

## **Lone Wolf Paintball Red, White & Blue Game**

The Red, White & Blue Game at Lone Wolf Paintball in Metamora will feature three separate teams fighting for supremacy in a full-day battle spanning over all available play fields. Starting at 10:00 AM following a safety briefing, the three teams will be escorted to their bases on the field located strategically in three separate locations set an equal distance apart. These bases are starting points and MAY NOT be overrun by opposing teams. When groups of players are re-inserted throughout the course of the day, players will return to their bases before removing their barrel covers and returning to action. Play will run from 10:00 AM to 1:00 PM, we will take an hour lunch break and then will resume play from 2:00 PM to 5:00 PM. The awards ceremony will immediately follow the end of play.

### **OBJECTIVE**

Like every modern war waged in history, the ultimate goal and path to victory is money! Red, White & Blue forces will be battling throughout the day to earn the most cash (points) on the battlefield. At the end of the day, the remaining cash in each teams' bank will be tallied to determine the final victor of the day.

### **HOW IT WORKS**

Each Team will start with 200 points to begin the day. Spanning the entire field are six separate flag stations. Located at each of the six flag stations teams will find a red flag, blue flag and a white flag. The team successfully claiming a flag station will lower any opposing team's flag to the base of the station and raise their own flag. A nearby referee will then reward the victorious team with a 25 point prize. Flag stations will be located on the Speedball Field, Village, Bridge before the Village, Airplane, Uptown and the Main Hill.

### **ELIMINATED PLAYERS**

Eliminated players are casualties of war and are required to exit the paintball field immediately returning to the staging area in the parking lot. Eliminated players CANNOT communicate with active players beyond calling out "I'm dead, I'm hit or don't shoot me". Upon exiting the field the score keeper at the main entrance/exit will deduct 1 point from your team's score for each eliminated player that exits the field. When you are ready to be reinserted please gather at the field entrance and a referee with escort groups of players to their starting base to begin playing again.

### **GENERALS**

Each of the three teams will have a General to provide tactical leadership on and off the field. Generals are responsible for providing guidance and determining missions throughout the course of the battle. Rank does bring with it special privileges though. Only Generals may spend their team's points on purchasing special weapons.

## **MEDICS**

Each team will have one designated medic per team. Medics will wear their teams color armband and must also have a pink band on their mask to designate they are a medic. If a medic is shot they must exit the field and reinsert like normal player. No one can save a medic after they've been shot.

## **SPEND IT IF YOU GOT IT**

Here's a list of special weapons that can be purchased by Generals throughout the course of the day. The cost for each weapon deployment is also listed:

### **Captain America's Shield (25 Points)**

Any player carrying a shield can only be eliminated with a paintball mark on his body, arms or legs. Any marks on the head, gun or shield are disregarded and the player remains in play. When the player is marked with a shot in a vulnerable area, that player should return to the staging area and turn in his shield.

### **Paratrooper Transport Plane (25 Points)**

Every soldier's worst nightmare! Up to six players can ride a transport to any area on the field. Players holding onto the plane's airframe are immune to enemy fire. **DO NOT SHOOT PLAYERS CARRYING AN AIRCRAFT!** Players can release the aircraft at any time, entering the battle and becoming fair game to enemy fire. Players can be eliminated when they are no longer touching the airframe.

### **SCUD Missile (50 Points)**

A SCUD missile operates just like a Tomahawk, with one exception, there's no guidance! The missile will launch and then the referee will randomly determine where the missile lands by using a deck of cards to choose which base it hits (a SCUD cannot take out a base already owned by the team launching it). Once the missile arrives at the target destination, **ALL** players within the blast radius (as determined by the referee's discretion) will be eliminated. The key to surviving a missile strike is to run away!

### **C-130 Specter Gunship (75 Points)**

A bigger plane than the A-10, up to five players can fly in the Specter by holding onto the plane. These players are invulnerable to paintball hits. **DO NO SHOOT PLAYERS CARRYING AN AIRCRAFT!** These five players can make three passes around or through their selected target area before proceeding to a second target area for three more passes. The plane must then return to base following mission completion.

### **Tomahawk Missile (100 Points)**

The Tomahawk is powerful guided missile capable of eliminating all opposition around any of the six flag stations. Once purchased by a General the missile will launch and will take out any one of the six flag stations they chose to destroy. There is no way to stop an incoming Tomahawk. Upon detonation, all

enemy players within that target area as determined by the referee will be eliminated. The key to surviving a missile strike is to run away!

### **Nuclear Bomb (250 Points)**

A massively powerful weapon designed to strike fear into the hearts of all enemies, this could be a game-changing weapon if deployed properly. Any team purchasing a nuclear weapon will receive the nuclear bomb. Four players are then required to transport that bomb to the one place on the field guaranteed to provide total destruction for the enemy – the center bridge! (It's the largest, thickest bridge spanning the river. There's no mistaking it.) Successfully escort that bomb to the detonation point, and then defend that area for a whopping five minutes. If the team deploying the bomb can defend that location for five minutes, the bomb detonates. All opposing players **MUST** exit the field and return to the staging area. While all those players are awaiting an entire team reinsertion, the attacking team responsible for detonating the bomb is free to occupy all flag stations.