

Viper RTS Rules ver 8.0

Real-time Strategy Paintball

Welcome to the next evolution of paintball!

Before you are allowed to participate you will be required to sign a form stating that you know, and understand, the rules contained herein. It is important for reasons of your own safety and enjoyment, as well as that of your fellow players, that you know these rules and abide by them.

No non-event paint allowed unless otherwise specified by event promoter. Use of unapproved paint on the field is grounds for immediate ejection from the property with no refund.

It is important that you understand that this is not "scenario," "big game," or anything else that exists currently, although it has aspects that are similar to both. The goal is to put more control in the hands of the commanders and players while providing more continuity throughout. Whereas now you may be sent on a mission to patrol between two or three coordinates, the mission was handed down to your commander by the game director. Your commander doesn't know what purpose this patrol serves, and neither do you. Therefore you are simply jumping through hoops for points. Everyone has a basic need to know why he or she is doing something. We hope that this new system will provide that missing element. The new format will provide goals for the commanders, but it will be up to them to decide what goals they will take, when they will take them, how they will hold them, and how long they choose to keep them. A Computerized Tracking System will track, in real time, the rewards for control of these objectives. Some will yield points toward your score, while others will produce resources that can be used as money. Many objectives also yield awards at timed intervals such as cards to create medics or engineers, or even material things such as helicopters.

When the game begins your side will have seven flags (less flags than objectives), and your commander should have a plan of action. He will appoint flag teams to capture objectives. You may be able to walk up and post your colors unopposed, or you may have a battle on your hands. It will take an unaided group fifteen minutes from the time they post their colors before they have control of the objective. If they have one of the requisite types of specialists for that particular objective (engineer, nuclear physicist, medic, etc) the judge will subtract five minutes from their time. If they have both types of specialists (in the event that two are specified) they will save five minutes for each type. Thus they will only have to control the objective for five minutes before it becomes activated for their side.

Once the objective becomes activated the "Viper RTS" proprietary software will begin to add points to the controlling team's score, or resources to their account, on a second-by-second basis. The timer for that objective will also be initiated, and the commander will be notified during updates as any bonus generated by that objective becomes available. He will only be notified if the timer has released the bonus and the team has enough resources to pay for it. Once notified the commander can choose to pay for the bonus or leave it in "queue" for purchase/use later. If you lose control of an objective any bonuses in its queue are lost as well. The timers do not restart for the next bonus until the one in queue is purchased.

Non-game rules

Pets: No pets are allowed due to the fact that no insurance company covers the liability. Although we are sure you have "the nicest puppy in the world" we cannot risk our business and livelihood for it.

Alcohol: Adults of legal drinking age are allowed to consume alcoholic beverages up to 2am Saturday. At that point consumption of alcohol is prohibited until after the end of play Sunday afternoon. All cans or bottles must be in a "Koozie" or other container cover. This is solely in the interest of not flaunting the consumption of alcohol in pictures or to patrons. *Any consumption of alcohol by anyone in attendance (playing or not) between 2am Saturday and 2pm Sunday will be considered grounds for immediate ejection from the property with no refund. Any consumption of alcohol by minors, or providing alcohol to minors, will be grounds for immediate ejection from the property with no refund.*

Equipment and supplies

Player badge: When you check in you will receive a Player Badge. **DO NOT LOSE THIS. It will not be replaced for any reason!**

Armband Tape: This will be provided by your commander or one of his officers, not by the event staff. Medics must also wear a white armband. We ask that the commanders tape both arms with their team color so as to allow their own players to identify them. Due to the nature of this format, all players are required to wear their team armband tape. It must be clearly visible on your bicep.

Markers: Any commercially produced, commonly available .68 caliber paintball marker may be used. Any gun that can be adjusted on the field, without tools, is required to have a locking device to prevent this from being possible. **During daytime segments** non-assisted pump guns may chrono up to 300 feet per second, while all others are limited to 280 feet per second. **During nighttime segments** all guns must be set below 250 feet per second. **No mode is allowed that yields more than two shots from the first two trigger cycles.** Ramping and other modes are limited to 13 balls per second max. You must also have a "barrel sock" for covering the end of your barrel in all non-play areas. **Barrel plugs are not acceptable.** Players caught with no barrel sock on their barrel in an off-field area other than the chrono may be ejected from the event with no refund. This includes guns with no paint or air. **If it has a barrel it is required to have a barrel sock on it. Period.**

* Full auto may be prohibited at some fields.

LAW Rockets (Nerf Launchers): We **do not allow** the use of "sabot" rounds (wads of paintballs) or grenades as projectiles from launchers. You must use Nerf brand "Mini Vortex" or JCS "F-69" foam rockets. The only modification to these that will be allowed is trimming of no more than ½ inch off of each of the three fins. All launchers must be chronoed at less than 140 feet per second. These devices are for hard targets only such as helicopters, vehicles, buildings, bunkers, bridges, etc. These devices may be used during daytime segments only. You must have a "Heavy Weapons Specialist" card to use a LAW on the field, and all launchers must be approved before use.

Goggles: Goggles must meet ASTM and insurance requirements, must be unaltered, must provide full face, eye, and ear protection, and must have suitable, uncracked and undamaged lenses in them. Players caught lifting their goggles, or breaking the seal of the goggles against their face, may be ejected with no refund. Be smart! Be SAFE!

Radios: Players are encouraged to purchase radios and use them at the event. The most common are "FRS" radios such as the Motorola "Talkabout." This type of radio can be found at almost any store, sometimes even grocery stores, and often under twenty dollars. Keep in mind that, just as with everything else, you get what you pay for. Players may use radios on the field, in the staging area, and even while in the hospital. However, you may NOT use your radio between the time you are eliminated and the time you either leave the field or report to a hospital. During that time you are considered "dead" or a non-entity. After you report to your hospital or step off the field you are considered "reinforcements on their way to the battlefield." You may monitor any frequency you wish *with the exception of the referee channel.* Anyone caught monitoring the referee channel will be ejected from the event without refund, and their side will be assessed a score penalty.

Prohibited equipment: No tools or knives may be carried on the field. No personal fill stations allowed on the premises. Any items found in violation will be confiscated and may, or may not, be returned after the event. No unbreakable trip wires. No pyrotechnic devices. No unapproved smoke devices.

During play

Referees: Referees will be wearing traditional black and white striped referee shirts just as with any sporting event. Do not argue with a referee under any circumstances. If you disagree with a call ask them for their Judge number and see the Ultimate Judge or event director.

Player Refs: There a number of experienced scenario players who serve as "Player Refs", our version of undercover cops. They are constantly watching for cheaters and unsafe players. They can also be helpful for answering questions if you cannot find a field referee. However, they are prohibited from signing off on any mission cards.

Eliminations: If you are marked by a direct hit from a paintball (even if the ball itself ricocheted) and it breaks on you and leaves a quarter-sized mark, you are eliminated. During the nighttime segment (immediately following dinner break) **all hits count whether they break or not.** If you are wearing a "ghillie suit" all hits count *on areas covered by this material.*

* **It is important that you "get up and out" as soon as you are eliminated. Get your gun high above your head and run out of the bunker! With the large number of players you will encounter it is hard to hear someone shouting "Hit!" while he/she searches for their barrel sock, and players will continue to shoot thinking you are still in. "Get up and out" and get away from the lines of fire, then search for your barrel sock!**

Barrel-tagging: You may "barrel-tag" players and eliminate them without shooting. The barrel must be at least 8 inches long, and in plain sight (not hidden up your sleeve) and you must immediately say, "Barrel tag!" when you touch them with it. Barrel-tagged players are immediately eliminated and are to walk away quietly. Failure to do so will result in a judge punch. After you have exited the area you may declare that you are eliminated as you continue to your hospital or an exit. Barrel tagged players cannot be healed by medics.

Surrenders: We request, whenever possible, that you request players within 20 feet to surrender. This is not a hard and fast rule, but a strongly suggested guideline. We also recommend that players who are given this option accept it graciously. The player who asked was displaying good sportsmanship. Please don't reward them with a close shot. Thank them for not shooting you at close range and report to your hospital.

Grenades: Grenades may be used during daytime segments only. In order to be considered an elimination there must be enough paint on the player to be collected into a mark the size of a quarter. One or two specks will not be counted as an elimination.

Game Start: When the game begins your commander will already have a plan and be ready to put it into action. Be sure that you are at your base and ready to go when each segment begins! This can mean the difference between victory and defeat! For the first thirty minutes of each segment players who have not yet been in play may enter directly to their base. Once you are hit you must wait for the next insertion window to open.

Hospitals and insertions: Players who have not yet played during that segment of the game may insert directly to the base during the first thirty minutes of each of the three segments. Regular insertions are every twenty minutes, with the "insertion window" of five minutes. When you are eliminated you must either leave the field or report directly to your team's nearest hospital. This may be your primary hospital or your field hospital. The field hospital is a non-scoring objective (NSO) that provides an insertion point closer to the action. You may insert directly into play from either of these hospitals during an insertion window. You do not need to report to your command bunker unless you choose to, or your commander chooses for you to do so. Enemy players may not set up within 25 feet of either hospital with the intent of "spawn camping" the insertion. You may *not* use the "field hospital" objective for insertion at the beginning of a segment of play. That means that you must start at your base when we resume play after the dinner break as well as on Sunday morning.

Command Bunkers The same rules apply to the command bunkers as you are used to playing with. This is also where your commander will receive updates on the situation in the field, and what bonuses he has available. This will be done through the "base judge." There is no firing into/out of a command bunker. Props may not be taken into, or stored in, the command bunkers. No guns are allowed inside, and no opposing players are to enter. To eliminate players inside you simply set your foot inside the first doorway and shout "ALL DEAD!" at which point the referee will remove all eliminated players. All players eliminated in this way are treated as "head shots" (no medics). THERE ARE NO POINTS FOR OVERRUNNING A BASE. Additionally, unlike scenarios the commander isn't relying on missions coming in from central command, so blowing up his bunker accomplishes very little.

No player may eliminate another player wearing the same color armband within fifty feet of the command bunker.

Simulations

Helicopters: Basically a silhouette on a pole, this represents players who are airborne in a transport chopper. The helicopter can transport 5 passengers and a pilot. You must have a judge initial and record your time of takeoff and landing. Each flight lasts a maximum of thirty minutes. You must take off and land from your base. You refuel by landing at your base and having the judge initial another takeoff. No one may fire at ground targets while riding. Passengers MAY fire at other aircraft's passengers and pilots while in flight. If a passenger is hit in this way he is eliminated. If the PILOT is hit the aircraft crashes. You and your passengers may fire at ground targets only after you land. The pilot lands by dropping to one knee. Anytime you land you must wait ten seconds before taking off again. No one on the helo can fire for five seconds after you land. If you are about to run out of fuel you may land and have fuel delivered to your aircraft. It may then take off again. Any player can eliminate a helicopter itself by firing a Nerf rocket so that it breaks through their group. You do not need to hit a player or the pole.

Tanks: Any motorized vehicle must carry its own liability insurance, and list the host field owner and Kerry Rosenberry as "additional insured." You are limited to fast walking speed. It must have a clearly visible way for players to discern what color the tank is allied with, and it must have a bright orange flag that can be hoisted if it is eliminated. You can take out a tank with a satchel charge or a LAW (Nerf launcher). You can disable it (no movement, but it can still fire) for five minutes with a paint grenade. Players near a motorized tank may not get within 20 feet of the tank while the motor is running. Intentional violation of this by tanks or players will result in disciplinary action. Human powered tanks are not bound by this rule. Guns to be fired from the tank may not use full-auto mode, and are limited to 260fps. **All tanks must be cleared with the event director no less than three weeks prior to the event or they will not be allowed on the field. No exceptions! (See Viper Scenario Rules for further tank info)**

Vehicles are not to be driven after the dinner break. However, they may be parked near the HQ and used as a stationary bunker. They may re-enter play Sunday morning.

Taking objectives To take a field objective you must approach it and post your colors in the flag holder. At that time the objective judge will start a timer. If you have any specialists they can reduce the capture time. (See chart below) They must be within 20 feet of the flag for the time reduction to apply.

It is possible that there may be two flags on an objective at one time. If both are competing for control of a neutral objective the first one who is on station for the required time will win, and the losing flag will be removed. ONLY A REFEREE OR AN AGENT MAY REMOVE AN OPPONENT'S FLAG FROM AN OBJECTIVE. If you are attempting to take control of an opponent's objective the opponent's flag will be removed upon completion of your time-to-control. Until their flag is removed it is still under their control. You may also choose to destroy an objective with explosives or rockets. Destroying any scoring objective (S.O.) or Non Scoring Objective (N.S.O.) will result in a penalty to your score, but it will immediately remove all flags from the objective. Penalty for destroying the first structure is 50 points. The penalty doubles for each one you destroy after that.

Flags Each side will start with a predetermined number of flags. The number of flags will be less than the total number of objectives on the field. This means you must choose which objectives you wish to capture. Flags are presented to the commanders at their bases, and the commanders may distribute them to whomever they wish. Flags may be passed from player to player. They are not considered "props" with regard to the rules. If you are eliminated you must drop the flag. A teammate may pick it up and continue with it, but enemy players may not. The field referees will collect unattended flags, and those from buildings captured or destroyed by the opposing team. Anytime a flag is collected in the field the referee will call the referee at the command bunker and have him issue a replacement to the commander, and the one in the field will be cycled back to the command bunker. In this way each side will always possess the same number of flags.

Objectives In the days prior to the event the commanders will be provided with a list of the objectives that will be used for the game and which specialists can reduce the capture time, as well as the bonuses they provide and how much each bonus will cost. SO's (Scoring objectives) provide points toward your score...ie: winning the game. NSO's (non-scoring objectives) provide other rewards, but no score points. There are many types of objectives that will be available in the future, and the commanders will be able to choose them in the weeks before the game. There will always be more objectives than you have flags to capture them with, so the commanders will have to choose which ones to take, when to take them, and how long to try and hold them. One of these must be on your command bunker in order to be in possession of your base.

Scoring objectives (SO's)	Aids in capture	Bonuses for possession	Timer	Cost
Airbase	Engineer, Comm Tech	Para Drops	1:00	\$50.00
Commcenter	Engineer, Comm Tech	Cash Hack (Up to \$200 per)	1:00	\$50.00
		Comm Tech MOS	1:00	\$40.00
Spec Ops Center	Engineer, Agent	Agent (or agent upgrade)	1:00	\$100.00
		Special Bonus Mission (Points, Money, or ?)	1:00	\$20.00
		Espionage Card	0:30	\$40.00
Sniper School	Engineer, Sniper	Sniper MOS	1:00	\$50.00
		Sniper Shot X 2	1:00	\$50.00
Flight School	Engineer, Comm Tech	Pilot MOS	1:00	\$40.00
Engineering School	Engineer (2 maximum)	Engineer MOS	1:00	\$40.00
		Engineering Supplies	1:00	\$20.00
EOD School	Engineer, Demo, HWS	Demo MOS or HWS (Heavy Weapons Specialist)	1:00	\$40.00
		C-4 X 2	1:00	\$20.00
Non Scoring Objectives (NSO's)				
Headquarters	Any two specialists	Regular Situation Updates	N/A	N/A
		Helicopter	1:00	\$100.00
Field Hospital	Engineer, Medic	Medic MOS	1:00	\$100.00
		Medic Supplies X 2	1:00	\$40.00
Oil Refinery	Engineer	Increase in cash	N/A	N/A
		Fuel Card	1:00	\$100.00

Specialists Medics, engineers, demolition experts, pilots, agents, communications technicians (Commtechs), and others are appointed by the commander, who will gain the proper MOS (Military Operations Specialty) cards as bonuses from objectives you hold on the field. Players may not "multi-class." In other words, you cannot be a "medic-pilot" or a "commtech-engineer." Once appointed as a specialist you will remain so for the remainder of the game (Your MOS cannot be passed off to another player) and will need to carry your MOS card with you at all times. Medics are also required to wear a white armband tape on their bicep.

Demolitions Expert A demolitions expert can destroy most any structure on the field. To do so he must have a satchel and a C4 card inside of it. One will not work without the other. Once a structure is destroyed it may not be entered, and will be taped off by a referee. There is a 50 point score penalty for destroying any "S.O." or "N.S.O.". The penalty doubles with each objective destroyed. Ie: 50, 100, 200, 400, and so forth.

Heavy Weapons Specialist: Cleared to carry Light Antitank Weapons. (LAWs)

Engineer An engineer can repair destroyed structures and can also reduce the "capture time" on objectives. In order to repair a structure they must have a referee initial their supply card, and then remove the demolition tape from the destroyed structure. To aid in capture of an objective they must remain in the area for the capturing unit to receive the bonus. They need not be there when the colors are posted, but the bonus will not apply until they arrive. If the capture time is five minutes and the time bonus for an engineer is five minutes he will reduce the capture time by five minutes once he arrives. Ergo if a unit has been there for ten of their requisite fifteen minutes and an engineer arrives they will immediately capture the objective.

Helicopters and pilots No helicopters can be used at night. Helicopters may carry one pilot plus five passengers. To take out a helicopter the missile need only pass through the space occupied by the group as whole. It does not need to impact the pilot, passengers, or pole. Helicopters may not land within 20 feet of another player. Once you land you must stay on the ground for five seconds. You may not fire on ground targets or drop ordnance. However, you may fire at other helicopter pilots/passengers. Medics on board may heal passengers, but not the pilot. If the pilot is hit the helicopter crashes and all players are eliminated.

Medics Medics operate in the same way you are used to as a scenario player. If you are marked by a paintball anywhere except your head/mask you can stop immediately and call for a medic. The referee will give you a reasonable amount of time to receive medical attention. The medic must approach you (you may not call out any information while waiting) and wipe off the hit. Then he will write down your player number on with "Medic Supplies" card. At this point you are back in play. Players waiting for a medic are non-entities. They cannot interact with anyone unless they are being "searched" (see next paragraph). Medics must wear a white armband.

Agents Agents can be first, second, or third level.

- Level One: Can run without armband tape, and can remove enemy flags from objectives (One per "espionage" card).
- Level Two: Same as Level One, but also receives an enemy armband tape.
- Level Three: Same as Level Two, but also receives an enemy badge.

Once you purchase the bonus you will receive a chit that must be cashed in at Central Command. When the player arrives he will check in with Viper and receive his credentials. Agents cannot pass off any of their credentials, so be sure you choose someone who understands this. If they discover who your agent is you cannot replace the agent with another player. If the other side exposes your Level Two or Level Three Agent in their base, or posing as one of their players in the field, he must surrender his enemy armband tape and ID to Viper, and will be reduced to a Level One Agent.

Bonus missions from Spec Ops Center There are three types of bonus missions:

- Cash Bonus: Fairly easy, and yields a preset cash bonus to your bank.
- Score Bonus: A bit harder, but yields a preset bonus to your score, which is what determines the winner of the game.
- Mystery Bonus: Very difficult, but yields both cash and score bonuses.

Once you purchase the bonus you will receive a chit that must be cashed in at the Spec Ops Center. When the player arrives he will be allowed to draw, at random, from the selection of missions of that type. These will be in sealed envelopes. Once chosen the player must open the mission and have the judge on station fill in the time received and enter his judge number. Missions must be completed within one hour of being picked up from the Spec Ops Center. When you complete it have the judge who verified it fill in the time completed and enter his judge number. The judge will then call it in, and the card will be cycled up to Command Central.

Espionage Cards from the Spec Ops Center

An espionage card allows an agent to pull one enemy flag from an objective.

Paradrops from the Airbase If your commander purchases a paradrop he may have a ref escort up to fifteen players from his choice of launch points, those being your regular hospital (near your base), your Field Hospital (non-scoring objective), or the center entrance to the field, to any point on the field with the exception of the area within 100 feet of the enemy base. While being escorted, these players may not be shot at or eliminated in any way. This is a HALO (High Altitude Low Opening) drop, so there would be no aircraft for ground forces to "see." This means that, if you follow a "paradrop" you may well receive a judge punch for your effort. Once the referee declares them "in" they are fair game just like any other player. Once purchased the commander may use the paradrop at any time during the game.

Search the body If someone has just been eliminated, or is waiting on a medic, a "live" player may shout "Search the body!" at which point the marked player cannot move for thirty seconds. The live player will have that much time to get to them and demand any props or documents they may be carrying. If you are the player being searched you must immediately surrender any such items. This can only be done once, and only at the point the player was eliminated. If one of their own players gets to him first he may take possession of the props before you get there. A judge may override your "Search the body" call if it is apparent that you cannot get there in time, and are just trying to stall the action. Mission cards, as well as bonus chits and supplies for medics, engineers, etc count as props. However, their MOS card (military operations specialty - describes special training such as "medic" or "demolitions expert") does not. You can take away their supplies, but not their ability.

Props Props that are of a convenient size should be carried by players. Any that are too large or cumbersome must be kept within fifty feet of the command bunker. The same rules apply to any fake props that anyone inserts into play. If you are eliminated while carrying props you may take them off the field with you. However, if you are going to miss one insertion you must send it back onto the field with another player. You may not use these rules to keep a prop cycling off the field as much as possible. Any violations of these rules will result in the prop in question being turned over to the opposing team, as well as a possible score penalty.

Armband Tape Due to the nature of this format, all players are required to wear their team armband tape. It must be clearly visible on your bicep.

Pump Guns The limit for pump-style markers is under 300fps during the daytime segments, under 250fps during nighttime segments. This is for non-assisted pumps only.

Lasers Low-power laser aiming devices are allowed if not abused or used in an unsafe manner.

Night play Night play rules apply immediately upon resumption of play after the dinner break. The chrono limit for all guns after the dinner break is 250fps. Any hit counts at night whether it breaks or not. Grenades and mines do not count at night.

Personal Property

Personal property of others is to be respected at all times. This includes, but is not limited to, generators, noisemakers, perimeter warning devices, flashlights, spotlights, etc. If you come across something of this sort and need/want to disable it you *must* check with a judge before doing so. Any such items you wish to take on the field *must* be approved by Viper before doing so.