

## **BATTLE TO BERLIN**

Please read this document carefully and thoroughly. These rules are specific to Battle to Berlin 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/events](http://www.abpaintball.com/events)

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

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

Or bring it to the field.

Please have this ready before you arrive.

Mail your registration by Sept 22<sup>th</sup> 2010

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

Teams - please register under your team name and side.

25.00 per person no refunds Pre registration by Sept. 22nd Midnight:

35.00 per person no refunds. Registration after Sept. 22nd Midnight

Registration includes, Special Free ABA ( Adventure Beach Airsoft ) Event raffle ticket, player card, and map – FREE Camping

Event game cap @ 100 players.

### **SECTION IB: Schedule**

**ONSITE REGISTRATION & CHECK-IN at the Proshop**

Starting September 24th Friday 9 AM September 25th 2010

**Friday Sept. 25th Registration and Check in at the Proshop**

Players may Check-in from 10am till 8pm for registration and to pick up Registrations and Players Packs. Generals please arrive on Friday by 6 PM – General Meeting at 6:30 Optional

TBD ( to be decided )

Special pre Game Night Mission Briefing will start at 8:00 pm in the staging area.

Players If you are not there by 9:00 you will not be able to play in the pre night game mission.

This will be a pre game mission for points and will be for 60 minute period or less. 9:00 pm – 10 pm ( this will be at ABP's option if we have enough interest )

**Saturday Sept 25<sup>th</sup> 2010**

Starting at 7:00am proshop opens

CHRONO check by Staff at 7:00 am

Game Briefing (RULES) at 9:00 am in front of the Pro Shop at the staging area.

Game On at 10:00am 5:00 pm

Lunch on going through the day 1:00 am – 2:00 Pm

Game Over at 5.00

Awards and Prizes.

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 Airsoft supplies at this time. Several vendors will be on Property and sponsors. You will need to Chrono before game (on) for the Friday night pre-game mission and Saturday day and night and again on Sunday. NCAO [www.ncairsoft.org](http://www.ncairsoft.org) Rules apply.

Sides are determined by Uniform Color – ABP request you bring both side colors. ABP reserves the right to balance sides. Other forms of side identification may be used.

Player mask tape (PMT), Players cards and/or arm bands (ABT) is to help all players identify who is

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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.

**Team uniforms are important and must be in the following color schemes:**

**Germans** - Green (woodland, OD green, tiger or any other approved green-based camo, including Black. Please see chart below

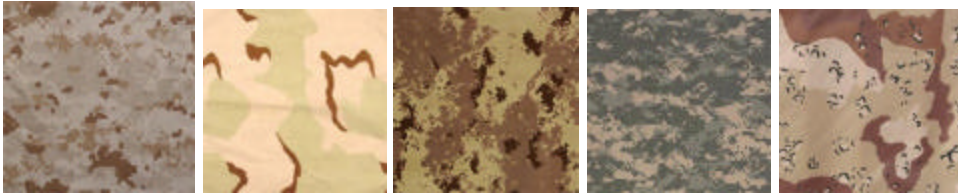
**Americans** - Tan (3&6 color desert, desert MARPAT, ACU, Khaki or any other approved tan-based camo) T-shirts must be of the same color scheme as your uniform (example: if you are in woodland, an OD t-shirt is ok, not tan)

**BRING BOTH COLORS to EVEN SIDES IF NEEDED.**

**Germans UNIFORM COLORS - ALPHA**



**Americans UNIFORM COLORS - BRAVO**



**SWING SIDE COLOR Multicam – If your team uses this color Uniform.**

**This color will be designated as a swing side color. Teams are asked to bring two color uniforms**



**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 player will be issued a game player card when registering. This card is to be visible to the staff and refs.

**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](http://www.abpaintball.com)

## SECTION II: EQUIPMENT

ALL NCAO – Equipment RULES Apply.

See – [www.ncairsoft.org/NCAORules.htm](http://www.ncairsoft.org/NCAORules.htm) ABP reserves the right to impose field safety rules that are required for insurance compliance and or decided by the field operator

### REQUIRED EQUIPMENT

**GOGGLES:** Unaltered, ASTM approved full-face shields and ear protection on all goggles.\*

**BBD:** Barrel Blocking Device and/or Barrel Condoms\* Velocity locks (if applicable), Mask, pants, shirt & shoes \*Players renting BBD or Purchase. ABP will have available. Check pro shop for prices.

18 and Under – Full face Mask

19 and Up – Sealed face Goggles only or Wire mesh goggles with safety glasses under them . No Shooters glasses allowed.

**DEAD RAGS** – Each player is required to have a dead rag.

### ALLOWED EQUIPMENT

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

Shields of any kind ( unless provided by game control; 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 Airsoft gun (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

There is absolutely no gun repair or work on Airsoft guns 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

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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 mostly comprised of controlling territory flags. ( see map ) Game points are awarded on the hour for those teams/side who control the flag at the top of each hour during the game. The game will also have several side missions. Side missions each 30 minutes long with a 20 minute hold period. Each of which will have a 30 mission minute duration. Be sure to read the mission cards carefully. All missions will be assigning to the General or XO by game control. 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.

German will be prepositioned on the field and the American will start at the location on the map designated. (Only at the start of the game and again after lunch)  
At haft time or after lunch sides will switch HQ bases.

## **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 there best to get this completed on the generals behalf.

## **ELIMINATING HITS & REINSERTION**

An "eliminating hit" is defined as being hit by a bb any ware on your person. This also applies to any equipment you are carrying. If you are eliminated, cease all movement and immediately call for a Medic (healer) If a Medic (healer) can reach you within 1 minute, You may then resume play. Medic. Remember, if you are hit, you cannot move for 1 minute until your (medic) arrives! Medics may also be eliminated. If he 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 does not reach you within 1 minute, immediately exit the field ( RING THE BELL ) and proceed back to your teams Headquarters (HQ). As soon as you reach you're HQ or 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: RING THE BELL.

## **REINSERTION – NOTES**

All and Any eliminated player must exit the field and proceed to the Farm Bell (in the staging area), ring the bell then reenter the game at designated entry points for each side. Each side has there own HQ and entry points – these are marked on the game map. This event has only one HQ one for each side, and RING THE BELL per side. There is instant respawn once you have rang the bell at the staging area and return to HQ Each side may also at any time eliminate tag in or respawn

anytime and return to the HQ. Cheaters will have their card punched and the second time eliminated from play or ejected from the game.

HQ – Clarifications on base attacks. If your base/HQ is under attack or has been eliminated HQ/base has an alternate HQ to fall back as a temp HQ. This is to be used if you're BASE IS UNDERFIRE OR HAS BEEN BLOWN UP. See map for details.

**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) and Dead Rag on. 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 bbs.

**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 it's 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-manuevered 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 (ARTILERY GUN):**

These are game event supplied mobile artillery cannons. 1- One for each side. These will be used as special props. Used like artillery strikes. Each side will be issued 5 strick cards each for the entire game.

**ARTILERY STRIKES:** Each General will be allowed 5 artillery (cannon) strikes during the game. These may be launched from any location on the playing field that the team has a catapult positioned at, cannon only have a range of 3 grids. To initiate an (cannon) 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 area.

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**

### **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** one per side.

## **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 "Role Player Cards". These roles will be assigned to players by their Commanding Officer 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).

**Engineer** - A player holding these cards can rebuild structures that have been destroyed. Only a "Carpenter" can rebuild the CP once it is blown to regain control of it.

**Medic** - A player holding this card can heal wounded players on the field. (medic)

**Weapons Expert** – Used to launch a boulder strike. (same as a Mortar strike)

**Demolitions Expert** - Used to blow things up carries a satchel charge prop.