

COMBAT VEHICLES RULES

A Tank or Mech, by the general definition of these rules, are Combat Vehicles.

VEHICLE ESCORTS:

- All Combat Vehicles are required to have an escort, for the vehicles safety.
- However, due to limited personal for the event, teams/players with combat vehicles should endeavor to bring their own escort.
- This person will be tested on knowledge of the Combat Vehicle rules.
- These escorts are for the refereeing of the vehicle only and to indicate whether the Combat Vehicle is disabled or eliminated.
- The escorts **WILL NOT** rule over anything a player does (i.e. paint checks), their focus is on the vehicle they are escorting.
- **NO** combat vehicle of any type will be allowed on the field without an escort.

TANK:

- The tank can be motorized or non-motorized.
- Motorized tanks can only be powered by an electric motor. **NO internal combustion powered vehicles will be allowed on the field!**
- A non-motorized tank can only be human-powered and must also of sufficient size that it can accommodate two or more players comfortably
- Able to carry up to five rockets and any number of paintballs and paintball markers.
- While in play, all crew members and passengers may fire paintballs from inside the tank.
- Crew members can only be eliminated by destroying the tank.
- The tank can only travel on established roads.
- **The tank cannot enter buildings!**
- The tank is invulnerable to small arms fire. (Don't shoot them with paintballs! You will just be wasting your paint.)
- Vulnerable to all explosives, including grenades.
- May be assigned a tank number which will be placed on the front, rear, and sides of the tank
- **ALL personnel in the tank are REQUIRED to keep their masks on at all times while on the field. NO EXCEPTIONS!**

MECHANICAL EXOSUITS ("Mech"):

- A non-motorized, single person, powered armor. Arms are protected but exposed.
- Can carry up to **two** of any combination of explosives (with a limit of 2 rockets for the launcher) and paintball markers.
- May also carry a foam-based melee weapon that can only be used to only eliminate other Mechs.
- Can travel on and off established roads
- **Cannot enter buildings!**

- Invulnerable to small arms fire. (Don't shoot them with paintballs! You will just be wasting your paint.)
- Vulnerable to all explosives, including grenades

COMBAT VEHICLE ELIMINATIONS

TANKS:

- First direct hit from any explosive disables (vehicle can still shoot, but cannot move)
- Second direct hit destroys (vehicle must move off the field and back to the respawn point)

Yellow Flag = Disabled. When a tank is disabled, the vehicle escort will hold up the yellow flag to indicate that the vehicle is disabled.

While disabled, all crew members can still fire from within the tank.

Passengers are still in play and can exit the tank if it is safe to do so.

Red Flag = Eliminated. When a tank is eliminated, the vehicle escort will immediately raise up the red flag and continuously call out, "vehicle is out!" while escorting the vehicle back to their own CP or off field. All crew and passengers are out of play and cannot fire or exit the tank.

MECHS:

An indirect hit (paint grenades and thunder bees must "explode") within 5 feet of the Mech or a direct hit eliminates the Mech.

Once destroyed, return to CP and await re-insertion, per rules of the game.

Red Flag = Eliminated. When a PUG or Mech is eliminated, the vehicle escort will immediately raise the red flag and continuously call out, "vehicle is out!" while escorting the vehicle back to their own CP or off field.

MECH ADDENDUM

Mech Melee weapons are foam Nerf style weapons that may not be longer than 4 feet and must be approved and tagged by Propmaster. They may only be used to eliminate other Mechs and. Care should be taken not to harm other players with such weapons. Game Control reserves the right to refuse any Mech due to lack of creative effort (i.e. players wearing unaltered motorcycle protective gear and a shield).

NOTE: There will be a mandatory tank driver meeting with the tank refs, tank commanders, and game director on the Friday evening before the event. All tanks will be inspected, signed off and will be assigned their own tank card.

All vehicles are the personal property of the owner. Players may not touch, take, disable, and/or in any way intentionally damage or destroy a combat vehicle or its contents. Failure to adhere to this rule WILL result in the offending player being ejected from the event, field, and potentially

subject to arrest by local law enforcement. Players using combat vehicles have spent a lot of time, money, and resources to build these props for the enjoyment and enhancement of the event. Please respect their work.

Players and tank owners are deemed solely responsible for their vehicles on and off the field. ALL liability is placed on the tank owner, not on the park, employees, or other affiliates!
Max Speed Limit: Moderate walking speed, ON and OFF the field.
Viable means of braking/stopping for all vehicles is required.

Under no circumstances will a tank be powered by a gasoline/diesel engine/generator or combustible compressed gas engine/generator. Any use of these fuels or power propulsion will not be allowed on the field per Park Rules and Local Fire Codes.

Crew members must be able to see around the vehicle. All efforts should be made to minimize blind-spots.

If a combat vehicle can carry players and props, carrying capacity is to be determined at the time of inspection by approved park representative.

Must provide their own ground guide for each vehicle

Even if a vehicle meets all the above conditions, it may only be used with approval from an approved park representative. While on the field, all vehicles must be escorted by a "ground guide", an inactive participant from the vehicle's team, to guide and escort the vehicle. Note that field staff may not be provided as a dedicated vehicle escort due to availability of staff.