

ROAD TO NO ENDS February 25,26,27 2012

THE PLAGUE

Please read this document carefully and thoroughly. These rules are specific to Road to No Ends and do not pertain to any other event, team, organization, and/or field.

SECTION IA: GENERAL ADMISSION, REGISTRATION and Schedule

PRE REGISTRATION CHECK-IN - This can be done online or by mail in registration

Pre register online @ www.abpaintball.com/store

Download the mail registration here. <http://www.abpaintball.com/pdf/rtneregistration.pdf>

Download the Field Waiver form and have included with your registration.

Or bring it to the field. <http://www.abpaintball.com/pdf/paintwaiver.pdf>

Please have this ready before you arrive.

Mail your registration by FEB 12, 2012

Mail to: ABP Corp Office at 96 Channing Dr. Little River, SC 29566

Teams - please register under your team name and side.

45.00 per person no refunds Pre registration by DEC 31st 2011 Midnight:

50.00 per person no refunds Pre registration by FEB 12 th 2012 Midnight:

60.00 per person no refunds registration starting FEB 13 th 2012:

Registration does not include HPA or Co2. 10.00 fee for all weekend. Can include in Pre Reg via Online order.

Special event stickers for the first 100, Free Event T-shirt for the 1st 50, Free lunch meal voucher for the 1st 50, and a Event raffle ticket, player card, and map – FREE Camping

Event game cap @ 350 players.

SECTION IB: Schedule

ONSITE REGISTRATION & CHECK-IN at the Proshop

Starting Friday February 25th AM 2012

Friday Feb 25th Registration and Check in at the Proshop

Players may Check-in is from 7am till 8pm for registration and to pick up Pre Reg. Players Packs

Saturday Feb 26th 2012

Starting at 7:00am proshop opens

CHRONO check by Staff at 7:00 am

Game Briefing (RULES) at 9:30 am in front of the Pro Shop at the staging area.

Game On at 11:00am 5:30 pm

Dinner 5:30 – 7:30

Night Game 8 pm = 10 pm

Sunday Feb 27th 2012

Starting at 7:00am Proshop open

CHRONO check by Staff at 8:00 am

Game On at 9:00am 2:00 pm

Awards 2:30

When you arrive at the field, please proceed to the pro-shop to sign in and pick up your player's pack. You may also wish to purchase your paintballs at this time. Average use per player for an event is approximately 1 case (2000 paintballs.) You will need to Chrono before game (on) for the Friday night pre-game mission and Saturday day and night and again on Sunday. Field Speed to fewer than

280fps.

MASK TAPE, Side color tape on the front and back of your mask hanging at least 6" Player mask tape (PMT), Players cards and/or arm bands (ABT) is to help all players identify who is playing on their team. No changing of mask tape, player cards or arm band color on either side. You must wear the color of your side. No exceptions! ABP will provide side color tape or other to be used.

GAME MATERIALS

Always Check in with your General on the side you have been placed. The general will help you and your team prepare for the game and advice on strategy.

FIELD MAP: These maps are designed to give the individual player an overview of the playing area with marked major locations indicated on the map. However, it is always a good idea to walk the field prior to the game and get to know your way around and where things are located.

Player Cards: Each General (King) will be issued additional special role player cards. Depending on the game not all player cards will be used.

MISSION CARDS: These are to be issued at the command post by the base ref and given to the General or XO. Squad taking on the mission objectives. If a Mission Ref is present at the beginning of the mission, the card may be given to him and he will observe that the mission criteria is met and fill in the card, and then turn it in to the Game Director. There must a Mission ref (judge) present to validate a completed mission (so make sure you get one before the end of your mission).

CAMPING & FIELD OPERATIONS

Please keep your camp area clean. Do not leave trash on the ground. Please request trash bags at the Proshop for your camping area. **No Pets allowed.**

Absolutely NO alcohol consumption is to take place during 'game-on'. If you leave the playing field and "pop-a-top" at your campsite (or anywhere else), you will be considered "retired" for the remainder of the Event.

ALL Camping fires must have fire rings. Bring your own or call ahead and reserve.

See Camping rules at www.abpaintball.com

SECTION II: EQUIPMENT

AIR FILLS & BOTTLES

Both CO2 and HPA (high Pressure Air) fills will be; available the entire game. HPA and CO2 will be dispensed at the back of the field house. Alternate HPA only will be dispensed at the back field safe Zone and Rest area on Saturday only. Due to insurance regulations, absolutely no outside fill-stations of any type will be permitted on the premises. Air bottles must have all non-factory stickers removed so that Fill Station Operators may inspect the bottle for damage and expiration dates. Bottles with non-factory stickers will not be filled. Bottles that event management deems damaged or unsafe will not be filled.

REQUIRED EQUIPMENT

GOGGLES: Unaltered, ASTM approved full-face shields and ear protection on all goggles.*
BSD: Barrel Blocking Device and/or Barrel Condoms* Velocity locks (if applicable), Mask, pants, shirt & shoes *Players renting equipment will have these items in their rental pack.

ALLOWED EQUIPMENT

Revision 1.1

Night vision, Canteens, flashlights, Alice packs, leaf-o-flauge, stocks, point sights, aim sights, squeegees, scopes, night vision equipment, CB,radios - UHF or VHF, walkie-talkies, barrel rain covers, Ghillie Suits, cold smoke, Approved Law launchers.

PROHIBITED EQUIPMENT

Heavy clothing which is designed to promote bounces; shields of any kind; unbreakable trip wires; air horns; knives; ropes; whistles; hot-burning smoke; pyrotechnics; firearms; laser sights: crossbows; sling shots; BB guns; night scopes, infrared illuminators, thermal imagers, Q-beams. Any device designed to raise or lower the velocity of a paint marker (tools, adjustable barrels without locking caps) are prohibited on the field of play. NO predominantly yellow. Neon green or orange shirts, jerseys allowed. This is reserved for field staff and referees only.

When in doubt on what is allowed or prohibited, ask game management

MARKERS

All standard sixty-eight (.68) caliber markers meeting game management specifications will be allowed. Game management reserves the right to disallow the use of any paintball marker or paintball launching system.

Chrono at 280fps 13 bps max – Unlimited firing Modes

There is absolutely no marker repair or work on paintball markers to be done in the public rest areas or anywhere there are people without goggles on {protective eyewear}. All repairs should be done at the chronograph range, Proshop or in your campsite with a barrel blocking device on your marker at all times.

SECTION III: GAME PLAY

TEAMS

Player Sides and Teams that will be divided from the number of registered players according to skill level, equipment, fire power, experience and ability. Teams can choose sides, although it may be necessary to move teams around to balance the play if there is a significant weakness determined by game control. We encourage Team to recruit for there side.

MISSIONS

This scenario game which is comprised of consecutive missions each 30 minutes with a 20 minute hold. Each of which will have a 30 mission minute duration. Not all but some may have a 10 minute break in-between each. Mission may call for certain role players to participate in the actual mission. Be sure to read the mission cards carefully.

All missions will be assign to the General or XO by a designated base ref. The mission card will be sent out on the mission. At the mission location will be a mission ref. (Black and White Stripped Jersey) Once the mission team has located the prop or Property to hold, the mission ref will start the time. All mission cards must be signed by mission ref. Once the mission is complete it will be radio to game control and the ref will return mission card. (This game will have 4 mission refs) All other refs will be in orange. It will be important to have a role player who can receive and implement mission assignments.

OPERATION ORDERS (OP ORDERS) MISSION CARDS

These are papers that outline the objective(s) of the current mission. They are dispatched from Game Control to the HQ refs then issued to the Commanding Officer. The HQ must have a commanding officer to accept the mission General or XO from the base ref. The commanding officer may assign this role as needed. The mission card and mission team must now meet up with the mission ref in order complete the assignment. The mission ref will retain the card in his or her position until the mission is completed or is made dead. If mission is completed successfully, a referee will sign your OP ORDERS and return it to

Game Control for points. (This is not a responsibility of the player) although player may return the mission card after it is signed by the ref. But, remember Game Control must have the mission card to issue points during or at the end of the game. General information: it's always a good idea to have a runner from your QH to return props and mission cards back to game control if needed. ABP refs will do their best to get this completed on the generals behalf.

ELIMINATING HITS & REINSERTION

An "eliminating hit" is defined as being hit by a paintball and it breaks open a quarter sizes. If the paint ball bounces off, you are NOT eliminated. This also applies to any equipment you are carrying. Splatter (the paintball breaks next to you and the paint "splatters" on you) does not count. At night, all hits will count as elimination. Paint grenade (Rocks) Hits any amount of paint from grenade.

If you are eliminated, cease all movement and immediately call for a Medic (healer) If a Medic (healer) can reach you within one minute, he will record your ID or name and wipe the paint from you. You may then resume play. **Head shots cannot be healed by a (healer).** Medic. Remember, if you are hit, you cannot move for 2 minute until your (healer) arrives! Medics (healer) may also be eliminated. If he (healer) is hit, he can call for another medic if there is one in the area, if not - he is out. Try to keep your medics from being eliminated.

If a Medic (healer) does not reach you within 2 minute, immediately exit the field and proceed to your teams Headquarters (HQ) or DZ. As soon as you reach your HQ or DZ, tag in and you are back in the game. Leaving the field or walking out of bounds is the same as being eliminated. Once you step outside the area of play, you are eliminated There is no going out of bounds then coming back in. Any player leaving the field of play must re-insert into the game at the teams HQ and or assigned pre game respawn points. ie: DZ and or other locations.

Each side has their own DZ – these are marked on the game map. This event has only one DZ one for each side, There is instant respawn at each Side DZ ONLY. If a player is eliminated anywhere on the field they can either A) go to a DZ and respawn or Exit the field ring the Farm Bell and return to the entrance for each side. ALL player must exit the field or go to DZ 1 or 2 for your side and may respawn anytime during the game. Cheaters will have their card punched and the second time eliminated from play or ejected from the game.

Special DZ – DZ 3 is designated as a rotating DZ. This DZ 3 is ONLY available to that side that controls The Dungeon and or Fort Lay bunker. A flag will determine who owns the base.

HQ – Clarifications on base attacks. HQ is a hardened bunkers and cannot be destroyed. Your HQ base can ONLY be satchel charged by the demo person but only for points if the demo charge is successful and has been tossed into or un against the HQ bunker. At that time the attacking team will be required to retreat and provide time to the Defenders to reorganize their HQ defense. See map for details.

PAINT CHECKS

There may be times when you are hit or hit another player and cannot see if the paintball has broken. Call out "Paint Check!" and a referee will examine you or the opposing player and make the determination whether it is elimination. Do not call a paint check on a player then advance on that player! You will be penalized. All players should continue play during a paint check unless the referee calls the player neutral. During a game of this magnitude - with the huge numbers of players - it is virtually impossible to have a referee at every conceivable location. Here, cooperation between players is key. Ask your buddy to check you. And, if you're hit, walk and don't talk or advise players. Everyone should remember you're never off the field for more than a few minutes at a time. Play fair and walk as you would want the other player to walk should you have marked them.

Playing Tip: Dead men don't talk! Play fair... Play honest, stand-up ball. Check yourself first! Reach back and find a blob of paint? Call yourself out and walk. Go get that air refill or drink of water you've been wanting. IF you really feel it and it's a direct hit, but the paint does not break. Be a sport..... Make your call according. (This raises the level of sportsmanship)

WHAT TO DO WHEN HIT

You should immediately call out "HIT!" in a loud voice and continue to do so while putting on your BBD (barrel blocking device). Leave the field by the safest direct route while continuing to call out your status as a dead player to your HQ, DZ or off the playing field. If you are in an area that is taking heavy fire - such as a bunker with other players or in your base while it's under heavy assault - get your gun up as high as possible and get out of the way fast! Do not talk, hand equipment or ammunition to your teammates and do not continue to participate in radio; chatter about on-field events. You are DEAD and dead men can no longer help their team. If you are holding OP ORDERS and you have teammates nearby who were on the same mission as you, you MAY hand the mission card to one of them so that they may complete the mission. Proceed to your HQ and reinsert, or to the staging area to reload on fluids and air.

Playing Tip: During big battles, you may continue to be shot at after you're hit IF you don't get out of the way fast! Move out of the lines of fire quickly and then search your pockets for your BBD (barrel blocking device).

NOTE: Any time you're eliminated, YOU'RE DEAD. Shut up at this point; zip the lip. No matter how bad you want to talk to your commander or other players - no passing of information while you're eliminated. Dead men don't talk, period! Only thing a dead man says is, "Dead man walking." Once you have re-inserted onto the field of play, then its game-on again.

SURRENDER RULE

Surrender: It's a double option. Under 10 feet in distance, all players should offer the surrender call. The receiving player also has the option to surrender or turn and attempt to shoot.

Playing Tip: Surrender should not become a discussion between the 2 opposing players, Ask, "Take the Hit! Three, two, one," then pull the trigger if they have not responded by yelling "Hit," "dead man" or putting their marker high up in the air. If you are offered surrender by a player who has out-maneuvered you, turning and firing only demonstrates that you are a less-than-honorable player they have done the sportsmanlike thing and offered. Be equally sportsmanlike and accept the option.

BARREL TAG RULE

Barrel Tag is an option. But do not use a live barrel. Always use your hand for safety. Once a player touches you with his hand and says "barrel tag," you are eliminated. A barrel tag must be made on one player at a time with the words "barrel tag" being said each time by the attacker.

GHILLIE SUITS

All ghillie suits must be inspected and approved by the game director prior to entering the field of play. If you are wearing a ghillie suit, all direct hits count as elimination during both day and night plays. No paint checks.

Operations Equipment Assigned

CANNONS -AKA (CATAPULTS):

These are game event supplied mobile cannons. 1- One for each side. These will be used as special props. Catapults shoots boulders. Used like artillery strikes.

CATAPULTS STRIKES: Each General will be allowed 5 artillery (catapult) strikes during the game.

These may be launched from any location on the playing field that the team has a catapult positioned at, catapult only have a range of 3 grids. To initiate an (catapult) artillery strike, the General informs the Base Referee from what location it will originate and at what grid the strike will occur. THE SIDE LAUNCHING THE STRIKE MUST BE ACTIVELY HOLDING GROUND AND HAVE THE CATAPULT ON LOCATION. IN ORDER TO LAUNCH. An artillery strike may eliminate both friendly and enemy troops as well as any structures within the target grid.

Revision 1.1

GENERAL WILL BE ISSUED DICE
THE GENERAL WILL ROL THE DICE AND HAVE THE BASE REF CALL AHEAD TO GAME CONTROL

Dice Role 1 = Miss Fire
Dice Role 2 = DUD
Dice Role 3 = Miss Target
Dice Role 4 = 1/4 dead
Dice Role 5 = ½ dead no structures
Dice Role 6 = All dead and structure not HQ

Operations Equipment Allowed

GRENADES AKA (ROCKS):

Any non-explosive type of paint grenade is allowed. Any grenade splatters dime size or larger count as an elimination. No grenades allowed at night.

LAWS ROCKETS – AKA – (SLING SHOTS)

Law Rockets will be considered (Sling Shot) the projectiles are nurf rockets aka (rocks)

The following rules apply to all Single Round Projectile Launchers (SRPLs), Personal Air Cannons (PACs), Mortars, and Law rocket launchers (LAWs). These SRPLs must chronograph under a speed of 230 FPS at ail times. All SRPLs must have a system or device for plugging the barrel to stop accidental discharges. Mortars must always fire at a 45 degree arc minimum. Every one of these types of items must be shown to and approved by the event director. ALL Players carrying these types of cannons must check in with Game control and be approved. ONLY Two per side.

DRAGONS - ABP Supplied Prop

The Dragon Only 8 Player or less including the Tamer allowed on the dragon. Dragons are simulated by using a 10-foot section of rope and a specific "Dragon Card". Players hold onto this rope as the Dragon Tamer leads the Dragon Riders through the field. Should any player let go of the rope while in flight, he is dead. Dragon Riders can only disembark when the Dragon Tamer declares the dragon has landed properly. To land a dragon, the dragon tamer must stop and place the Dragon Prop on the ground. The moment the Dragon Tamer touches the ground the Dragon can be fired upon. All riders as well as the dragon tamer are fair game. To abort a landing, the dragon tamer must be on the ground, Yell "ABORT" count to 5 five before beginning moving again. The Dragon Tamer may drop off players take-off again, the dragon tamer may simply pick up prop from the ground and begin moving. The same rule applies set down for 5 seconds allow time for players to drop. If the dragon tamer is eliminated while the dragon is landed, it is grounded and may not take off. Dragon Tamer reinserts back in the game (either by reinsertion or a Healer).

Dragons cannot enter buildings. Dragon Tamers can be healed. If an Dragon Tamer is shot then the Dragon and Tamer must return to HQ This event will utilize (1) distinctive types of Aircraft – The Dragon

DRAGONS TAMER: Players can not be shot at or shoot from a flying Dragon unless it lands and the player has disembarked. This Dragon has enough food for 30 minutes of flight time. It can carry 1 Dragon Tamer and 7 Dragon Riders. Should a Transport Dragon stay out longer than 30 minutes before returning to HQ base to eat, it will dye. Dragons cannot fire at each other. Straw will be provided for food.

SECTION IV: SPECIAL ROLES

During the course of this event you will notice individuals on the field who have special abilities and are identified by unique "Character Cards". These roles will be assigned to players by their Commanding Officer (King) and may be rotated from player to player through the course of the game. Only players carrying the appropriate Character Cards for their assigned role may carry, utilize or display associated game props operations equipment (Dragons, etc).

King (GENERAL)- A Player holding this card is the Commander of the Game for which ever side they are on. The King directly communicates with base ref and or game controller. The King must operate out of his HQ or Alt. HQ/DZ. The King's HQ can only be destroyed by a Alchemist. Should that happen the King may use the ALT HQ/DZ to operate from. This location will be a no fire zone.

Thane (XO)- A Player holding this card is the second (2) in command under the General. The Thane can stand in as a King or change player roles and positions with orders from the King. The same applies for the Thane in the absents of the King.

Carpenter (CONSTRUCTION ENGINEER)- A player holding these cards can rebuild structures that have been destroyed. Only a "Carpenter" can rebuild the buildings and bunkers once it is blown to regain control of it.

Alchemist – (DEMO) A player holding this card is trained in the use of natural chemicals and potions. Same a Demolition Expert. Alchemist must dead walk back to his CP or DZ each time after throwing the satchel at ANY target/structure on the field. The satchel must be tossed at the target so that it hits the target. No throwing at players. Each time the satchel is used the role player must respawn. 2 per side

Sling Shot Warrior (AT) – Sling Shot Card can destroy catapults, and only certain targets and buildings. These target will be marked with special AT signs. Targets designated bunkers, buildings throughout the field. The entire town will be in play. But certain rules apply for the town ONLY. The rocket must enter either a window or door way on all ground level buildings. The second floor of the church and hotel must be destroyed by min 2 two rockets put through a window or windows and ½ of players will be pulled as dead for each successful strike. NOTE: HQ's are hardened structures and cannot be destroyed. AT 2 per side

Blacksmith- (GUN Smith)

A player holding this card specializes in making, repairing, designing, moving, or dismantling weapons, swords and shields. Only a "Blacksmith" can move or dismantle the enemy's catapult, fix guns or build weapons. Gun Smith 2 per side

Dragon Tamer (Pilot)

A player holding this card can fly a dragon to deploy warriors, conduct reconnaissance, and in-flight assaults. ONLY the Dragon Tamer can talk to HQ, Dragon Riders or to ground warriors. Anyone dragon rider caught giving verbal game information will be asked to respawn. Dragon 1 per side

Healer - MEDIC

A player holding this card can heal wounded warriors on the field. (medic) Head shots cannot be healed. Head shot is considered neck and up. 5 per side

ARCHER (SNIPER)- A player holding this card is considered a sniper. The sniper can take certain second floor positions on the playing field as well as on the ground. The sniper will have certain color paint. The certain position will be designated by a sniper sign at the location. The sniper is authorized to KILL the General but can only do that outside 75 ft away from the Generals location. 2 per side

Boulder Card – Used to launch a boulder strike. (same as a Mortar strike)

Medic Cards – Used by medic to log heals

DEMO cards – Used by DEMO to log successful strikes

SNIPER cards – Used by Sniper to log kills

AT Cards – Used by AT to log successful Strikes



The Knowing - Good - Blue



The Hidden - Evil - Yellow