



MOONDOG'S  
**COSTA CONTRACT 2**



PRESENTS



**PLAYER RULE BOOK**

by Moondog

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# QUICK REFERENCE SHEET

PRINT THIS PAGE AND USE IT TO DURING GAME

Saturday August 8

### Gamepod Tactical

1400 W 4th St Unit 2  
Antioch, California  
(925) 784-5550  
<http://www.combatzonecqc.com>

### Schedule

08:00-09:00 Registration/Chrono  
09:30-10:00 Briefing/Intro Mission  
10:00-13:30 Tantalum Contract  
14:00-15:00 Lunch and Raffle  
15:00-17:00 Bonus Trigger Time

**Range Officer (RO)** Craig is the final call on safety and game play

**Game Manager (GM)** Moondog is the overall game director and rule official

### Weapon Rules

- 350fps-400fps Outside Buildings Only
- 350fps All Access Use
- Semi-Only for all weapons

### Minimum Engagement Distance

- 25ft Limited Use guns and launchers
- 10ft All Access Guns
- 10ft Bang-Bang (1=kill; ≥2=mutual kill)

### Phridum's HiCap Rule

Eject hicap magazines before winding it. Winding on gun is violation=KIA

### Hits/ Wounds

Head & Torso = Fatal  
Arms & Legs = Wound/Disabled

### Bleedout

3 Minutes unless treated by Medic

### Insert Respawn

10 man squads every ~5 minutes from Staging Area as directed by Field Ref

### Game Objective

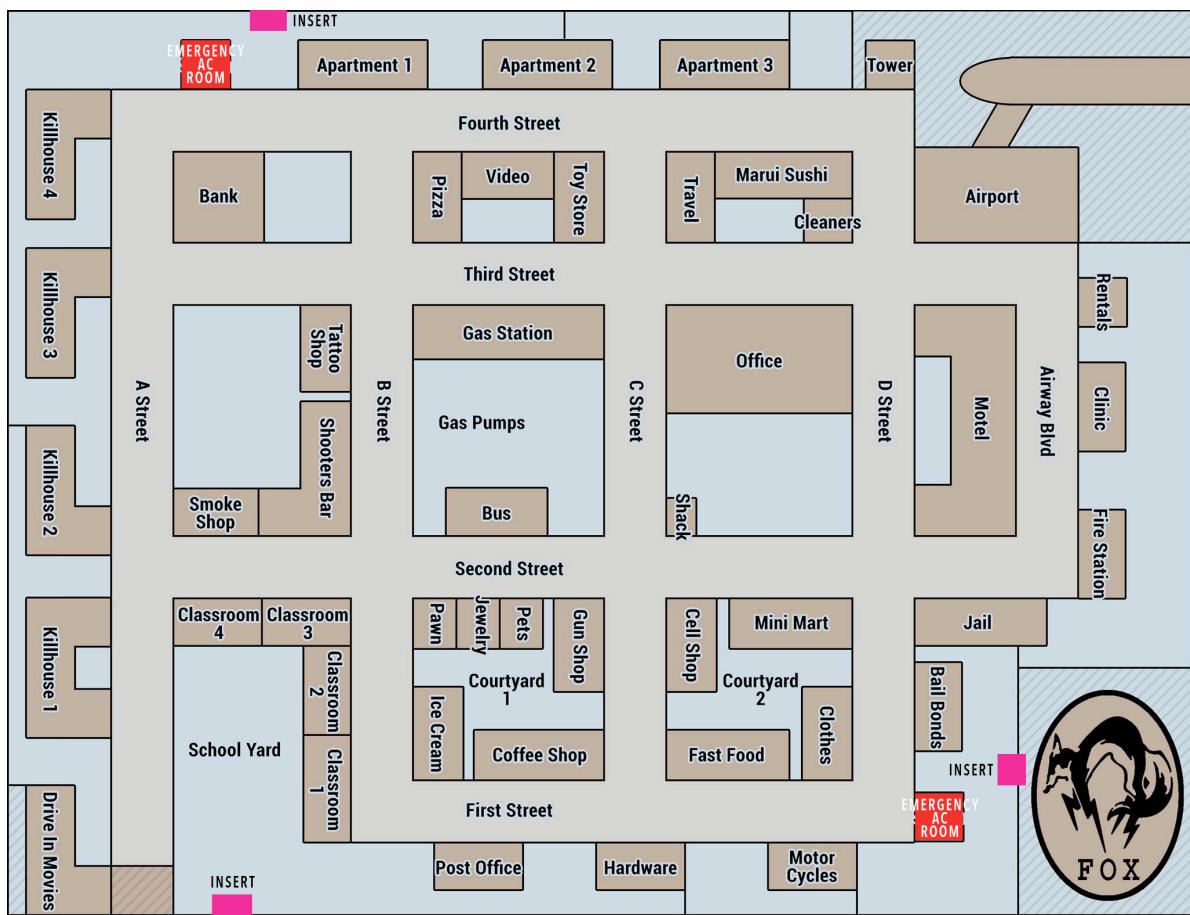
Score the most time "hacking" the refinery's server box. And complete bonus missions broadcast over radio.

### Radio Channels

3 ASS  
5 GRDe  
7 KASH  
10-12 Staff Only

### FINAL NOTES

- If in doubt, call yourself out
- Airsoft is a game of honor (so don't be douchebag)
- Remember, it's just a game, we're here to have fun



## Gamepod Combat Zone Inc.

### RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OR RISK, AND INDEMNITY AGREEMENT ("AGREEMENT")

In consideration of participating in the SPORT OF AIRSOFT at Gamepod Combat Zone Inc. I represent, that I understand the nature of this Activity and that I am qualified, in good health, and in proper physical condition to participate in such Activity. I acknowledge that if I believe event conditions are unsafe, I will immediately discontinue participating in the Activity. I fully understand that this Activity involve risks of serious bodily injury, including permanent disability, paralysis and death, which may be caused by my own actions, or inactions, those of others participating in the event, the conditions in which the event takes place, or the negligence of the "releases" named below; and that there may be other risks either not known to me or not readily foreseeable at this time; and I fully accept and assume all such risks and all responsibility for losses, costs, and damages I incur as a result of my participation in the Activity. I hereby release, discharge, and covenant not to sue Gamepod Combat Zone Inc. its Respective administrators, directors, agents, officers, volunteers, and employees, other participants, event sponsors and advertisers (including but not limited to Evike.com Inc. and Moondog Industries LLC.), and if applicable, owners and lessors of premises on which the Activity takes place, (each considered one of the "RELEASES" herein) from all liability, claims, demands, losses, or damages on my account caused or alleged to be caused in whole or in part by the negligence or the "releases" or otherwise, including negligent rescue operations; and I further agree that if, despite this release, waiver of liability, and assumption of risk I, or anyone on my behalf makes a claim against any of the Releases. I will indemnify, save, and hold harmless each of the releases from any loss, liability, damage, or cost which any may incur as the result of such claim. I have read this RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK. AND INDEMNITY AGREEMENT, I understand that I have given up substantial rights by signing it and have signed it freely and without any inducement and assurance of any nature and intend it be a complete and unconditional release of all liability to the greatest extent allowed by law and agree that if any portion of this agreement is held to be invalid the Balance, notwithstanding, shall continue in full force and effect.

\_\_\_\_\_  
Printed name of Participant \_\_\_\_\_ Date of Birth \_\_\_\_\_  
\_\_\_\_\_  
Signature of Participant \_\_\_\_\_ Date \_\_\_\_\_  
\_\_\_\_\_  
Drivers License Number

#### PARENTAL CONSENT

AND I the minor's parent and / or legal guardian, understand the nature of the above referenced activities and the minor's experience and capabilities and believe the minor to be qualified to participate in such activity. I hereby release, discharge, covenant not to sue and AGREE TO INDEMNIFY AND HOLD HARMLESS each of the Releases from all liability, claims, demands, losses., or damages on the minor's account caused or alleged to have been caused in whole or in part by the negligence of the releases or otherwise, including negligent rescue operations, and further agree that if, despite this release, I, the parent, legal guardian, minor, or anyone on the minor's behalf makes a claim against any of the above Releases. I WILL INDEMNIFY, SAVE AND HOLD HARMLESS each of the Releases from any litigation expenses, attorney fees, loss, liability, damage, or cost any Release may incur as the result of any such claim.

\_\_\_\_\_  
Printed name of parent/guardian \_\_\_\_\_ Date \_\_\_\_\_  
\_\_\_\_\_  
Signature of parent/guardian \_\_\_\_\_  
\_\_\_\_\_  
Drivers License Number

**FRAUD WARNING** Any person who knowingly and with intent to defraud any insurance company or other person files an application for insurance or statement of claim containing any materially false information, or conceals for the purpose of misleading, information concerning any fact material thereto, commits a fraudulent insurance act, which is a crime and shall also be subject to a civil penalty.

## MOONDOG INDUSTRIES LLC. PARTICPANT AGREEMENT AND RELEASE OF LIABILITY

THIS FORM MUST BE READ AND SIGNED BEFORE THE PLAYER IS ALLOWED TO PARTICIPATE IN ANY AIRSOFT EVENT ("EVENT"). This Waiver will be effective for 12 months of date of signing. In consideration for of being allowed to take part in any way in the sport and activities of airsoft under the auspices of **GAMEPOD COMBAT ZONE INC. ("GAMEPOD")** and **MOONDOG INDUSTRIES LLC**, I acknowledge, appreciate, and agree as follows:

- A. **MOONDOG INDUSTRIES LLC, NYC AIRSOFT volunteers, and event sponsors by Evike.com Inc., AIM Sports, Elite Force, G&P, King Arms, WE USA, G&G, Polar Star, KWA, Matrix, CAA, AIM TOP, Eagle Peace, Echo1, Condor, Phantom Gear, ZShot, APS, Mission First Tactical, Salient Arms Int, Valken, NcStar, Marui, Angel Custom, Palco Sports, and Propper (hereafter collectively referred to as "RELEASEES")** are guests of GAMEPOD and attendees of the EVENT and are not and cannot be responsible for any injuries or damages occurring related to or arising from marketing, promoting, or organizing of the EVENT.
- B. Major dangers and risks exist in my use of airsoft equipment and my participation in airsoft activities.
- C. These risks and dangers may arise from foreseeable or unforeseeable causes.
- D. My participation in such activities and/or use of such equipment may result in my injury or illness including but not limited to bodily injury, disease, strains, fractures, partial and/or total paralysis, eye injury, blindness, heat stroke, heart attack, death or other ailments that could cause serious disability.
- E. My participation in such activities and/or use of such equipment may result in destruction, damage or theft of my property.
- F. These risks and dangers may be caused by the negligence of GAMEPOD, the RELEASEES and its facilities, their officers, officials, agents, volunteers and/or employees, the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes.
- G. **By my participation in these activities and/or use of equipment, I HEREBY ASSUME ALL RISKS, DANGERS AND ALL RESPONSIBILITY FOR ANY LOSSES AND/OR DAMAGES, WHETHER CAUSED IN WHOLE OR IN PART BY THE NEGLIGENCE OR OTHER CONDUCT OF GAMEPOD, THE RELEASEES, OR BY ANY OTHER PERSON.**
- H. I agree to obey all safety regulations, event and club rules, and to obey all event directors and referees. Any failure to comply with the rules, regulations, and event instructions will result in penalties ranging from a warning or suspension to expulsion from the event and future events, activities and revocation of rights and privileges to access to the GAMEPOD or the RELEASEES organization's and business'.
- I. Event/field fees/deposits required to participate are non-refundable. except at the sole discretion of GAMEPOD and the RELEASEES.
- J. I hereby consent, without further consideration or compensation to the use (full or in part), to all video and photographs taken of me and/or recordings made of my voice and/or written extraction, in whole or in part, for the purposes of illustration, broadcast, or distribution in any manner, may be used by the GAMEPOD and the RELEASEES for the purpose of promotion and marketing.

I, on behalf of myself, my personal representatives assigns, next of kin, and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify GAMEPOD and the RELEASEES from any and all claims, actions or losses for bodily injury, property damage, wrongful death, loss of services or otherwise which may arise out of my use of airsoft equipment or my participation in airsoft activities, I specifically understand that I am releasing, discharging and waiving any claims or actions that I may have presently or in the future for the negligent acts or other conduct by GAMEPOD or the RELEASEES.

**I AGREE TO THE ABOVE WAIVER AND RELEASE OF LIABILITY: I HAVE READ, FULLY UNDERSTAND ITS TERMS, UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT, AND SIGN IT FREELY AND VOLUNTARILY WITHOUT ANY INDUCEMENT.**

Player's First Name

Last Name

Callsign

Emergency Contact

Mobile Phone Number : \_\_\_\_\_

Date of Birth \_\_\_\_\_/\_\_\_\_\_/\_\_\_\_\_

Date \_\_\_\_\_

**PLAYER SIGNATURE :** \_\_\_\_\_

### PARENT OR GUARDIAN SIGNATURE

**IF THE PLAYER IS UNDER 18 yrs OLD:** \_\_\_\_\_ **Date** \_\_\_\_\_

I, as parent/guardian with legal responsibility for this participant, do consent and agree to indemnify GAMEPOD and the RELEASEES from any and all liabilities incident to his/her involvement in these events for myself, my heirs, assigns, and next of kin.

### MEDICAL PERMISSION AUTHORIZATION

I hereby give permission for GAMEPOD to authorize emergency medical treatment as may be deemed necessary for the child named above while participating in Airsoft activities.

**LOCATION**

Gamepod Combat Zone Inc.  
1400 W 4th St Unit 2, Antioch, California 94509

**DATE**

Saturday, August 8, 2015

**SCHEDULE**

08:00-09:00 Registration/Chrono  
09:00-10:00 Briefing/Intro Mission  
10:00-14:00 Tantalum Contract  
14:00-15:00 Lunch and Raffle  
15:00-17:00 Full-Auto Trigger Time

**ADMISSION**

NO walk-ons or Field Payments accepted. Admission must be purchased in advance at Evike.com. Deadline to purchase or to request refund is August 1. Wrist band will allow you event entry, a complimentary lunch, game patch and is your raffle ticket (\$20 value.) Treat your wrist-band as cash. Do not lose it.

**EQUIPMENT REQUIREMENTS**

- Semi capable weapons only (there will be no full-auto play during the Costa Contract scenario)
- Pistol or shotgun firing  $\geq 350$ fps as sidearm
- $\geq 350$ fps w/0.20g for any assault rifle or SMG
- $\geq 400$ fps w/0.20g outside of buildings only
- MidCap magazines recommended
- HiCap magazines may be used like MidCaps but may not be wound on your weapon  
<http://tinyurl.com/hicaprune>
- ANSI z87.1 rated full-seal, goggles with elastic straps (no shooting glasses or mesh without secondary protection)
- Lower Face protection required: plastic, wire mesh, or neoprene masks. Cloth face covers (shemaghs, balaclavas, bandanas) are not acceptable substitutes.
- Minors must have waiver signed by a parent or guardian
- +15yrs with a mature, respectful attitude
- Prior airsoft experience recommended
- Red "dead" rag

- To complete the missions it is strongly recommended that you bring a digital camera, videocam, or camera equipped cell-phone

- A uniform that complies to the requirements of the faction you purchased your ticket to join. Players who arrive in the wrong uniform will be asked to leave and return with appropriate attire before being admitted to the event.

## BACKGROUND

The Costa Contract is an MilSim game set in the shadowy world of Private Military Contractors (PMC). Your mercenary army has been hired by a multinational corporation to take control of the world's largest tantalum refinery in Ubinda, Africa. Pitted against you are two rival firms and the corporations that back them.

The companies are ruthless. The rewards are lucrative. And you are expendable.

## FACTION REGISTRATION

Uniform requirements will be strictly enforced. Choose the company you wish to 'work for'. Click on the ticket purchase link to buy your faction ticket. Visit the company websites (below) to learn about the history and background of your team.

### Angle Sino Security

Facebook: <https://www.facebook.com/groups/516498551829424/>

Company website: <http://anglosinosecurity.blogspot.com>

Uniform: Black tops with any dark solid colored pants (no camo patterns). Any vest color/camo (black recommended)

Charity: Intrepid Fallen Heros Fund

### G.R.D. Enterprises

Facebook: <https://www.facebook.com/groups/325515854290313/>

Company website: <http://globalresourcedefense.blogspot.com>

Uniform: Desert camo tops and matching camo pants or khakis (including UCP/ACU, Atacs FG & AU, Kryptek Mandrake and Nomad, and MultiCam). Any color/camo vest except black.

Charity: California Academy of Sciences

### K.A.S.H.

Facebook: <https://www.facebook.com/groups/1449516315310186/>

Company website: <http://kievafrikaner.blogspot.com>

Uniform: Any green/woodland or blue camo with matching pants (including Krytek Mandrake). Any color/camo vest except black.

Charity: Team Rubicon

## GENERAL RULES

### 1. MILSIM HIT RULES

These advanced hit rules are meant to simulate combat injuries and protective body armor. Any BB hit to any part of your body or clothing counts as a hit. If hit by multiple BBs in rapid succession, each BB hit will count.

#### Body Hits

- 1.1. The player will cease combat, wave their arm and call out loudly "Hit!" Expect to continue to receive hits due to game noise, so get out of the line of fire.
- 1.2. The player will waive their red rag, tuck it into their goggle strap and drape it over their head. This will help keep the player as hit.
- 1.3. The player will sit or lie down and wait up to 3 minutes in place for their Bleedout Time (see 10.0). Hit players may not move on their own but may be dragged by other players or a Medic.

##### 1.3.1. Fatal Hit

A hit to the head, torso, groin, or a Wounded/Bandaged Limb (see 11.0) are major injuries. The player is KIA after a 3 minute Bleedout (see 12.0) which can be shortened by intervention by a Medic (see 11.1)

##### 1.3.2. Wounding Hits

Hits to limbs are less serious allowing the player to return to play **IF** they are treated by a Medic within their Bleedout time (see 10.0).

- 1.3.2.1. Due to wound trauma, the player's hit limb becomes disabled and may not be used until a player respawns. (see 11.3)

- 1.3.2.2. A 2<sup>nd</sup> hit to a wounded or Bandaged limb is a Fatal Hit (see 11.0)

#### 1.4. Body Armor

Absorbs one BB hit instead of the BB scoring on a player's body. Once hit, the body armor is "damaged" and loses its protective ability until the player respawns. Subsequent hits on "damaged" body armor will count as Body Hits.

##### 1.4.1. After calling "Hit" (see 1.1 above) the player will seek cover

- 1.4.2. To simulate the disorienting impact of a projectile hit on body armor, the player will sit down and cease fire for 30 seconds.

- 1.4.3. The player will loudly yell "Body Armor!" and return to play.

- 1.4.4. Armor only protects when it is hit instead of the players body. If a BB hits at a gap in the armor, then the hit will count as a Body Hit.

- 1.4.4.1. **Hard Helmet:** Absorbs (1) BB hit

- 1.4.4.2. **Plate carrier:** Absorbs (1) BB hit

- 1.4.5. Utility vests, ChiCom bandoleers, LBVs, SAAV and other pouch systems do not offer ballistic protection properties, and are **NOT** body armor.

- 1.4.6. Chest rigs offer no protection for hits on the back.

**Example:** Bob wears a replica FAST helmet and a MOLLE plate carrier vest. Bob turns a corner and is hit by 3 BBs. One BB's hit chest, one hits his helmet and one on his right arm. His chest rig and helmet absorb a BB hit. He calls out "Hit" and sits down for his Bleedout Time and calls for a Medic to treat his arm.

**2. Weapon Hits**

Hits to a weapon disables it. Hits to a disabled weapon counts as a hit to the player.

**3. Friendly Fire**

Hits are never friendly. There are no do-overs in the real world

**4. Ricochets Hits Count**

Ricochet's can wound or kill in real life.

**4.1.** In addition, sniper shots from long range may not hit very hard and are often dismissed as a ricochet, which is another reason ricochets are valid hits.

**5. Safety Distance and Bang Bang Kills**

- 25ft Limited Use guns and launchers
- 10ft All Access Guns

5.1. If enemy players are closer than Safe Minimum Distance, take a few steps away and get to a safe distance before firing. Be responsible

5.2. If a player gets the drop on an enemy within Safety Distance, they may use a limited **Bang Bang Kill**

5.2.1. Bang-Bang Kill is limited to 2 enemy players per engagement

5.2.2. If  $\geq 2$  Enemy players are engaged, the attacking player is also hit and KIA

5.2.3. Bang Bang kills are fatal and players will wait their full Bleed Out

5.3. If players meet by accident at point-blank range, both players are expected to call themselves out and accept a mutual kill.

**6. No Blind Firing or Corner Sighting Aids**

No firing around corners or windows without a direct line of view along your weapon and presenting a viable target to your opponent. It's not MilSim but it's fair-play.

**7. No Firing through Mouse Holes**

Do not fire through holes or gaps unless you can fit your entire head through it.

**8. Hand Grenades/Mines**

Gas powered hand grenades have a hit effect in the game. Electronic, non-expelling, or non-detonative (dud) devices have no hit effect.

8.1. Fatal Hit area of effect: 15ft radius or 1 room

8.2. Cover: Players who are completely behind hard cover are unaffected

8.3. Safety: Grenades must be tossed underhand

8.4. Warnings: A warning must be yelled prior to toss, "Frag out!"

**9. RPG/Launchers**

9.1. Shower Shells are frag rounds that count as a hit if the player is hit by a BB

9.2. Plastic/Foam warheads can be used as an anti-material round against walls and structures. Fatal Hit Area of Effect: 1 room of 15ft behind the wall hit

**10. Bleedout**

When a player takes a hit, they immediately start their **3 minutes** 'Bleedout' time to simulate shock and allow enemy players to loot them as part of mission objectives.

1.1. Players will sit or lie down in place and place their red rag on their head

1.2. If approached by an enemy player with a video camera, the player must supply their name/callsign if asked

- 1.3. Players will refrain from conversation with friendlies and may not provide intelligence to on enemy locations
- 1.4. Players may call out for a Medic/Corpman
- 1.5. Bleeding players may be dragged or carried by live players but the wounded player can not aid them by walking on their own power
- 1.6. If a player remains untreated by a Medic after 3 minutes, they will be KIA from blood loss and shock. They will proceed immediately to the Staging/Spawn. They are Out of Play and may not interact with live players of any side.
- 1.7. If a player is hit again during their Bleedout, they will count those hits and may become Fatally Hit.

## **11. Medic/Corpsmen First Aid**

A Medic can shorten a player's Bleedout time by rendering First Aid.

- 11.1. **Fatal Hit** (see 1.3.1): the Medic stabilizes the player for immediate MEDICAL EVAC (proceed to spawn) as KIA player (see 12.0).
  - 11.1.1. The Medic will confirm the player's red rag is tucked securely
- 11.2. **Wounding Hit** (1.3.2), the Medic bandages the player's hit limb by tying the player's red rag around the limb. The player will immediately return to play with the following limitations:
  - 11.2.1. Bandaged arm = Can NOT be used to reload, steady or fire a gun
  - 11.2.2. Bandaged leg = Player must limp and can NOT run
  - 11.2.3. Two Bandaged legs = Player is immobile unless aided by another player

## **12. KIA**

After a full 3-Bleedout or MEDICAL EVAC by a Medic, the player becomes KIA (Killed in Action).

- 12.1. Players tuck their red rag into their goggle strap (untying any bandaged limbs) and display their red rag prominently on their head
- 12.2. Players are Out of Play and may not interact or communicate with live players. KIA players are limited to informing others that they are "KIA".
- 12.3. Players will proceed directly to the Staging Room and seek a yellow Field Ref to be organized into Respawn Squads by faction

## **13. Insert Respawn**

To simulate reinforcements arriving via fast roping from a helicopter the Field Refs will insert Respawning Players into the field in locations determined by the Staff

- 13.1. Field Refs will escort the Respawn Squad around the building exterior to a specific room or area in the field to return to play
- 13.2. Once directed to respawn the players will first remove their red rag from their head and secure it so it is not visible.

## **14. Phridum's HiCap Rule**

To simulate MilSim mag changes, players using hicap magazines must eject their magazine when they wish to wind it. Any player caught winding their hicap magazine while inserted into the gun will be called out as 'hit'.

## MISSION LIST

### PRIMARY MISSION

- MoonDomination 100pts/hr (400 pts max)  
Dominate control of the Costa Refinery's Data Server. Task: Accumulate the most time on your faction's digital timer in the silver/black/yellow control box.
- The box may NOT be moved.
- The colored buttons both START and STOP each faction's timer
- Start your faction's timer
- Stop any enemy's timers
- Timer will be reset to (0:00) every hour and the winner for that hour is scored
- Players must evacuate the room contacting the Box after activating their timer

### BONUS MISSIONS

Each hour, faction CO will be given 2 random missions from this list. Teams must complete a mission within 60 minutes to score the points. CO may choose to decline the mission but if accepted, any uncompleted mission will count as negative points.

- VIP Protection -100pts

A government official loyal to your client must be protected from assassination.

**Task:** Each team will receive a balloon that must remain intact until the end of the period. Setup: A team's respawn squad is given a balloon and must defend it. If a balloon pops for any reason, then your VIP has died of his wounds.

- VIP Assassination 50pts / Kidnap 100pts

Take out a government crony in league with your client's rival.

**Task:** An enemy faction has a balloon representing a VIP. Pop the rival company balloon while on video or bring back pieces of the balloon to the GM.

Bonus: Kidnap and bring the balloon to the Airport Control tower and get visual confirmation from GM.

- Headhunt 50pts/team (100 max)

Your client wants you to assassinate the enemy COs and provide proof that their enemies are led by a 'war criminals' for their public relations media campaign.

**Task:** Take out the enemy commander and before he bleeds out, take a video of the enemy Commander identifying themselves, or a Selfie of you and the enemy CO during his bleedout. KIA Commanders returning to spawn are not valid.

Videos must be clear and distinguishable. Setup: Teams must have a digital camera or camcorder enabled phone

- Surveillance 50pts/team (100 max)

Your client wants proof that their enemies have hired 'heartless mercenaries' for their public relations media campaign.

**Task:** Sneak enemy territory and record 60-seconds of uninterrupted footage of an enemy CO commanding their troops. Videos must be clear and distinguishable. Setup: Teams must have a digital camera or camcorder enabled phone

- IED Kill 50pts/team (100 max)

Create fear and uncertainty in your enemy by planting IED's.

**Task:** Take a video of the set up of a booby trap using a trip wire hand grenade or claymore. Video a successful multi-casualty attack an enemy team(s). More than 1 enemy player must be hit by the blast. Take a video of the kill or of wounded enemy players identifying themselves and confirming being hit by the explosion. Videos must be clear and distinguishable. Setup: Teams should have a hand grenade or claymore, duct tape and trip wire. They must have a digital camera or camcorder enabled phone

- Sniper Cam Kill 50pts/faction (100 max)

Bolster your client reputation through an audacious long-range kill on video!

**Task:** Film a video of an enemy player being shot by the sniper through the sniper's optics. Video must be clear and distinguishable. Setup: Teams must have a digital camera mated to a rifle with magnified optics.

- Pistol Kill 50pts/faction (100 max)

Bolster your client reputation through an audacious close-range kill.

**Task:** Score a pistol-only kill on each of your enemy teams. Take a video of the kill or of the enemy player bleeding out, identifying themselves and confirming the kill on camera. KIA players returning to spawn are not valid. Videos must be clear and distinguishable. Setup: Teams must have a digital camera or camcorder enabled phone

- Shotgun Kill 50pts/faction (100 max)

Bolster your client reputation through an audacious close-range kill.

**Task:** Score a shotgun-only kill on each of your enemy teams. Take a video of the kill or of the enemy player bleeding out, identifying themselves and confirming the kill on camera. KIA players returning to spawn are not valid. Videos must be clear and distinguishable. Setup: Team must have a player with a shotgun. Team must have a digital camera or camcorder enabled phone

- Hand Grenade/RPG Kill 50pts/faction (100 max)

Reduce your enemies' ranks by taking out multiple units.

**Task:** Score an airsoft grenade or BB-shell kill on each of your enemy teams. The attack must take out more than one player per event to be a valid attack. Take a video of the kill or of enemy player identifying themselves and confirming the kill. KIA players returning to spawn are not valid. Videos must be clear and distinguishable. Setup: Teams must have a digital camera or camcorder enabled phone

- Propaganda Video 100pts

Your client wants documentary footage of your team commander portraying him as a 'freedom fighter' to release to the media.

**Task:** When instructed by the GM via radio, each team commander must make a  $\geq 1$  minute video, answering the question posed by the GM. Videos must be clear and distinguishable. Setup: Teams must have a digital camera or camcorder enabled phone.

- **Tank You** 100pts

Islamic State militants have stolen a tank and threaten to take control of facility. Your client wants you take out the threat and use video of your success for international PR.

**Task:** Find special warheads hidden the field and successfully fire it and hit the tank with 2 warheads to destroy it. You must get the rocket launch and tank hit on video. **Setup:** Teams must have an airsoft 40mm grenade launcher and a digital camera or camcorder enabled phone.

- **SAM I am** 100pts

Your client wants you to set up a mobile SAM site outside of the airport to defend against possible attack by rebel drones.

**Task:** Find 2 rockets and the launcher mount in the field and assemble all 3 parts of the SAM system to the front of the Airport Tower. Defend it against being stolen by rivals. . **Setup:** Teams must have a digital camera or camcorder enabled phone.

- **Seeds of Chaos** 100pts

A valuable shipment of genetically modified Quadrotriticale seeds has been looted from your client's warehouse. To add insult to injury, the thieves not knowing their true value have carelessly dumped the seeds. Your client needs you to recover enough seeds to start growing Quadrotriticale in Ubinda

**Task:** Find 100 or more seeds scattered in the field

- **Sparkle** 100pts

Your clients enemies have stockpiled relief food and goods in a warehouse to buy votes in an upcoming election. You must find the warehouse and designate it for remote bombing by drone.

**Task:** Pick up a laser designator device from a secret operative in the field, infiltrate enemy territory and find the warehouse and illuminate the target with the laser for 5 minutes. If your laser breaks contact with the target the digital timer will reset to 0 and you will have to paint it again for the full 5 minutes

- **Building Blocks** 100pts

To gain local votes for their political allies, your client wants you to set up a new school shed using prefab building materials supplied by a NGO.

**Task:** Find containers in the field containing shipping boxes. Bring the containers to the schoolyard basketball courts and assemble the boxes to form a small building with a doorway with at least 75 of the boxes. Defend the building from destruction. It has to be intact for 30 minutes.

### **Guidelines for Players at our Games**

We expect all our guests to be 'gentlemen/ladies' and be on their best behavior and to play with a mature attitude:

- No trash talk on the field or on the boards.
- If there's any doubt, call yourself out. You'll rejoin the game soon enough. It's your chance to reload and hydrate.
- Don't call other people out (address any non-calling of hits to yellow shirted Field Ref)
- If you have a problem with somebody on the field. Radio for an official to help sort things out. Settle things with a handshake on the field not a rant on the boards. Be the grown up.
- Always bring a red rag and wave it when you get hit. This shows your opponent that you are playing honorably and recognizing your 'hit'.
- Don't bend the rules for a cheap advantage. Airsoft is a game of honor and that requires integrity. Don't play like a douchebag.