

Clear and Present Danger

GAME SCENERIO

The United States Coast Guard cutter *Panache* intercepts a yacht in the Caribbean Sea, discovering two Latino males cleaning up after executing a man and his family. Through a mock execution, the Coast Guardsmen coerce the executioners to confess to the grisly murders. However, it is later learned that the murdered man was part of a money laundering scheme within the Medellin Cartel; upon further investigation, it is discovered he had laundered and embezzled approximately \$650,000,000 in US Dollars.

The details of the expedition quickly percolate up to the office of the President, who calls for a change of direction in the War on Drugs. The incumbent president feels compelled to take drastic measures against the drug trade in the United States because election-year mudslinging has revealed his failure to generate returns on campaign promises regarding the drug-trafficking in the United States. The President's challenger, J. Robert Fowler, has rallied the public behind the administration's failure to curb the drug trade, and forces them to take a harder, more active stance against drug importation.

In order to combat the source of drugs, the President feels that initiating covert operations within Colombia is the most efficient response. The CIA concocts a bold plan involving a sudden step-up of airborne-interdiction operations against aircraft believed to be entering US airspace with the intent to distribute narcotics. In order to positively verify targets, the CIA also dispatches a Rangers unit to illegally invade Colombian territory and visually stake-out small airstrips dispatching and receiving drug-trafficking aircraft. The units, verifying and reporting departing drug flights, dismantle and destroy the airstrip after the aircraft is shot down or captured.

TEAMS:

U.S. Special Forces: Home Base, Ft. Stafford (grid E-3)
Dead Zone 3, Entrance # 1
Key Player: Special Agent Clark

Columbian Government: Home Base, Small Fort (grid G-4)
Dead Zone 2, Entrance # 2
Key Player: General Franco

Columbian Drug Cartel: Home Base, Terrorist house. (grid G-7)
Dead Zone 4, Entrance # 3
Key Player: Ernesto Esconedo

**EACH TEAM MUST ONLY USE THEIR DESIGNATED
DEAD ZONE AND INSERTION POINTS.**

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SAFETY: All normal, paintball safety rules apply. At no time will a player remove their eye protection while on the playing field. A fogged mask is no excuse. Get the attention of a referee who can escort you off the playing field.

INTEGRITY: Doing what is right when no one is looking. Paintball is best played when everyone plays fair. Wipers and cheaters will be removed from the field if caught. Save the wiping for the Port-a-John.

REFEREES: The Referees' word is final. Do not argue or you will be removed from the game. We understand adrenaline is flowing. However, you must understand the ref is for your safety first and fair play second. Do not argue with them.

GUN SPEED: Gun Speed will be limited to 280FPS. All guns must be checked and tagged before entering the field of play. Guns will be limited to 15 PBS.

NO RAMPING ALLOWED: Anyone, in the opinion of a referee, who is over shooting or blind shooting, will be warned one time and their card marked. Another warning will result in a removal from the game.

LAW: Anti-tank weapons are for use against Tanks Only. Do not use rockets against bunkers or players. All weapons and gear must be approved for use. Only Nerf-style rockets will be approved.

FIELD PAINT ONLY: Anyone found to be shooting paint not purchased at the game will be subject to removal from the game. No exceptions.

FENCES: Never cross over a fence. If you come to a fence marked with field tape, you are at the end of that particular field of play. Turn around and go back into the play area.

SMOKE: The use of smoke is encouraged. However, only COLD SMOKE is authorized. If you are in doubt, see a referee.

REGENERATION: Eliminated players may regenerate at their DEAD ZONE. If they walk with barrel plugs / bras and guns raised, they may proceed to their Command Post (cp) without being shot. However, once barrel devices are removed they are fair targets.

REINSERTION: If a player leaves the playing area, they must reinsert from their distinct entry point. These points are marked on the map. Each entry point has a clearly marked area where shooting is NOT allowed. This should allow for each team to reinsert without fear of being slaughtered while returning to the field. **Give people a fair chance at reentry. NO CAMPING AT ENTRY POINTS. Camping is unsportsmanlike and will result in removal from the game.**

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DEFINING KILL SHOTS: A “Kill Shot” will be defined as when ANY paintball hits and breaks open and leaving paint. If a paintball bounces off, it is not a kill shot. Paint splatter from paintballs breaking on bunkers, bushes, etc. is not a kill shot. Paint grenades do not need to hit a player to count as a kill shot. Any paint spray from a grenade that lands on a player is a kill shot. Field medics are allowed to heal individuals on the field. See rules for medics. If you declare a hit or raise your hand, it is a hit even if you discover there was no break of paint. If there is a question, call for a referee to perform a paint check. SEE RULES FOR FIELD MEDICS

DEFINING KILL SHOTS FOR GHILLIE PLAYERS: Unfortunately, ghillie players are at an advantage when it comes to paintballs breaking on contact as the ghillie suit generally provides enough cushion to keep paint from breaking. Therefore, any ghillie player is considered killed when a paintball strikes them, regardless of the paintball breaking or not.

PAINT CHECKS: When in doubt, ask for a paint check. When a paint check is being performed you are not allowed to advance on the player being checked. If you call for a check and then advance, you will be sent to your dead zone and your card will be marked. Repeat offences will result in removal from the game.

TEAM MARKINGS: Each team member will be marked with colored duct tape on each upper arm area. You must not remove the tape. Removal of the tape is grounds for removal from the game.

SURRENDER RULE: If you find yourself within 10 foot of an opposing player, offer them the chance to surrender. They have the options of surrendering or firing on you. If they decide to attempt to fire, they are fair game. If they raise their hands in surrender, allow them to go to their dead zone.

RADIOS: Radio frequency searching or sweeping is allowed. Communication security is up to each team. There will be NO disruption to the HQ channel. This channel must remain open and free of chatter in order to facilitate the game.

BARREL BLOCKING DEVICES: A barrel plug or barrel sock is MANDATORY when you are not on the playing field. ALL markers and other launching devices must have the ability to be protected.

MISSION CARDS: Mission cards will be issued to the generals by the referee team.

START TIME: Teams will be in place at their designated home base or command post at 10:00 hrs. The game will start when the officials notify each time. At no time shall players wander the course between 0800 and 1000 hours.

KEY PLAYERS: The capture of these individuals will result in an addition of 100 points. Killing a Key Player = 50 points. The captured, they may be held for 15 minutes and then be released with safe passage (judge escort if needed). If killed, they must be

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taken to the closest judge who will report this by radio. They will then travel directly to their dead zone and resume play after reporting to the dead zone. The Key player is the only person who input cards will be distributed. If you key player is dead, he will not be able to receive inputs until he is reinserted. Keep your Key Player alive at all cost.

FIELD MEDIC: Each team will receive 3 medics. This medical person will be allowed to “heal” players in play. If no medical attendant is available, the wounded or killed player will work their way back to their assigned dead zone regardless of distance. Head shots and center mass body shots are not healable. You must go directly to your dead zone if you receive such wounds. Arm and leg shots are healable. If you are shot in the arm, leg, foot, hand, etc. and can get to a medic, you may do so; otherwise, proceeded to your designated Dead Zone for reinsertion. You may not shoot while “wounded” but you may be shot at. Center Mass or Head Shots while “wounded” will result in a kill. If you are wounded and raise your gun (the “dead man” walk) you are declaring yourself out and must proceed to your designated Dead Zone. Field Medics should be protected. If you capture a medic, or kill a medic, you may take their arm band and use it to create an additional medic for your team. Medics who have had their arm bands taken away can try to recapture another medic arm band.

PYROTECHNIC DEVICES: Each team will be given the opportunity to use pyrotechnics. These can be used to attack or destroy another camp’s defenses. Use them wisely, you have limited opportunities. Once exhausted, you will not receive more. When needed, call the Game manager and request a pyrotechnic strike. Provide grid coordinates and the desired time for the strike. You must give adequate lead time. The Game Manager will tell you if this strike will be possible or if it will be delayed. Once the strike occurs, the Game manager will inform the field judge of the success. Strike success is determined by the roll of the dice by the Game Manager.

HOME BASE: Each team must control their home base at all times. Each loss of the home base will deduct 100 points from their total score. It is imperative you keep your home base. At the top of the hour, each facility held will be assessed for points.

MISSIONS: Missions will be carried out throughout the day. Each mission will be worth 250 points unless otherwise noted.

TOP SPY: The Columbian Drug Cartel has a Cuban Intelligence Officer named Felix Cortez. He is an invisible agent who works all 3 sides feeding false information as well as good information to each team. He will carry the identification of each team and can lie at will. It is his job to create as much chaos and confusion as possible. If he is captured, he is to be held for 15 minutes and released. At no time will the capturing team identify this agent to the other teams. As the spy’s hidden identity is imperative to several portions of the game, revealing the spy’s identity will result in removal from the game. They may choose to use him to their advantage. However, he can never be fully trusted.

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FIELD COMMUNICATIONS

FIELD JUDGES: Channel 4

US SOF to HQ: Channel 8

COLUMBIAN GOVERNMENT to HQ: Channel 12

DRUG CARTEL to HQ: Channel 16

Radio frequency searching or sweeping is allowed. Jamming is not.

Each team may use alternate communication channels for their own purposes. However, to communicate with the game coordinator, you must use the assigned frequencies.

Communication security is up to each team.

There will be NO disruption to the HQ channel. This channel must remain open and free of chatter in order to facilitate the game.

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SCORE KEEPING

Capture of Key Players: 100 points

Killing of Key Players: 50 Points

Holding your Command Post at the top of each hour: 100 points

Loss of home base: -100 points

Actual Field Missions: 250 points

Supply Missions: 100 points

Drug Missions: 100 points

Disruption of said missions as determined by the referee: 100 points

BEING REMOVED FROM THE GAME FOR UNSPORTSMAN LIKE CONDUCT OR OTHER SUCH INFRACTIONS WILL RESULT IN A 250 POINT PENELTY FOR YOUR TEAM. YOU WILL ALSO BE BANNED FROM FUTURE EVENTS AT WOLF CREEK.