

MilSim Corps™ Paintball League

Mission Rules

Revision 1

Section 1: Role Armbands

1. Each player shall be issued an Armband prior to starting each game upon providing a valid Player ID to the Field Ref.
2. Role Armbands are worn on the Left Arm.
3. No player shall remove an Armband unless shot by another player.
4. When shot, the player shall give Role Armbands and Bandage Armbands to a Field Ref.
5. Players shall remain the same role for the entire game; players may not change roles during a game for any reason.
6. Players may change roles between games.

Section 2: Bandage Armbands

1. The Medic Specialist for the Mission Team shall be issued 5 Bandage Armbands prior to the start of the Mission.
2. There are no Bandage Armbands issued to the Patrol Team.
3. A Medic Specialist is the only player that may use Bandage Armbands and place Bandage Armbands on players.
4. The Bandage Armbands are placed on the Right Arm.
5. Only one Bandage Armband may be placed on a player.
6. If a player wearing a Bandage Armband is shot, the player is out of the game and may reenter the game as Reinforcement.

Section 3: Reinforcements

1. The Patrol Team does not have any Reinforcement Armbands; one hit and the Patrol Team player is out of the game.
2. The Mission Team shall have 2 Reinforcement Armbands for each role; the Reinforcement Armbands shall be placed in the Reinforcements Box for each team.
3. Mission Team players shall use the same Role Armband issued prior to the start of the game to reenter the game as Reinforcement.
4. No player may move, cover or hide any Reinforcements Box during game play.
5. For the Ambush game, both teams shall have 2 Reinforcement Armbands for each role; the Reinforcement Armbands shall be placed in the Reinforcements Box for each team.

Section 4: Team Starting Positions

1. The Mission Team players shall start huddled together at the Reinforcements Box.
2. The Patrol Team players may position themselves anywhere in the field, no closer than 50 yards to the Mission Team Reinforcements Box.

Section 5: Roles and Objectives

1. Authorized roles in the MilSim Corps™ Paintball League are as follows: Leader, Medic Specialist, Communications Specialist, Demolition Specialist, Sniper Specialist, Infantry

2. A Leader may use the props and complete the objective for the following roles: Communications Specialist, Demolition Specialist and Sniper Specialist
3. A Medic Specialist is the only player that may use Bandage Armbands and place Bandage Armbands on players.
4. A Communications Specialist is the only player role, besides the Leader role, that may use the SATCOMM prop and complete the Communications objective.
5. A Demolition Specialist is the only player role, besides the Leader role, that may use the Bomb prop and complete the Demolition objective.
6. A Sniper Specialist is the only player role, besides the Leader role, that may use the Sniper colored paintballs and complete the Sniper objective.
7. The Infantry role may only use the props for the Mission Objective and complete the Mission Objective. An Infantry may not use the props nor complete the objective for any other role.

Section 6: Team Sizes

1. Maximum number of players for a team on the field is seven (7) and minimum number of players is five (5).
2. Teams with 7 players shall be issued Armbands for the following roles: Leader, Medic, Communications, Demolition, Sniper, Infantry 1, Infantry 2
3. Teams with 6 players shall be issued Armbands for the following roles: Leader, Medic, Communications, Demolition, Sniper, Infantry 1
4. Teams with 5 players shall be issued Armbands for the following roles: Leader, Medic, Communications, Demolition, Sniper

Section 7: Player Substitution

1. A MilSim Corps™ Mercenary may play on any team in any game as requested by a team.
2. A team may substitute one player per game with a MilSim Corps™ Mercenary.
3. The MilSim Corps™ Mercenary may play the following roles for the team: Communications, Demolition, Sniper, Infantry

Section 8: Props

1. The Patrol Team players shall not move, cover or hide the Mission Team props; Repeat: The Patrol Team players shall not move, cover or hide the Mission Team props.
2. The Patrol Team players are not issued any props.
3. The Medic Specialist shall be issued a Medic Specialist Backpack and 5 Bandage Armbands; no paintballs may be carried in the Medic Specialist Backpack.
4. The Communications Specialist shall be issued a Communications Specialist Backpack and a SATCOMM Key; no paintballs may be carried in the Communications Specialist Backpack.
5. The Demolition Specialist shall be issued a Demolition Specialist Backpack and a Bomb Key; no paintballs may be carried in the Demolition Specialist Backpack.
6. The Sniper Specialist shall be issued 50 sniper colored rounds, in addition to the standard issue ammunition, prior to the start of the Mission; the Sniper may not obtain additional sniper colored paintballs during the Mission; the color of the sniper rounds are determined by the Field Ref.

Section 9: Ammunition

1. The Patrol Team players have no limit on how many paintballs each player may carry.
2. The Mission Team players shall be limited to 250 paintballs per player.
3. The Mission Team shall have an Ammunition Box placed next to the Reinforcements Box. The Ammo Box will contain fourteen 100 round pods.
4. The Mission Team players may obtain additional ammunition from the Ammunition Box at any time, as long as the player does not exceed more than 250 paintballs on their person.
5. For the Ambush game, both teams shall carry no more than 250 rounds per player and both teams shall have an Ammo Box with fourteen 100 round pods.

Section 10: Completing Missions and Objectives

1. The Patrol Team has the objective of preventing the Mission Team from completing any of the Mission Team Objectives.
2. The Mission team has four (4) Objectives: Mission, Communications, Demolition, Sniper
3. All Mission Team Objectives must be completed before the Game Time Limit of 30 minutes is reached or the Objective is not considered complete and the Patrol Team shall be awarded points.
4. The Mission Objective is completed per the instructions of the specific Mission game.
5. The Communications Objective is completed when the Communications Specialist, or the Leader, unlock the Communications Box and read the Coordinates into the two way radio and the Field Ref responds "OK". (Note: "OK" shall be used internationally).
6. The Demolition Objective is completed when the Demolition Specialist, or the Leader, unlocks the Demolition Box, sets the Bomb prop timer, the Bomb prop timer counts down and the Bomb prop initiates the explosion sound; a Patrol team player may reach the Bomb prop and turn off the timer before the Bomb prop initiates the explosion sound; the Demolition Specialist, or the Leader, may reinitiate the Bomb prop timer.
7. The Sniper Objective is completed when the Sniper Specialist, or the Leader, shoots the target hung on the Sniper Dummy with a sniper colored paintball.

Section 11: Ambush Game

1. The objective is for one team to retrieve the Mission Dummy, bring it to their Reinforcements Box, pull out the Bandage Armband from the Reinforcements Box and place the Bandage Armband on the right arm of the Mission Dummy.
2. Any player may place the Bandage Armband on the Mission Dummy for the Ambush Game.
3. The first team to complete the objective is the winner.
4. If the Game Time Limit is reached and neither team completed the objective, then the team with the least total losses wins the game.
5. The least total losses are determined by the team with the least Armbands turned in to Field Refs.
6. If a player holding the Dummy is shot, the player shall drop the Dummy where the player was shot.
7. There are standard issue reinforcements for both teams.
8. There are no Bandage Armbands issued to the Medic Specialist for this game.

Section 12: Disputes

1. Any disputes from players shall be settled at the discretion of the Field Ref.
2. The League shall not dispute any action taken by the Field Ref regarding disputes.

Section 13: Actions not covered

1. Any actions not covered by the Mission Rules is at the discretion of the Field Ref.
2. The League shall not dispute any action taken by a Field Ref that is not covered by the League Rules, Mission Rules or any applicable Program Rules.