

# THE TANTALUM CONTRACT

## ABOUT

The Tantalum Contract is a MilSim game set in the shadowy world of Private Military Contractors in Africa. This game is for players who can roleplay and that can handle more realistic wounding and kill rules—players who understand mission objectives go beyond simply getting 'moar kills'. If you have what it takes, then please read on...

Each Faction will be playing on behalf of one of three charities. Registered players will receive a complimentary raffle ticket with prizes provided by evike.com

## DATE

Saturday, August 27, 2016

## LOCATION

EMR Paintball  
577 Wolf's Lair Road  
New Milford, PA 18834  
570.465.9622  
[operations@emrpaintball.com](mailto:operations@emrpaintball.com)

## PRICE

\$40/pp  
All tickets must be prepurchased at Evike.com. No walkon ticket purchase at the field. Deadline for refund August 20.

[http://www.evike.com/search/?search\\_in\\_description=1&sort=3a&keywords=tantalum+contract&x=0&y=0](http://www.evike.com/search/?search_in_description=1&sort=3a&keywords=tantalum+contract&x=0&y=0)

50% Off for Active-Duty Heroes

Active Duty military, law enforcement and firefighters get \$20 off admission with photo ID proof of active duty status. Pre-registration required. Contact Ian Conolly or Thomas MOONDOG DelMundo III on Facebook for validation.

ALL PLAYERS must be 16yrs or older

## CAMPING

Bunk houses and Camping Sites available. Reservations required. Contact EMR for details

<http://emrpaintball.com/lodging/>

## SCHEDULE

- 08:00–09:30 Registration/Sign In/Chrono
- 09:30–10:00 Safety Briefing / Deploy
- 10:00–17:00 Game

## SIGN IN PROCEDURE

- Chrono all guns
- Bring tagged guns, completed waivers and required safety gear to sign-in

## REQUIREMENTS

- 400fps w/.25g Limit for AEG, HPA, GBBR, pistols or shotguns
- 500fps w/.25g Limit for bolt action sniper rifles (100ft minimum distance)
- ROF limit 30rps
- MidCap magazines recommended
- Only accurate replicas of SAWs (M60, M249, RPK, etc) may use high capacity box magazines. An M4 with a box mag is NOT a SAW
- Elastic retention ANSI Z87.1 rated goggles (no shooting glasses or mesh without secondary protection)
- Face and Ear protection required for ALL PLAYERS
  - Over 18: Cloth or Hard masks required (balaclava, shemagh, bandana, neoprene, mesh, or plastic)
  - Under 18: Hard masks required (mesh mask or plastic)
- Minors must have waivers signed by a parent
- Red Rag
- Hydration
- Food/Rations

## SPECIAL EQUIPMENT

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

- FRS/GMRS Radio
- Digital camera, VideoCam, or camera equipped cell-phone
- Midcap magazines are highly recommended. Phridum's Hi-Cap Rule will be in effect.

<http://www.nycairsoft.com/forum/viewtopic.php?f=67&t=2239>

## TEAMS

Go to the company websites (below) to learn about each team. Uniform requirements will be strictly enforced. Each team has its own secure planning group on Facebook. After you have received your wrist tag, please PM your team CO or Embed with the number to get access.

### *Angle-Sino Security*

Company website: <http://anglosinosecurity.blogspot.com/>

Facebook: <https://www.facebook.com/groups/tantalum.ass/>

Uniform: Black tops with any pants any color vest

Charity: Intrepid Sea Air and Space Museum

### *G.R.D. Enterprises*

Company website: <http://globalresourcedefense.blogspot.com/>

Facebook: <https://www.facebook.com/groups/tantalum.grd/>

Uniform: Brown/desert camo including UCP/ACU, ABU, and MultiCam. No black vests.

Charity: Team Rubicon

### *K.A.S.H.*

Company website: <http://kievafrikaner.blogspot.com/>

Facebook: <https://www.facebook.com/groups/tantalum.kash/>

Uniform: Green or Sky (blue) camo. No black vests.

Charity: Wildwood School for Autism

## FACEBOOK INFO PAGE

For more information about the event or ask questions about the event, join The Tantalum 6 Facebook page <https://www.facebook.com/events/1571086213186951/>

The Tantalum Contract will begin promptly on time. Anyone that does not deploy with their team will miss the first deployment window. Windows will open every 15 minutes.

## QUICK REFERENCE

<p><b>Game Objectives</b></p> <ul style="list-style-type: none"> <li>• Control Mine Timer Box</li> <li>• Complete additional Missions</li> </ul>	<p><b>Radio Channels</b></p> <table border="1"> <thead> <tr> <th><u>Channel</u></th> <th><u>Frequency</u></th> <th><u>Faction</u></th> </tr> </thead> <tbody> <tr> <td>03</td> <td>462.6125</td> <td>ASS</td> </tr> <tr> <td>05</td> <td>462.6625</td> <td>GRDe</td> </tr> <tr> <td>07</td> <td>462.7125</td> <td>KASH</td> </tr> <tr> <td>15</td> <td>462.7250</td> <td>Staff (<i>Admin</i>)</td> </tr> </tbody> </table>	<u>Channel</u>	<u>Frequency</u>	<u>Faction</u>	03	462.6125	ASS	05	462.6625	GRDe	07	462.7125	KASH	15	462.7250	Staff ( <i>Admin</i> )
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<p><b>Bleedout</b></p> <ul style="list-style-type: none"> <li>• 3 Minutes</li> <li>• Body hit = Medic treatment possible</li> <li>• Face/Head hit = KIA</li> <li>• Wounded body hit = KIA</li> </ul>	<p><b>Key Things to Remember</b></p> <ul style="list-style-type: none"> <li>• Body, weapon or gear hits count</li> <li>• Friendly fire counts</li> <li>• When hit, get out of the line of fire, then wave your red rag</li> <li>• Do not fire closer than 10ft</li> </ul>															
<p><b>Phridum's Hi-Cap Rule</b></p> <ul style="list-style-type: none"> <li>• Hi-cap magazines must be ejected from all rifles before they can be wound back up.</li> <li>• Failure to follow Phridum's Hi-Cap Rule will result in being called "hit" and forced to return to respawn.</li> <li>• Full rule set below</li> </ul>	<p><b>Player Sign-In Check List</b></p> <ul style="list-style-type: none"> <li>✓ Valid photo ID</li> <li>✓ Print-out of your ticket or receipt</li> <li>✓ EMR Paintball/NYC Airsoft waiver</li> <li>✓ Goggles</li> <li>✓ Barrel blocker (on all rifles)</li> <li>✓ Red dead rag</li> <li>✓ Face covering</li> </ul>															

## PHRIDUM'S MILSIM HICAP MAGAZINE RULE

Most MilSim players only use MidCap ("Medium Capacity") magazines because changing magazines to reload is an integral part of the MilSim experience. They hate HiCap ("High Capacity" clock spring type) magazines because their high storage capacity and winding mechanisms seem unrealistic. But some gun models do not have aftermarket MidCap magazines available or are rare and expensive.

Here is a simple rule which allows for a realistic mag change MilSim experience when using HiCap magazines: Eject To Rewind. Players using HiCap magazines in MilSim games must eject their mag every time they need to rewind their HiCap spring. Players are encouraged to carry multiple HiCap magazines and swap them out just like they would do with a MidCap. Rewinding the magazine detached from a gun simulates the time and effort to manually reload single rounds into a magazine.

## 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 hills 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 public relations media 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. Videos 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 PR 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/Videos must be clear and distinguishable.

**Setup:** Teams must have a digital camera, camcorder or camera enabled phone.

- IED Disarming Video 50pts

*To protect the local fighting force, your employer wants you to educate them.*

**Task:** Disarm an Improvised Exploding Device booby trap found in the AO using a box of materials and instructions which will be supplied. Shoot a video demo of how your team has disarmed the IED. Photos/Videos 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 against 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 against 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 against 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/Videos 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 on 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 TCN 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.

## TANTALUM MEDIC RULES

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"

- 1.1. Critical Hit: Torso, legs and arms = Medic can treat
- 1.2. Fatal Hit: Head, wounded body-part, = No medic treatment

### 2. 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".

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

### 3. Medic

A Medic can "treat" a Critically Hit player during their 3-Minute Bleedout, by tying a provided bandage around the location of the players wound (e.g. Around their knee for leg hits, vest strap for chest hits, etc.).

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

### 4. Fatal Hit/Fatality

If a player receives a 2nd hit on a wounded body part or a hit to the head, then that player is Fatally Hit with no chance for medical treatment.

## 5. Respawn

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

5.1. Dead players will organize themselves into (4) man squads to return to play

5.2. If after 10 minutes, there are less than 3 players are available at respawn, the available players may return to play.

## GENERAL GAMEPLAY RULES

### 1. Valid Hits

Any BB hit to any part of your body, weapons, accessories or clothing counts

### 2. 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.

### 3. Friendly Fire

Friendly Fire counts. There are no do-overs in the real world

### 4. Ricochets

If you feel a soft hit, it's still a hit. Ricochet's can wound or kill you in real life.

### 5. Surrender or Die

If you are less than 10ft away from a target, offer "Surrender or Die". If your opponent does not surrender, you may fire upon them. Aim for the feet. Use caution.

### 6. No Blind Firing

No firing around corners, trees, or walls at target unless you have a direct line of view along your weapon.

### 7. No Firing through Mouse Holes

Do not fire through holes or gaps unless you can fit your entire head through it.

### 8. Hand Grenades/Mines

Gas powered hand grenades have a hit effect in the game. Electronic, non-expelling, or undetonated (dud) devices have no hit effect. Area of effect: 15ft radius or 1 room all players receive a hit

8.1. Players who's bodies are completely behind hard cover are protected from grenade damage and are unaffected

8.2. Grenades must be tossed underhand

8.3. A verbal warning must be yelled prior to toss, "Frag out! 10ft kill!"

### 9. RPG/Launchers

9.1. Shower shells take out anybody hit by direct BB (rough simulation of frag effect of ground detonation)

9.2. 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

9.3. A verbal warning when yelled when using an anti-material round: "RPG!"

### 10. 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, on the boards, or Facebook. If you have a real problem with somebody on the field. Radio for an official to help sort things out. Settle things like grown ups at the field, not with a rant on the internet.

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. To put it another way, we're looking for all players to act more like Boy Scouts than Blackwater.