow, Orange).
2. Firebases will be neutral at the 9:00 start of the game and set to neutral again for the start of the second half.
3. Each Firebase will have a flagpole with 2 flags on it, one for each team (red and Blue).
4. Every ½ hour points will be awarded based upon who has control of each firebase (based on which teams flag is raised).
5. Players may NOT re-insert at Firebase.
6. A flag must be at the top of the pole for a side to receive points for that Firebase. If the flag is down the opposing force will receive the points for the flag.
7. Flag rope shall not be tied, cut, or removed by a player.
8. Firebases values will be 5000 points.

28. Forts

1. There are 8 Forts in the Playing Area.
2. Forts will be neutral at the 9:00 start of the game and set to neutral again for the start of the second half.
3. Each Fort will have a pushpin.
4. Each pushpin will have 2 colored ends, one for each teams (red and Blue).

5. Every ½ hour points will be awarded based upon who has control of each Fort (based on which teams can be seen on the push pin).
 6. Players may NOT reinsert at Forts.
 7. The pushpin must be all the way over for a side to receive points for that Fort.
 8. Pushpins shall not be tied, cut, or removed by a player.
 9. Forts values will be 1000 points.
29. **Unit Types**
1. Standard player. (1 player) The backbone of the game.
 2. General: (1 player) The rally point of each team and Leader.
30. **Medics** (1 Player) \$10,000 * No more than 2 per team at a time.
1. Medics may return a player with one paint hit to normal play except if a player has a more than one hit or a head shot.
 2. Medics will be designated by a white armband with a red cross, no less than 2 inches wide, worn on the right arm, between the elbow and shoulder. Armbands may not be obstructed by clothing.
 3. Medics cannot heal "Head Shots" these players will have to go to one of their Insertions (A or B).
 4. Medics cannot heal "Terminators" or Helicopters".
 5. A medic may treat a player anywhere on the field.
 6. The medic must be within arm's reach of the wounded player to use his ability.
 7. The medic must first clean the wounded player's one (1) hit. Medics are responsible for thoroughly cleaning the players wounding hit so that it is not mistaken for an eliminating mark later on. d
31. **M.A.S.H. Units** (3 players) \$25,000 * Only 1 per team at a time.
1. This is a mobile Re-insertion point.
 2. This resurrection point may be set any place in the Play Area.
 3. All 3 M.A.S.H. Unit players are need to set up a M.A.S.H. Unit.
 4. The method of placing the resurrection point is to stake out 40 feet of rope on the ground in an approximate square, then declare it being placed to a referee. Two minutes after the ropes are staked down and declared a M.A.S.H. Unit the resurrection point is active.
 5. One of the 3 M.A.S.H. Unit player must stay within the square to keep it active.
 6. Players, if tagged out, may choose to either go to the main resurrection point or the mobile resurrection point.
 7. Only a player with one paint hit can use a M.A.S.H. unit.
 8. Players with a "Head Shot" or more than one hit cannot use a M.A.S.H. Unit.
 9. Players are back in play as soon as they step into the square.
 10. If any player is tagged out by any means while in the mobile resurrection point the mobile resurrection point becomes non-active.
 11. To reactivate, the medic squad must pull up their stakes and rope and re-declare placement.
 12. While not active, the rope and stakes are to be kept in a box clearly marked as M.A.S.H.
32. **Apache Attack Helicopter:** (1 player) 75,000* Only one per team at a time.
1. Apache helicopters will be wearing () with sound effects.
 2. Players are Not allowed to shoot paintballs at Helicopters. This is a major rule violation.
 3. The only way to eliminate a Helicopter is with a hit from a LAW, TANK Cannon or a paint hit by another Helicopter.
 4. Only was a flight time of 20 minutes.
 5. Can run.
 6. Paintballs limited to what they start off with. Cannot reload paint or switch guns.
 7. When they run out of air or paintballs they are eliminated.
 8. Cannot pick up items and touch flags/push pins.
 9. Cannot re-insert.
 10. Must stay with in 20' of assigned Helicopter Ref.
 11. A Helicopter who has approached within 20 feet of a player and who has an unobstructed, "no-miss" MUST offer a surrender.
 12. Cannot go in any structures or through and doorways.
 13. Must stay on Tank paths and in open areas.
 14. Cannot be the same player two times in a row.
33. **Terminators.** (1 player) \$50,000 * Only one at a time per team.

1. Terminator will be wearing a long sleeve shirt in their teams color (Red and Blue) the says "Terminator" on the front, back and down both sleeves.
 2. On the front and back of a Terminator shirt will be a white Target box.
 3. The only way to eliminate a Terminator is to hit the Terminator in either of the two Target boxes once.
 4. Terminators cannot reinsert or be healed once eliminated.
 5. All other hits do not count and the Terminator can keep playing.
 6. A referee will be assigned to each Terminator.
 7. Terminators must walk when moving. They cannot run.
 8. Covering the target with hands, arms or unnatural use of the marker, hopper, or tank to cover the target is not allowed.
 9. To obtain a Terminator your team must find and return to the General each body part to your Terminator (Red and Blue) After your Terminator is assembled there will be a \$50,000 activation fee.
 10. If you cannot find parts to your Terminator you can purchase these at a cost of \$30,000 in gold per part.
34. **Artillery Barrage:** (1 shot) \$25,000 *Unlimited.
1. This one shot may be used to eliminate any firebase, fort or watch tower on the playing field or a 40 foot radius area of the playing field.
 2. Firebases and Forts destroyed by a Artillery Barrage are out of play for ten minutes..
 3. Watch Tower hit by a Artillery Barrage are considered tagged out.
35. **Paratrooper drop.** (8-10 players) \$50,000* Only one at a time.
1. Para-dropping players will be escorted to a drop location by a referee.
 2. During the escort the para-dropping players are to keep their barrel bags in place and hold their markers over their heads to show they are not in play.
 3. When the para-dropped players reach the drop location they are to prepare for play and have at least one foot on the drop point marker as they enter play.
 4. Drop point markers may be placed by referee anytime.
 5. Drop point markers may be either a tape marker on the ground or a painted line.
 6. Referee will declare the dropping players in play by counting down to either a whistle or a verbal start command.
36. **U2 Spy Plane:** (Generals Only) Free * Only one per hour per team.
1. Generals use only.
 2. Take off and land at their own Main Base.
 3. Only 20-minute flight time.
 4. Must land back at own Main Base before fight time runs out. If they do not make it back in time the General is eliminated.
 5. U2 Spy Planes can go anywhere on the field at anytime.
 6. They can only be shot down by a Sam Site.
 7. Generals can talk to players and purchase Special Team Units while using the U2.
 8. Generals must wear Bright orange vest and cannot carry a weapon.
 9. Players are Not allowed to shoot paintballs at U2's. This is a major rule violation.
37. **Sam Site:** Protects Main Bases from Helicopters and U2 Spy Planes \$25,000.
1. Can only be set up to protect a Main Base.
 2. Sam site eliminate any Helicopter or U2 Spy plane that come in sight of the main base.
38. **Airport Control Tower and Airport RadarTower.**
1. Start off with Mercs in them.
 2. They may shoot at either team until tagged out.
 3. Towers are now open for players to use. One player at a time.
 4. The player that can tag out the Tower may chose to play in the tower or let another teammate.
 5. Towers are worth 5000 points every 30 minutes.
 6. The New players team Flag must be raised before they go up in the tower.
 7. Players in the watchtowers are NOT eliminated out by paintball hits.
 8. The towers can be tagged out for up to two minutes by:
 1. A. A player tagging any part of the tower.
 2. B. A law rocket hitting the upper watchtower area.
 3. C. Getting a grenade into the top of a watchtower.
 4. D. A Artillery Barrage hitting the watchtower will tag it out.
 9. DO NOT shoot at players going up and down the ladders!

10. Towers CANNOT be tagged out by a player on the same team.
11. Tower can be put back in play and captured by whatever teams color flag is raised to the top of the watch tower.

39. Oil Refinery Towers.

1. Start the off neutral.
2. Towers are now open for players to use.
3. One player at a time.
4. The player that can tag out the Tower may chose to play in the tower and let another teammate.
5. Towers are worth 1000 points every 30 minutes.
6. The New players team Flag must be raised before they go up in the tower.
7. Players in the Oil refinery towers are NOT eliminated out by paintball hits.
8. The Oil Refinery towers can be tagged out for up to two minutes by:
 1. A player tagging any part of the tower.
 2. A law rocket hitting the upper watchtower area.
 3. Getting a grenade into the top of a Oil Refinery tower.
 4. A Artillery Barrage hitting the Oil Refinery tower will tagged it out.
9. DO NOT shoot at players going up and down the ladders!
10. Oil Refinery tower can be put back in play and captured by whatever teams color flag is raised to the top of the watch tower.

40. Pillboxes with Turret

1. Players in the Pillboxes are NOT eliminated out by paintball hits.
2. The Pillboxes can be tagged out for up to two minutes by:
 1. A law rocket hitting the Pillbox or Turret.
 2. C. A Artillery Barrage hitting the Pillbox will tagged it out.
3. Player CANNOT open the door of a Pillbox when someone is inside.

41. Game Papers and Orders

1. All game papers and orders shall be issued by the game master at each game.
2. Game papers and orders may be issued four weeks prior to game and throughout the game up until the last hour.
3. Game papers and orders shall only be issued to Team Commanders.
4. Game papers and other orders may be carried by any players.
5. If a player is tagged out, the player shall drop any game papers on the spot unless those papers were issued as personal papers, which may be retained by the original owner while not in play.
6. Personal papers which may be retained are:
 1. Officer's standing orders.
 2. Player's ability cards.
 3. Top Secret Game information

41. MISSION TYPES

1. Free The POWs – The opposing team has captured members of your team and you need to get them back safely to your base. The POWs cannot move from their prison until a teammate touches them. They must be freed and then escorted back to the main base.
2. Capturing the General – Once the opposing teams general is eliminated, they are considered captured.
3. Item Retrieval– Teams will be tasked with locating and then returning specific items to their main base.
4. Escort - safely escort players to specific areas dictated on the field. A Scenario may have multiple targets that need to be hit in a specific order for points to be awarded.
5. Demolition – Destroy the mission objective. Firebase, Minefield, Mercenary base, Tank Traps.
6. Repair – Repair mission objective. Firebase, Minefield, Tank Traps.

42. PENALTY POINTS

1. Penalty points may be removed from a Giant Team for violations of the any Rule.
2. Points removed will be subjective, based upon the effect the violation had on the game in the Game Masters opinion.
3. Examples of reason for penalty points but not limited to:
 1. Reinserting at locations other then your teams re-insertion areas or M.A.S.H unit.

2. Re-inserting as a Special Team Unit.
3. Exploiting, use of the gray areas, or loopholes in the rules.
4. Removing mission items.
5. Playing on, Playing with hits.
6. Eliminated player talking to live players while in the Play Area.
7. Intentionally shooting at Terminators head or trying to hurt them.
8. Intentionally shooting at a U2 Spy plane, animal or non-player.
9. Intentionally shooting at a U2 Spy plane, animal or non-player.