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The TANTALUM CONTRACT 7

NJ • NOV 4

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[version 3.0]

The TANTALUM CONTRACT 7

DATE

Nov 4, 2017

LOCATION

Cobra One Tactical Airsoft
25 Island Road
Great Meadows, NJ 07838

SCHEDULE

08:00-09:30 Chrono
09:00-10:00 Sign-in
10:30-10:45 Briefing
10:45-11:15 Mini Demo
11:30-17:30 Game
18:00 Raffle

REQUIREMENTS

- CHRONO LIMITS
 - 400fps w/.25g AEG, GBBR, pistols or shotguns
 - 450fps w/.25g DMRs with fixed semi-only fire (50ft. min safety distance)
 - 500fps w/.25g Bolt-action sniper rifles (100ft min safety Dist.; must carry a side-arm)
- Midcaps recommended
- HiCaps allowed under Phridum's HiCap rule*
- Elastic retention ANSI rated goggles (no shooting glasses)
- Face Protection recommended for adults
- Under 18, Face Protection required (Paintball mask, Iron Face, Mesh etc.)
- Minors must have waiver signed by a parent
- Red Rag
- Hydration
- Food/Rations
- FRS/GMRS radio or whistle for emergency signal device
- Semi Only in "Shanty Town"

Special Equipment

To complete the missions it is strongly recommended that you bring:

- FRS/GMRS Radio
- Digital camera, videoCam, or camera equipped cell-phone

*Mags must be ejected to rewind. Winding on gun will be penalized with a hit.

GAME OBJECTIVES

Your security firm is the core of a private army for a foreign mining client. Each client hopes to dominate the land rights in the Ubinda mountains by achieving a number of tactical objectives and by preventing the other teams attempts to do the same.

Here is a list of the missions your firm may be tasked with. Your firm may unlock secret missions after completing a 'standard' mission. Some of the missions are ongoing throughout the day. Others may only be completed once during the course of the game for points. (ie. Your team can only earn a max of 25pts for an IED build).

Some kills can earn points for more than one mission. For example, your team could kill an enemy leader USING a pistol and earn 50pts (25pts for a Headhunt + 25pts for pistol kill = 50pts). Clear, visible footage is required to earn points. The team with the most points at the end of the day, wins. And some mission points can be earned against both enemy teams (ie. Headhunt both CO's and you can earn 50pts=25pts x 2)

MISSION LIST

- **One point per minute**

- MoonDomination 50pts/period (250pts max)

Dominate the control of the Tantalum Mine.

Task: Accumulate the most time on your team's digital timer control box at the Mine during each hour of the game. Press the START/STOP button to start your team's timer. Press the button to stop any enemy timers. The box may NOT be moved. You may defend the mine with your forces.

- Headhunt 25pts/ea (50pts max)

Your client wants you to assassinate the enemy commander and provide proof that their enemies are led by a 'war criminals' for their PR campaign.

Task: Kill the enemy commander and before he bleeds out, take a video of the enemy Commander and his nametape. Dead players returning to their respawn are not valid. Vids must be clear and distinguishable. Setup: Teams must have a digital camera, camcorder or camera enabled phone.

- VIP Protection 100pts

A government official loyal to your client is badly wounded in an assassination attempt and can not be transported.

Task: Each team will receive a balloon that must remain intact until the end of each game period. VIP balloon may not be moved once placed. If a balloon pops for any reason, then your VIP dies. Setup: Teams are given a blow-up balloon.

- Surveillance 25pts (max 50pts)

Your client wants proof that their enemies hired 'brutal mercenaries' for their public relations media campaign.

Task: Sneak enemy territory and record 30-seconds of footage of an enemy team at their respawn area. If you are discovered within 100ft of the enemy respawn you will automatically 'call yourself out' pull out your red rag and bleedout as if hit. You may not fire upon any enemy player within 100ft of their respawn even if fired upon. Photos/Vids must be clear and distinguishable. Setup: Teams must have a digital camera, camcorder or camera enabled phone.

- IED Build Video 25pts

To develop a local fighting force, your employer wants you to educate them.

Task: Build a working Improvised Exploding Device booby trap using pull-snap fireworks and a box of materials which will be supplied. Shoot a video demo of how your team has constructed the IED. Photos/Vids must be clear and distinguishable. Setup: Teams must have a digital camera, camcorder or enabled phone. Teams are free to use other materials in addition to the supplied provided but may not create any item which could cause real physical harm.

- Pistol Kill 25pts

Bolster your firm's reputation through an audacious close-range kill.

Task: Score a pistol-only kill kill an enemy team. Take a video of the kill or film confirmation from the enemy player during their bleedout. Dead players returning to their respawn are not valid. Video must be clear and distinguishable. Setup: Teams must have a digital camera, camcorder or video enabled phone and a pistol.

- Shotgun Kill 25pts

Bolster your firm's reputation through a brutal close-range kill.

Task: Score a shotgun-only kill an enemy team. Take a video of the kill or film confirmation from the enemy player during their bleedout. Dead players returning to their respawn are not valid. Video must be clear and distinguishable. Setup: Teams must have a digital camera, camcorder or video enabled phone and a pistol.

- Grenade/RPG Kill 25pts

Reduce your enemies ranks by taking out multiple units.

Task: Score an airsoft grenade or BB-shell kill an enemy team. The attack must take out more than one player per explosion to be a valid attack. Take a video of the kill or film confirmation from the enemy players during their bleedout. Dead players returning to their respawn are not valid. Photos/Vids must be clear and distinguishable. Setup: Teams must have a digital camera, camcorder or enabled phone and a BB grenade or RPG shell.

- Snipercam Video 25pts

Bolster your firm's reputation through an audacious long-range kill.

Task: Using a camera to the scope of a sniper rifle, take footage of the hit through the scope.

Videos must be clear and distinguishable through the scope.

- Propaganda Video 100pts

Your client wants documentary footage of your team commander portraying him as a 'freedom fighter' to release to the media.

Task: Teams must find and protect the CNN journalist(s) who is somewhere in the AO and convince them to take the video. Footage should include a SITREP.

BONUS MISSIONS

Additional missions may be supplied by GM after successful completion of a mission.

MOONDOG'S MEDIC RULE

These rules are designed to be more realistic. In the real world Medics don't "heal" you like magic, they can only try to keep you from dying but you are still wounded.

1. Hit Types

When hit, the player will wave his arm and call out "Hit" (eg. "Hit, arm!" or "Hit Vest!").

- 1.1. Critical Hit: Torso, legs and arms = Medic can treat
- 1.2. Fatal Hit: Head, wounded body-part, = No medic treatment
- ~~1.3. Body Armor Hit: Simulated body armor (see 2.0 below)~~

~~2. Body Armor~~

~~Absorbs BB hits but is damaged in the process, losing its protection until Respawn~~

- ~~2.1. Ballistic Vest = Absorbs (1) BB hit~~
- ~~2.2. Ballistic Vest with mock ceramic plates inserted = Absorbs (2) BB hits~~
- ~~2.3. Hard Helmet or Mask = Absorbs (1) BB hit~~

3. Bleedout

After receiving a Critical or Fatal hit, the player will wave a red rag, lie or sit down in a safe place, wear the rag on their head and stay there for 3 minutes before "dying".

- 3.1. Critically Hit players may call out for a Medic or warn of enemy nearby but may not direct fire nor engage in combat.
- 3.2. Fatally Hit players must also wait out the 3 minute bleedout time
- 3.3. Bleeding players may be moved by friendly players but NOT on their own
- 3.4. Bleeding players must truthfully answer when an enemy player videos them

4. Medic

A Medic can "treat" a Critically hit player during their 3-Minute Bleedout, by tying the player's red rag around the location of the players wound (eg. Around their knee for leg hits, vest strap for chest hits, etc.).

- 4.1. The player loses use of the body part:
 - 4.1.1. Arm hits = Disabled (player can not use arm to reload or shoot)
 - 4.1.2. Leg or torso hit = Limp (can't run)

5. Fatal Hit/Fatality

If a player receives a 2nd hit on a wounded body part (bandaged or not) or a hit to the head, then that player is Fatal Hit with no chance for medical treatment.

6. Respawn

Players must wait a minimum of 1-minute at Respawn before returning to play.

- 6.1. Dead players will organize themselves into (4) man squads to return to play
- 6.2. If after 10 minutes, there are less than 3 players are available at respawn, the available players may return to play.
- 6.3. Respawning players and their guns and body armor return to full function.

GENERAL RULES

7. Valid Hits
Any BB hit to any part of your body, weapons, accessories or clothing counts
8. Weapon Hits
Hits to a weapon disables the weapon until the player respawns. Disabled weapons may not be used as a shield. Hits to a disabled weapon count as a hit to the body.
9. Friendly Fire
Friendly Fire counts. There are no do-overs in the real world
10. Ricochets
If you feel a soft hit, it's still a hit. Ricochet's can wound or kill you in real life.
11. No Safety Kills
If you are less than 10ft away from a target, take a few steps away before firing. Be responsible in how you play. If you find yourself face-to-face at point-blank range, both players are expected to call themselves out and accept a mutual kill.
12. No Blind Firing
No firing around corners, trees, or walls at target unless you have a direct line of view along your weapon.
13. No Firing through Mouse Holes
Do not fire through holes or gaps unless you can fit your entire head through it.
14. Hand Grenades/Mines
Gas powered hand grenades have a hit effect in the game. Electronic, non-expelling, or non-detonative (dud) devices have no hit effect.
Area of effect: 15ft radius or 1 room all players receive a hit
 - 14.1. Players who's bodies are completely behind hard cover are protected from grenade damage and are unaffected
 - 14.2. Grenades must be tossed underhand
 - 14.3. A verbal warning must be yelled prior to toss, "Frag out! 10ft kill!"
15. RPG/Launchers
 - 15.1. Shower shells take out anybody hit by direct BB (rough simulation of frag effect of ground detonation)
 - 15.2. Plastic warhead or foam projectile launched from a gas shell can be used as an anti-material round against walls and structures. Area of effect: 5ft behind a wall
 - 15.3. A verbal warning when yelled when using an anti-material round: "RPG!"
16. Respawn Tents
Tents may NOT be used as cover by live players. Respawn tents are for the safe zones for players to use in emergencies.

Guidelines for Players at our Games

We expect all our guests to be 'gentlemen/ladies' and be on their best behavior and to play with a mature attitude:

- Airsoft is a game of honor and that requires integrity. Don't bend the rules.
- If there's any doubt, call yourself out. You'll rejoin the game soon enough. Call your hits. Be classy and honor your opponent, "Nice shot".
- Don't be a douche, Don't call other people out (address any non-calling of hits to a field Referee)
- No trash talk on the field or on the boards.
- If you have a real problem with somebody on the field. Radio for an official to help sort things out. Settle things with a hand-shake, like grown ups before leaving the the field, not with a rant online.
- Always bring a red rag and wave it when you get hit. This shows your opponent that you are playing honorably and recognizing your 'hit'.
- Keep it friendly and fun. Stay classy. To put it another way, we're looking for all players to act more like BoyScouts than Blackwater.

Quick Reference Sheet

Print out and carry during play

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Game Objectives

- Control Mine Timer Box
- Complete additional Missions

Bleedout: 3 Minutes

- Body hit = Medic treatment possible
- Face/Head hit = No treatment
- Wounded body hit = No treatment

Body Armor Bonus

Ballistic Vest = 1 BB

Vest+Plate = 2 BB

Helmet/Mask = 1 BB

Medic/Wound

- Arm hits = Disabled
- Leg or Torso hit = Limp (can't run)

Respawn: (4 man) squad or 10 min

Reserved Radio Channels

3,4,5: ASS

7,8,9: GRDe

11,12,13: KASH

19: Admin Channel

- Do not fire at anybody closer than an SUV length away

SCHEDULE

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10:30-10:45 Briefing

10:45-11:15 Mini Demo

11:30-17:30 Game

18:00 Raffle

Player Sign-In Check List

Valid photo ID

Evike wrist band

Cobra One waivers

Full seal goggles with elastic retention

Barrel condom (for all rifles)

Red dead rag

Face covering (ie shemagh)

Wristwatch or timepiece

Videocam or Smartphone

Key things to Remember

- Body, weapon or gear hits count
- Friendly fire counts
- When hit, get the out of the line of fire, then wave your red rag