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# The TANTALUM CONTRACT 5

Connecticut JULY

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## PLAYER RULE BOOK

[version 1.2]

## The TANTALUM CONTRACT 5

### DATE

July 26, 2015

### LOCATION

Strategic Compound  
14 Bear Swamp Road  
East Hampton, CT 06424  
(860) 858-1556

### SCHEDULE

08:00-10:00 Sign-in/Chrono  
10:30-11:00 Briefing  
11:00-11:30 Simulation  
11:30-16:30 Game  
17:00 Raffle

### REQUIREMENTS

- 400fps w/.25g limit for AEG, GBBR, pistols or shotguns
- 450fps w/.25g limit for DMR with fixed semi-only fire (50ft. min safety distance)
- 500fps w/.25g limit for bolt-action sniper rifles (100ft min safety distance and sniper 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

### 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 25pt for footage of a pistol kill).

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.

## **MISSION LIST**

### **• 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 2<sup>nd</sup> hit on a wounded body part 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 available at respawn, the

available players may return to play.

6.3. Respawning players and their guns and body armor return to full function.

Example: Bob wears a replica helmet and mock plates inside a MOLLE PC vest. Bob is hit by four BBs: 2 BB's hit his chest, one to his helmet and one on his right arm. His armor plate plus his vest absorb both BB hits to his chest. His helmet absorbs the hit to his head. But his arm hit causes him to bleed out. Bob yells "Hit Helmet! Hit Vest and Plate! And Hit Arm!" If a medic does not treat Bob within 3 minutes, he will die.

## **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 dead.



### **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

## Tantalum Contract 5

### 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

### Radio Channels

3: ASS  
5: GRDe  
7: KASH  
11: Admin Channel

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

### SCHEDULE

08:30-10:00 Chrono/Sign-in  
10:30-11:00 Briefing  
11:00-11:30 Warm-up Game  
11:30-16:30 Game  
17:00 Raffle

### Player Sign-In Check List

- Valid photo ID
- Evike wrist band
- StratCom 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

READ CAREFULLY

**Strategic Compound LLC**

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**I HAVE READ THE ABOVE WAIVER AND RELEASE AND BY SIGNING IT AGREE IT IS MY INTENTION TO EXCEMPT AND RELIEVE STRATEGIC COMPOUND LLC FROM LIABILITY FOR PERSONAL, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.**

**PRINT NAME** \_\_\_\_\_ **AGE** \_\_\_\_\_ **DATE OF BIRTH** \_\_\_\_\_

**PHONE #** \_\_\_\_\_ **ADDRESS** \_\_\_\_\_

**CITY, STATE, ZIP** \_\_\_\_\_

**EMAIL** \_\_\_\_\_ **(OPTIONAL)**

**SIGNATURE** \_\_\_\_\_ **DATE** \_\_\_\_\_

**SIGNATURE OF PARENT/GUARDIAN** \_\_\_\_\_ **IF UNDER 18 YRS OLD**