

Mobsters Big Game Rules

Sides:

Side A(green): Mafia
Side B(red): Mobsters

Based loosely off of the Myspace hit game Mobsters! Come put your paintball skills to the test, to see just how gangster you are!

Insertions:

Constant insertions will be in effect for the whole game. When eliminated simply return to your insertion point area and tag the wall or netting where your team inserts from and become a live player.

A note to the inexperienced: Do not camp a insertion point and think that you will not be shot the heck up. All the inserting players have to do is tag up, wipe the hit, and enter back onto the field. Yes keeping your foot on the insertion boundary and continuously shooting while wiping hits is legal.

If you are lucky enough to push a team off the field and you are near their insertion point, expect LARGE NUMBERS OF PEOPLE SHOOTING AT YOU, when you are eliminated it may not be a good idea to walk back through the field in the line of fire or you may be shot the heck up some more.

Side A(Green Mafia) Insertions points to be added here soon
Side B(Red Mobsters) Insertion points to be added here soon

Arm band tape is optional and will be distributed at your commanders discretion. Upon registration day of game Fort Knox staff will provide all players with color coded wristbands that denote what color side they are on. Beyond that it is up to commanders as to their team wearing or not wearing arm band tape.

It is a good idea to ask anyone you may encounter without arm band tape what side they are on. It is perfectly legal for a player to lie about his sides association. A good rule to follow is, when in doubt shoot first, ask questions later.

Player Cards:

At check in each player will receive a laminated Mobsters player card along with a zip tie if you need it. This card must be secured to your marker, on a lanyard, or in a easily reachable and secure place on you and must also remain on you the entire game. When you chrono your marker in a ref will punch your card designating that you have properly chrono'd your gun down to 280 fps or under. The next set of punches are "ref punches." These are for breaking the rules on the field. If you are caught cheating, using offensive language, harassing players, arguing with the refs or doing anything that goes against the field or event rules it is at the refs discretion to give you a ref punch. If you receive a ref punch you will be warned to cool down and fix whatever you may be doing wrong. If after being warned you receive a second ref punch you will be asked to leave the event with no refund. This is a seven hour big game and there is no reason why anyone should receive a ref punch.

There will be a zero tolerance policy in effect for Mobsters and all Payroll Production events for that matter. Be sure to carefully read the above information before playing in this game. Poor sportsmanship and attitudes will not be tolerated.

Handheld chrono's will be used on the field to spot check players as they are in the game. It will

be a good idea to check your marker frequently when inserting to ensure you are shooting at the correct velocity rates.

SEMI AUTO FIRING MODE ONLY RT's LEGAL

Missions:

At various times in the game your commander will have missions handed to him. Completing these tasks is very important to your sides success in the game. Listen to your commander and do whatever it takes to complete the missions he is given. After completing missions be sure the ref signs off on your mission card. Refs will cycle the completed missions cards to event producer for point scoring.

Each sides main scoring objectives is the distilling and manufacturing of moonshine.

Props:

There will be several props that you will score points off of at every hour into the game. Props may not be taken off the galaxy for any reason and must be held in your prop box located near your insertion point in order for you to score points on them. If you are hit with a prop in your hand you must drop the prop.

Roleplaying

Each side will have the ability to attain special items to assist your mob/mafia in destroying your rivals! Some special items may require a leveled up player to attain and use them (see level up for details.) The following additions you may and will see in play:

- Body Armor
- Drive By Shootings
- Armored Vehicle Transport
- Snipers
- Spies
- RPGs
- Grenades
- The Godfather

Level Up Players

Much like the hit game Mobsters, players will be required to be present on certain missions or complete special tasks to level up their character. Both commanders must chose five players from their side to be level up role players. They will be given special "Made Men" cards to signify they are role players. By leveling up your character this enables you to use special weapons in the game. Once you attain weapons they will be denoted by what level character that can use them. A good rule of thumb is, the cooler it sounds, the higher level of character you are going to need to use it.

Once a task or mission is completed level up cards will be given to player(s) present. Your character must possess all levels leading up to their highest card in order to use that level. A characters level card stay with them through out the game, they can not be stolen or taken when dead. Regular players start out as a level 1 and as the game progresses they have the ability to earn level ups that go to a level 5 max. If a player completes a level 5 mission, but doesn't have a level 4 card, they can not receive or use a level 5 card. Cards can be transferred between players, but they must have them present on all level up tasks.

Laws Rockets (RPG's):

Law rockets may be used at this event. ALL persons wanting to use Law rockets must contact event producer prior to event date for further instructions. All Law rockets will function at no greater than 230 FPS. Law rockets will be limited to the amount of Law Rocket supplies your

commander has. You may not use or shoot a Law Rocket to blow up a structure without a supplies card. Law Rockets will only be used to blow up structures at this game. No you can not blow up a insertion point to keep the enemy from inserting.

Medics:

Medics are available for this game. In order to be a medic you must be taped with a white arm band tape and carry a medic supply card. Head shots are instant kills and are not able to be saved by medics. The proper way to call for a medic is; once you are hit conceal yourself and yell for a medic, yelling "out" or "hit" will automatically terminate your medic call and you must leave the field. Once you call for a medic they are given only a minimal amount of time to reach you or you are dead and must leave the field. Once a medic reaches a player he asks for their player card number, writes it on their card and wipes the hit off of the player, if you are hit in a "questionable" spot please do your medic a much needed favor and either just call hit and leave the field or wipe the hit once the medic completes their medic tasks. The hit player is now live. Medics may not heal medics. Grenade and RPG kills can not be healed.

****Please keep in mind that calling for a medic may result on you taking fire until you are hit again and which point you must leave the field as a dead player**** Medics seen by refs not completing the process of filling out slots as they heal players will forfeit their medic role and supply card to event staff.

Godfather

The Godfather will be seen through out the field. He will be quite noticeable, probably dressed nicely and wearing two sets of arm band tape to signify that he is the head honcho and it probably wouldn't be a good idea to shoot him. He does in fact control both rival mobs and he might get angry! The Godfathers main purpose is to roleplay and help the game progress, he will rarely become violent or hostile.

Flag Stations:

Flag stations will be used as marking points for moonshine distilling and manufacturing objectives. They will be clearly marked with what is each. Flag stations can not be moved.. The manufacturing process of moonshine will be scored every 30 minutes of the game.

Manufacturing locations will be told the day of the event.

Field Over Runs:

In the event that a side is completely pushed off of the field and can not gain entrance back onto the field, event staff reserve the right to push opposing players back to allow players back onto the field of play or allow armored vehicle drops at the refs discretion at any location within the field.

Barrel Tagging:

Big Games and Scenario's are meant to be played with creativity and role playing. In order to not infringe on this barrel tagging will be allowed. Only barrels attached to actual guns are allowed for barrel tagging (sorry no barrel up the sleeve tricks). Use caution when a unidentified player is approaching you with their barrel socks off or you may become their next victim.

Eliminated Players:

After calling "hit" or "out" please be sure to barrel sock your marker and raise it above your head to signify that you are indeed a dead player. It is also a safe idea to keep calling hit as you are walking off the field to ensure opposing players do not shoot at you accidentally. When leaving exit the field or area quickly to ensure extra hits do not occur. Standing in front of a live player after being hit yourself isn't a very swell idea and may result in you taking a few more hits.

Event staff reserve the right to change, edit, omit or create rules as the game progresses. Please play safe and play fair!