

B.R.A.G. Big Game Rules
BLACK RIVER ACTION GAMES

These rules are written for your safety and the safety of the people around you. It is important that each player carefully read and understand them. Additional game notes may be given out prior to the event. Players are responsible for knowing and understanding each rule. When in doubt see a Head Ref or the Game Director. **"IGNORANCE OF THE RULES IS NO EXCUSE- SHOULD YOU VIOLATE ANY RULE, BE PREPARED TO SUFFER THE CONSEQUENCES"**.

1. **Goggles-** Goggles must be worn at all times on the field and when chrono'ing. There is NO circumstance that would allow you to remove your goggles on the playing field or when at the chrono station. Should a player remove his goggles, your safety card will be punched twice and you will forfeit any and all prizes you would have qualified to receive (including markers) AND you will be asked to leave the field.
2. **Markers-** Markers must be fitted with a barrel sock (NO BARREL PLUGS) at ALL times, except on the field of play or when chrono'ing. Trigger Guards are mandatory. Rate of Fire will be capped at 15bps. This is an open mode event meaning you may shoot Full Auto, Burst, Ramp or Semi.
3. **Gun Velocities-** Chrono speed for this game is 285fps. If you break the rule once, your safety card will be punched. Should you break the rule again, your safety card will be punched and you will forfeit any and all prizes you would have qualified to receive (including markers) and you will be asked to leave the field. A game ref has the right to seize any marker they feel to be outside the given velocity. The ref will immediately take the player to the chrono station to test the marker. The ref will take the average of 5 shoots. If that average is over 285fps, the player's card will be punched and the appropriate measures taken.
4. **Hits and Paint Checks-** Splatters do not count in this game. Any hit, quarter size or larger, to the body, head, or equipment counts as elimination. If you need a paint check, stay in place and call for a referee. Do your best to check yourself or have a teammate check before calling for a ref. **IF A PLAYER IS CAUGHT WHIPPING OR OTHERWISE CHEATING A HIT, HIS CARD WILL BE PUNCHED AND HE WILL FORFEIT ANY AND ALL PRIZES.**
5. **Re-Insertions-** Should a player be eliminated he has 3 options to re-insert. 1) Tag his Command Post; 2) Have a medic heal his hit - medic rules apply; 3)Exit the field and go to his re-insertion area to await re-entry. Re-insertions will take place every 15 minutes from the top of the hour in five-minute intervals. Example: 2:00PM to 2:05PM or 2:15 PM to 2:20PM.
6. **Mission Cards-** To be filled in at the command post and given to the persons 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 are met, fill in the card, and then turn it in to the Game Director. There must a judge present to validate a completed mission, so make sure you get one before the end of your mission. Personal missions may be handed out throughout the game. These will be dictated by the Game Director and will be equally dispersed across both teams.
7. **Team Armbands/Tape-** Teams will affix the right side of their goggles with their team's tape. The tape must reach from the goggles to their shoulder and must be worn at all times. The only exception will be spies.
8. **LAWs/Rockets/RPG-** LAWs/Rockets can eliminate bunkers, tanks, PUGs and structures on the field and anyone adjacent to them. The structure must be hit with one of the rockets that come with the ordinance. LAWs cannot exceed 265fps. There will be a limit of 5 rockets per LAW allowed on the field.
9. **Demo Experts-** Assigned by the General as engineers with special training in demolition. Demo Experts are the only players allowed to carry explosives, detonate or disarm an explosive. There will be a limited number of Demo Experts per team.
10. **Medics-** Medics may "heal" a marked player immediately after being hit. (Except in the case of headshots AND/OR hits from grenades, LAWs, mines or satchel). Medics must go to the wounded player; he cannot go to Medic. Medic must punch player's ID before player can resume play. Medics may not "heal" themselves. When a player's Medic punches are full, they will have to follow standard reinsertion rules. Each team will be given 3 medics. If a Medic is caught cheating, the Medic privilege for the team will be revoked and the team will loss 100pts.
11. **Glider Insertion-** Glider Pilots report to the General for assignment of insertion missions. Pilots may take up to six people aboard when attempting a mission, each one must hold on to the "rope" (your Glider) at all times or fall to his death. Players cannot shoot from the Glider nor be shot at while in the Glider- opposing players must maintain a 50ft distance from the Glider. When the Glider lands, Pilots must leave the Glider and fight on foot. There will be a 7 second countdown before battle can begin against Glider troops. Each team will have a limited number of Glider insertions. Gliders may not insert into the enemy Command Post area. Glider flight is limited to 5mins; all Glider operations will be escorted by a game ref.
12. **Airborne Insertions-** Airborne drops are specialized operations that can insert a large amount of troops close to or behind the front lines. Airborne drops are limited to 20 airborne troopers. All troops must maintain contact with the airplane while in flight. Once a pilot has dropped his unit, he must return to his Command Post. Airborne operation can only be achieved in cleared areas. There will be a 3 second countdown before battle can begin against Airborne troopers. Each team will have a limited number of Airborne drops. A drop may not take place within 50ft of an enemy Command Post area. Airborne flight is limited to 15mins; all Airborne operations will be escorted by a game ref.
13. **Take the Hit Rule-** If a player is close enough to be eliminated, the opposing player may ask him to "take the hit" and then count aloud "three, two, one." Inside of the attacking player's count, the target player has the option to take the hit. He must indicate acceptance to the other player immediately. Be smart, if someone is that close, take the hit! You may not physically touch another player or his marker. There is NO ten foot rule in affect for this game.
14. **Command Post Attacks-** Any Command Post may be attacked at any time. To destroy a Command Post, a tapped and tagged player must enter the CP and announce "ALL DEAD" to the personnel manning the facility. A referee must witness the "attack" and sign off on the mission card (held by the base ref). Remember, only Generals and XOs are allowed to have markers inside the CP. If an "attacker" goes into the CP armed, his attack will be nullified, his safety card punched and he will be asked to return to his CP for reinsertion. A satchel charge may also be used to blow a (base station) command post. Because of the fragile equipment inside, no firing will be allowed out of, or into, the command shack itself. Also, when a base is overrun, no equipment or personal items may be taken from inside the command shack. Tanks, PUGs, and Helicopters must maintain a 100' buffer from the CP.
15. **Kidnapping-** Some missions may require you kidnap a member from the other team and/or role-players on the field. Unless otherwise specified, any hit to the "target" will have the effect of a tranquilizer. At no time should any player or role-player physically harm, blindfold or try and restrain another player. "Targets" of the kidnapping will voluntarily go with their captures and will remain in possession of the equipment. "Targets" will be released by a ref or mission card statement and must return to their CP before they can commence play.
16. **Props-** At no time should any player remove any prop unless their mission card states to do so. Any player caught moving, hiding or destroying their own team's props or those of their opponents will subject their team to a 150pt deduction and their safety card will be punched. **ALL INDIVIDUAL PROPS MUST BE INSPECTED BY THE GAME DIRECTOR PRIOR TO BEING ALLOWED ON THE FIELD.** When presenting to the Game Director, a thorough explanation of its intended use and scope will be required. This includes LAW & Tank ammo and Shields.
17. **Communication Devices-** Players may use communication devices (radios, phones, walkie-talkies, etc) to communicate with player on the field. The Game Director will assign Channels for Command and Staff. Players caught on these channels will subject their team to a 150pt deduction and their safety card will be punched.
18. **Armor and PUGs-** Armor would consist of any mechanized vehicle on the field. Armor must be accompanied by a "walker" at all times and cannot exceed 5mph while on the field. They must also remain on established roads. Players must stay 20ft away from any armor. PUGs are allowed to go anywhere on the field and do not require a walker, nor is the 20ft rule in effect. The main gun for either may not exceed 265 fps. Paintball guns attached to the vehicle cannot exceed 285fps. Tanks require a LAW, satchel charge or 2 grenades to destroy (the first disables but it can still shoot). PUGs can be destroyed by a LAW, satchel charge or grenade. Tanks and PUGs have unlimited ammo. **ALL TANKS AND PUGS MUST BE INSPECTED BY THE GAME DIRECTOR PRIOR TO BEING ALLOWED ON THE FIELD.** This is for player safety.