

## High-Value Target by Omega



### Supplies

- Baofeng UV-82 set to channels 1 & 98 for HVT
- Omega will carry the other UV-82 set to channels 1 & 98 plus a UV-B5 set to channel 2
- Blue beret and outfits for HVT
- Ear plugs
- Enough blue armband/patch/tape sets for 33% of the total number of players
- Enough gold armband/patch/tape sets for 66% of the total number of players
- Gold flag on pole for MAC
- Jackal gun set to semi-auto (F for Fire) with two full magazines (10 rounds) in black UTG holster on a belt for HVT
- Printed maps showing the target sites and CPs for HVT, gold commander, and Omega

### Pregame Setup

- Combine HVT items listed above into a kit.
- Set Omega's UV-82 and UV-B5 to the correct channels.
- Fly gold flag from the MAC.

### Game Briefing Script to be read at MAC

If you do not already know our standard respawn rules, please come get a **map** that has the instructions on the back.

When you get hit, call it, put on your red rag, sit, and start your timer.

All regular players are required to sit after getting hit. Only embedded moderators are allowed to stand and monitor the game.

After 3 minutes, you may sit and wait as long as you like for a live friend to come and respawn you back into the game by taking off your red rag and placing it in your hand. Or, if it's taking too long for someone to get to you, you may stand and move to respawn with an alternative method. But, once you choose to stand & move, you may not be respawned in place with only a friend.

Instead, you may respawn yourself at one of your faction's respawn poles. Or, you may find a live friend who's willing to respawn you at a respawn tree that is safely out of BB range from your enemies.

You may also be dragged by a friend before your 3 minutes are up.

You need to know that the **Gold team's** self-respawn pole is located here inside the **MAC building**.

And, **Blue team's** self-respawn poles are located at **Alpha Base, Bravo Base, South Bridge, and 2nd Entrance**.

Are there any questions about the hit & respawn rules?

For one side, this will be a game of defending territory and hunting down a high-value target or HVT. For the other side, it will be a game of guerilla warfare and protecting their leader.

**We need a volunteer to be our HVT. You need to be mature, willing to wear something that stands out, able to stay for the entire 2-hour game, and must be familiar with how to chamber & fire a real handgun because you will be shooting a blank-fire gun into the air and carrying an expensive radio. Who wants this important role?**

HVT, please put on **this blue beret and outfit**. Next, put on **this gun belt**. The gun is already set to semi-auto. Don't ever point or fire it at a human being. Instead, you will be shooting it straight up into the air. The gun is very loud, so **here are some earplugs** for you if you like. The radio has two push-to-talk buttons. The top one allows you to communicate with your bodyguards on channel 1, and the bottom one allows you to speak through the field PA system. I will go over the details of your role later in this briefing. Also, please take **this pencil & map**.

**Now, we need a volunteer to be our gold commander. You will need to have a 4+watt radio that is set to channel 2 and be familiar with the central part of the field.**

Gold Commander, please take **this** pencil & map, and please apply a set of gold patches or armbands.

We are about to put everyone into the different factions. If you are here with your family or close friends and would like to be put on the same faction, please stand near each other and hold your arms up to point at each other so that we know to keep you together during the selection process. The gold team will need to be twice as large as the blue team. Therefore, our gold CO and blue HVT will take turns selecting their teammates playground-style, but the gold CO will pick two players for every single pick that the blue HVT gets to make. After you have been selected, please go to the side that your leader is on and apply at least two of the appropriate armbands or velcro patches to your upper body.

Now that each of you has been assigned to a team and put on colored markers, please get your radio out if you have one. Blue team, please set your radios to channel 1 (462.5625 MHz). Gold team, please set yours to channel 2 (462.5875 MHz). I can provide the specific frequencies if anyone needs them.

The gold team's objective is to simultaneously defend 8 locations that are around the center of the field and are each circled on your commander's map. They include the Castle, Gully Base, Fort Harris, Jackal's Hold, Pallet Base, Prison, Citadel, and Wolves' Den. In order to defend these sites and score points, you must hunt down and eliminate the HVT as many times as possible because they are the only one who can destroy your 8 locations. Solid radio communication and fast movement around the field will be the keys to your success. One point will be awarded to gold for each time that the HVT is assassinated; therefore, the HVT must announce it using the bottom radio button each time they are killed. The HVT is the only player today who does not have to sit for 3 minutes after getting hit because we want him/her to get back into the game as soon as possible in order to keep the game flowing. Gold team members are not allowed to follow the HVT after they have been eliminated because we want him/her to have a chance to respawn at an unknown location on the outskirts of the field for another attempt to destroy another location.

The blue team's objective is to assist the HVT to quickly and stealthily get into each of the 8 locations so that they can blow them up. You might want to distract the gold team on one side of the field while the HVT destroys a location on the other side, or you could escort the HVT directly with brute force into a location that needs to be destroyed. The blue team will earn one point for every location that the HVT destroys.

HVT, when you bomb a control site as shown on the map, you will get inside of it, fire the gun up into the air, announce with the bottom button the location that you destroyed, and mark it off with an X on your map.

Once a base has been blown up, it may not be destroyed again until after all of the others have been blown up and I have reset them with an official announcement over the PA system. Everyone with an internet connection may monitor which locations have been destroyed and how many times the HVT has been killed in real time through this URL: <https://multitimer.net/board/?q=a6zjheptak>

This game will go on for 2 hours regardless of how many times the HVT is killed or the locations are destroyed. The team with the most points at the end will be the winner. The HVT is not allowed to get an early lead and then run out the clock by simply hiding for the rest of the game. Instead, you must continue to work with your faction to take out more locations.

Each player must remain loyal to the team that they are on because treason will break this game.

Are there any last questions about any of the rules?

Okay, then we need all of the gold team to enter the MAC Building and shut the windows.

Meanwhile, the HVT and blue team must go to a respawn location of their choice (Alpha Base, Bravo Base, South Bridge, or 2nd Entrance) and radio when they have arrived. Then, the gold team will

have just 5 minutes to position themselves as they wish before the game starts, but they must each be touching their choice of the locations that they're defending. Of course, once the game starts, everyone may start moving around.