



Day of the Rangers

By Delta Ops

A Real-Life Scenario Designed for Hell Survivor's

Overview

The American forces have a strong technological advantage, but the Somalis have more players and a quicker re-spawn. Also while the Somalis receive points for eliminating Americans and over-running the Alamo, the Americans earn points for objectives reached by the lost convoy and by safely returning at the end of each half.

Teams

There shall be two (2) teams; the Americans (Task Force Ranger) and the Somalis (Clan Habr Gidr). The Somalis shall outnumber the Americans by between 3:1 to 2:1 during daytime play and 2:1 to 1½:1 at night. Task Force Ranger will wear blue armbands and Clan Habr Gidr will wear white. Players wishing to switch to the Task Force Ranger side for night play must visit CIA prior to 16:30 (4:30). **In addition there will be Non Player Characters and players performing special roles (Somali street gang, U.N. forces, ect.).**

Special Roles

Task Force Ranger will have General Garrison as a leader (selected by the game coordinator). He will be marked by a double-thick blue armband.

Task Force Ranger will have one (1) medic for every seven (7) US players. One-half (1/2) of the medics will be chosen by General Garrison and one-half (1/2) will be chosen by the game coordinator. Medics will be marked by a thin red strip over a thick blue one. Medic tags and armbands may be transferred to another player only by the Game Coordinator, and only at the request of General Garrison.

Task Force Ranger will have one (1) officer for every (15) US players. One-half (1/2) of the officers will be chosen by General Garrison and one-half (1/2) will be one half by the Game Coordinator. Officers will be marked by a thin yellow strip over a thick blue one. Officer tags and armbands may be transferred to another player only by the Game Coordinator, and only at the request of General Garrison.

Task Force Ranger will have two (2) Tank Drivers for each Tank. The Tank Drivers are selected by General Garrison and must be approved by the Game Coordinator. Only Tank Drivers are allowed to operate Tanks. Tank Drivers will have a special player tag and may be required to pay a security deposit on the tank. Tank Driver tags may be transferred to another player only by the Game Coordinator, and only at the request of General Garrison.

Task Force Ranger will have two (2) Pilots for each Helicopter. The Pilots are selected by General Garrison and must be approved by the Game Coordinator. Only Pilots are allowed to operate Helicopters. Pilots will have a special player tag and may

be required to pay a security deposit on the Helicopter. Pilot tags may be transferred to another player only by the Game Coordinator, and only at the request of General Garrison.

Clan Habr Gidr will have Mohamed Farrah Aidid as a leader (selected by the game coordinator). He will be marked by a double-thick white armband.

Other special roles may be announced during the game.

Re-Insertions

- The Somalis will “hot” insert every five (5) minutes. The insertion window will be open for one (1) minute starting on the hour. For example; 1:00 to 1:01, 1:05 to 1:06, etc.
- The Americans will be reinserted every twenty (20) min. They may insert to the Convoy, the Alamo, or any other position chosen by an Officer. For the insertions during the Bakaara Market objective, the US forces will insert somewhere on the tapeline between Highlands Castle and Sin City. They will not be taken directly to the Alamo – they have to fight their way back. The Somalis will receive five (5) points for every American who reinserts (see scoring below).

Field Set Up

The entire field, with the exception of Masters Field, shall be used.

- Starting Bases for daytime play:
 - 1/3 of the American forces will start at Highlands Castle (the initial Alamo (see below)); the rest will start at Castle Roc.
 - Starting positions of the Americans may be altered
 - The Somalis will “shotgun” start from the two field entrances.
 - Starting positions of the Somalis may be altered
- Starting Bases for nighttime play:
 - The American forces can start anywhere on the field. The primary goal for the first two hours is to hold Bakaara Market (the Helicopter) – see “Objectives” below.
 - The Somalis will again “shotgun” start from the two field entrances.
 - No firing for 60 seconds – at the first horn the Somalis can leave the gates, at the second play begins.

Night Play (8pm to Midnight)

- Chrono = 250 fps or under
- Semi-auto only - no ramping, cranks, etc.
- 15 bps cap
 - The refs on the field will have the final say on ALL safety rules. If they think you are firing too fast, YOU ARE!!! The 15 BPS cap is a baseline, an absolute for a frame of reference. There will be situations where 15 BPS will be too fast and unsafe (like bursting into a building or a close range ambush). In these cases if a player fires at what the

ref considers a unsafe ROF they will be warned, or if the situation deems, also have their card punched. If you can fire faster than 15 BPS you need to find a way to cap your gun and be able to shoot slower when the situation demands it. All players must surrender marker to a ref for testing if asked. The ref will fire 10-20 shots to make sure it is in a compliant firing mode.

- ALL hits count (does not need to break)
- No rockets, grenades, mines, mortars, etc.
- Flashlights are allowed.
- Night vision will be allowed.
- No torches, candles, open flames, flares, etc.
- The ratio will be adjusted to 2:1 - 1½:1 for night play.
- A certain color chem-light (color TBD) will be issued to each player to be used when eliminated or wounding waiting for a medic. Anytime the light is visible (even if unintentional) that player is eliminated (or wounded). Shooting at any chem-light is illegal.

Special Weapons

Grenades, mines, grenade launchers, mortars, and smoke are highly encouraged; however they can NOT be used during night time play.

- **Smoke**

Only smoke grenades purchased from Hell Survivors are allowed.

- **Grenades and Mines**

Only paint grenades and mines purchased from Hell Survivors are allowed.

Additionally, eliminations by light blue paint, that when all splatter is combined equals an area larger than CD, cannot be healed by medics.

- **Mortars and Grenade Launchers**

Each Mortar and Grenade Launcher must be pre-approved by HSI before it will be allowed on the field. Only commercially available Mortars and Grenade Launchers are permitted – no homemade launchers! Mortars and Grenade Launchers must chronograph under the speed of 230 feet per second. All launchers must have a device for plugging the barrel and use light blue paint (see Grenades above) or loose paintballs (shotgun rounds – Fireball brand only!). Light Blue paint eliminates players the same as grenades. Mortars and Grenade Launchers must always fire at a minimum 45 degree arc or greater. Mortars can not be DIRECT FIRED at ground personnel.

- **Rocket Launchers (LAWs and RPGs)**

All rockets must chronograph under the speed of 230 feet per second. Every rocket launcher must be approved by the HSI prior to the game. Only commercially available Rocket Launchers are permitted – no homemade launchers! All launchers must have a device for plugging the barrel and must use ONLY two-inch Nerf rounds or JCS F69 rockets. Rockets may only be fired at the obstruction (man made or natural) used as “cover” by the opposing team or player. The point at which the rocket first impacts is the center of the elimination area. ALL players within a 12-foot radius (4 paces) of the impact point will be eliminated. The point of impact of a rocket is where the rocket first struck an object or the ground, not where the rocket came to lie. A rocket that is thrown by hand will have no effect. It is prohibited to fire a rocket directly at an “open”

opponent. If a rocket is shot directly at a player who has no cover and strikes a spot or structure within five (5) paces of the player the player who shot the rocket will be eliminated until next re-insertion and have their tag punched.

The following buildings are considered hardened and impervious to RPG/LAW fire; Castle Roc, Highlands Castle, Tippmann Towers, and West Point.

NOTE: Players using rocket launchers must inform a referee prior to the shot. A referee MUST witness the shot. A designated rocket launcher player may request a referee to follow him for a short time prior to engaging a target. A referee will remain near the rocket only if it is actively engaging targets.

- **Tanks**

The American team will have at least one walking tank supplied by Team Delta Ops. The number of tank missions will be at the Game Coordinator's discretion, will only be allowed during the daytime sessions and is only allowed to be operated by a Tank Driver, who may be required to pay a security deposit on the tank.

Additionally, personal tanks that are brought to the event may be allowed as well, if they are approved by the field prior to play.

All Tanks must have a tank ref with them at all times. Tanks may maneuver anywhere on the field (they are not limited to the roads) and are limited to 5 mph. Tanks are eliminated with LAWs/RPGs the same as bunkers and are impervious to all other fire. Each time a tank inserts the Somalis will receive points equal to one quarter ($\frac{1}{4}$) of a point multiplied by the total number of American team players.

Other Tank rules: No vehicles originally manufactured for road use may be used. No Vehicle may exceed $\frac{3}{4}$ ton (1500lbs) G.V.W. Any vehicle will be removed from play if a game official finds the driver driving recklessly or the vehicle is endangering any players. The speed limit is no faster than a fast walk (5 miles per hour). Assault Vehicles and its occupants will be shot at but they cannot be eliminated by paintballs. This applies to vehicles and gunners. Assault Vehicles must check-in with the Field Manager as soon as they arrive and with the Game Coordinator 15 minutes before each mission. Any vehicle that breaks down will be abandoned and pushed off the road until games are over.

- **Helicopters**

The American team will have at least one walking helicopter supplied by Team Delta Ops. The number of helicopter missions will be at the Game Coordinator's discretion, will only be allowed during the daytime sessions, and is only allowed to be operated by a Pilot, who may be required to pay a security deposit on the helicopter.

All Helicopters must have a helicopter ref with them at all times. Helicopters may maneuver anywhere on the field (they are not limited to the roads) and are limited to 5 mph. Helicopters are eliminated with LAWs/RPGs the same as bunkers, but only when they are not at high altitude and are impervious to all other fire.

Helicopters may either be at High or Low altitude. While they are at high altitude they may not fire nor may they be fired upon. While at low altitude they may fire and can be eliminated by LAW/RPG fire (paintballs have no effect on them). To change altitude the Pilot must inform the accompanying ref, who will then count to five (5), after which the altitude has been changed. When the Helicopter is at High Altitude the accompanying ref shall hold up a white flag. Each time a Helicopter inserts the Somalis will receive points equal to one half ($\frac{1}{2}$) of a point multiplied by the total number of American team players.

- **Technicals (Somali Tanks)**

The Somali teams will have at least one walking tank supplied by Team Delta Ops. The number of Technical missions will be at the Game Coordinator's discretion, will only be allowed during the daytime sessions, and is only allowed to be operated by a player selected by the Game Coordinator (who may be required to pay a security deposit on the tank). All other rules are the same as Tanks above.

First Aid and Medic Rules

- **First Aid**

The Americans will have the following medic rules to compensate for their inferior numbers.

During registration, every American player will be issued a wound card. This represents his first-aid kit and should be placed where it will be easily accessible. The wound card will have three sections with six (6) spots to punch holes and areas for Medic initials and time in each section. If an American player takes a valid hit, he immediately yells "HIT!" and raises his weapon or hands above his head. The player "falls in place", assuming a sitting position with his/her marker in the air. The player may move up to five feet in any direction if needed to place his/her self closer to a wall or otherwise outside the flow of traffic. He is not allowed to "stagger" a longer distance back to drop amidst his teammates. Players may bring red or orange "wound" cloths or handkerchiefs to hold in the air or wrap around their weapon.

Until they have been given first-aid, the downed player remains where he/she lies. A downed player may be "carried" by one or more active players to a safer location for treatment. One player placing his hand on the downed soldier's shoulder represents a carry. They may run but neither player may fire.

Only Medics may render any first-aid, although a Medic may not render first-aid on himself. For a Medic to heal a wounded player the six (6) holes in one section must be punched and then the Medic must initial the card and write the current time. Now he/she may now re-enter combat.

- **Medics**

The Americans can have one (1) medic for every seven (7) players on their team. Medics designated by medic armbands (thin red stripe over thick blue). If a medic is killed, another player may not pick up the medic armband and "become" the team medic. The team is out of luck until the medic re-enters game play from the staging area.

Each American has three med kits (sections on wound card), so if a player is wounded (hit) a fourth time, he/she cannot be healed. The Somalis cannot use first aid or medics. Med kits cannot be shared or given away and can be resupplied only at CIA. It is illegal to have more than one wound card on your person.

- **Over-shooting in First Aid Situations**

It is illegal to intentionally shoot a wounded player who is waiting for first aid. However, if a medic or other player is using a wounded player as a bunker he/she will most likely be shot. Consider where you are in play before calling for a medic. If you are concerned about being overshot, call yourself out and head to the dead zone. If a wounded player is hit five or more times while waiting to be healed *and there are no eligible targets near them*, they are allowed to fall back to cover and await a medic.

Silent Kill

In order to perform a silent kill, a player must be within one pace of any opponent, then show them you're player tag and say "silent kill". Players eliminated in this manner are not allowed to say ANYTHING! They shall place their barrel bag on their marker and leave the field of play. Players eliminated in this manner cannot be healed by a medic and must head for the dead zone without speaking.

Eliminating another player in this manner shall be done in a considerate manner, and for no reason touch another player.

Objectives

- The Lost Convoy

The Americans will be issued a blue flag what will begin daytime play at Castle Roc. This will represent the convoy. At the start of play the player holding the flag, and only him/her, will be told what base is the convoy's objective. The player holding the convoy flag must raise the yellow flag at the specified base for the objective to be achieved. If that is done, Task Force Ranger will receive five (5) points multiplied by the total number US total players. At that time, the player holding the convoy flag will be told the next objective. This will continue until the Mogadishu Mile (see below). Also, a new objective may be declared by the game coordinator at any time, even if the last one hasn't been achieved yet. Possible objectives for the Lost Convoy may include, but are not limited to, Castle Roc, Sin City, Area 51, Archie Bunker, East Point, Firebase Bravo, Camp Zulu, Bakaara Market (Helicopter), West Pont, Tippmann Towers, Highlands Castle, Fort Not, Fort Myers, the Pentagon, the Meatgrinder. Additionally, flag stations may be set up randomly and only a general location given (i.e. "east of Archie" etc.)

- The Convoy Flag – the convoy flag can be handed to another player at any time. If the player holding the flag is eliminated, he/she drops the flag. Players on the Somali side cannot touch the convoy flag at any time. If all the US players in the convoy are eliminated, the flag will be taken back to the dead zone and the convoy re-launched at the next insertion.

- The Alamo

The goal for the Somalis is to overrun the Alamo. Each time this is done the Somalis will receive points equal to seven (7) points multiplied by the total number of American team players. For an overrun to occur the red flag at that base must be completely raised. If the Alamo falls, a new one will be chosen by the game coordinator and at the next insertion a group of US players will be taken there. The chosen area will be cleared of all other players and Task Force Ranger will be given 5 minutes to set up. After they are set-up, the location will be announced in the dead zone. The initial Alamo for daytime play will be the Highland Castle. The defense of the Alamo will continue until the Mogadishu Mile (see below).

- Blackhawk *Super Six Four*

At least once and up to once during each phase, the game coordinator will have a referee secretly take three American players and a flag station to place on the field he

determines. These three US players shall be noted with thin green over and wide blue armbands and absolutely cannot communicate with their team in anyway until they are in play, also medics are not allowed among these three. One of the players will be the pilot. He is wounded and cannot walk on his own (but may fire) – he will be marked by an additional gray armband. This can be healed by a medic (only a medic) simply removing the above fore mentioned armband. Once they are in place the game coordinator will announce a Blackhawk down with a general location, the inserting ref will release an orange smoke grenade, and all refs on the field shall announce “Blackhawk Down!”

The flag station will represent vital American technology in the helicopter and cannot be moved by either team. It will remain in play for forty-five (45) min. The Somalis will receive one (1) points multiplied by the total number of American team players for capturing *Super Six Four* within that time. Additionally they will receive three (3) points multiplied by the total number of American team players for holding it for fifteen (15) min., and six (6) points multiplied by the total number of American team players for thirty (30) min.

Task Force Ranger will receive five (5) points multiplied by the total number of American team players for each of the stranded players who make it back to the dead zone alive. Additionally they will receive ten (10) points multiplied by the total number of American team players if the pilot (gray armband) is among them.

Game Designers note – the true story of Super Six Four, Michael Durant, and the two Delta Force snipers who saved his life, Gary Gordon and Randy Shughart, is one of absolute heroism and I highly recommend learning about it.

- Mogadishu Mile

This will end each half: at some point in the last hour of each half, the game coordinator will declare Mogadishu Mile and all refs on the field shall announce “Mogadishu Mile!” When this occurs no more points will be awarded for the Lost Convoy or the Alamo. Task Force Ranger will receive fifteen (15) points for each US player who makes it to the exit point declared by the game coordinator. Additionally, insertion points may be moved and/or closed as deemed necessary.

- Bakaara Market

The first two (2) hours of night play will be the Bakaara Market objective. Task Force Ranger will start holding the field with the objective of holding *Super Six-Four* (the Helicopter) as long as possible. The longer they do so, the more points they earn. Inversely, the faster the Somalis are able to capture it, the more points they earn (see Scoring, below). During this time, the US reinsertions will enter the field somewhere between Highlands Castle and Sin City. They will not be taken directly to the Bakaara Market – they have to fight their way back. After two (2) hours, or if the Helicopter falls (whichever occurs first), a new Alamo will be set-up and a new Lost Convoy will be launched at the next US insertion. These will continue until the Mogadishu Mile (see above).

Game Designers note – This section is not based on actual events, but is a “what-if” scenario; what if Super Six Four was reinforced en force? Would they have been able to hold out?

Primary Scoring

- Task Force Ranger

1. Lost Convoy achieves objective = 5 x number of US players
2. Players evacuated during the Mogadishu Mile = 15 each
3. Each Super Six-Four crew evacuated safely = 5 x number of US players
4. Initially Wounded Super Six-Four crew evacuated safely = 10 x number of US players
5. Holding Bakaara Market for 20 min. = 0.5 x number of US players
6. Holding Bakaara Market for 40 min. = 1 x number of US players
7. Holding Bakaara Market for 60 min. = 2 x number of US players
8. Holding Bakaara Market for 80 min. = 4 x number of US players
9. Holding Bakaara Market for 100 min. = 6 x number of US players
10. Holding Bakaara Market for 120 min. = 8 x number of US players
11. Winning the Half = 10 x number of US players

* 5-10 are cumulative

- Somali (both Clan Habr Gidr and “Army of Mogadishu”)

1. Each time a US player reinserts = 5 each
2. Completely Eliminating the Lost Convoy 1 x number of US players
3. Every time the Alamo Falls = 7 x number of US players
4. Each Tank Eliminated = $\frac{1}{4}$ x number of US players
5. Each Helicopter Eliminated = $\frac{1}{2}$ x number of US players
6. Winning the Half = 10 x number of US players
7. Capturing Bakaara Market within 20 min = 20 x number of US players
8. Capturing Bakaara Market within 40 min = 10 x number of US players
9. Capturing Bakaara Market within 60 min = 5 x number of US players
10. Capturing Bakaara Market within 80 min = 2 x number of US players
11. Capturing Bakaara Market within 100 min = 1 x number of US players
12. Capturing Bakaara Market within 120 min = 0.5 x number of US players
13. Capturing Super Six-Four within 30 min. = 1 x number of US players
14. Holding Super Six-Four for 10min. = 3 x number of US players
15. Holding Super Six-Four for 20min. = 6 x number of US players

* 13, 14, & 15 are cumulative

Secondary Scoring

- All secondary scoring will be announced at the event

HSI Field Rules Modified for Day of the Rangers

Hell Survivors is operated on the “3-strikes and you’re out” program. This means if you are violating any of these rules or displaying un-sportsmanlike conduct, your play tag will be hole-punched and a ticket will be written up to two times. The third violation will result in your tag being removed (VIP’s included), and you will be removed from the playfield with NO REFUNDS! If the violation is sufficiently serious, you may be permanently banned from Hell Survivors Paintball Playfield.

- You MUST be 10 years of age to participate at our Paintball Playfield!
- We are a Field Paint Only (FPO) paintball playfield. We will conduct a hopper and tube check randomly through out the day. Anyone caught with any kind of

paint other than “FIREBALL” premium paintballs will be ejected from our premises.

- Approved paintball safety goggle systems (including full face and ear protection) must be worn at all times while on the playfield and at the shooting range. This is critical and will be strongly enforced.
- Barrel socks must be on all guns and launchers at all times while in the dead zone and parking area. Barrel plugs are NOT permitted. Guns must be pointed in a safe direction (up or down), with fingers OFF the triggers. No shooting or dry firing anywhere in the dead zone, camping or parking areas.
- All guns and launchers must be radared and tagged by a referee. The radar maximum speed limit for all paintball guns is 289-fps or lower for daytime play (12-6pm), 250-fps or lower for nighttime play (8pm-12am). There will be separate tags for daytime and nighttime play – re-chrono is required for the night session!
- NO tools allowed on the playfield.
- Lasers are not permitted.
- During daytime play (12-6pm) any paintball that breaks counts as a hit: headshots, body-shots and gunshots. If the paintball did not break you are still in, but you must yell “No-Break” to remain in & continue to play. During nighttime play (8pm-12am) all hits, including bounces and no-breaks, count.
- It is a rule violation to use any eliminated player or referee as cover while the game is on. Any phony gestures to simulate that you have been eliminated, such as yelling “ouch”, or handling or fumbling with a barrel sock, and you are out! Walking with your gun pointed in the air, stepping out of bounds or stretching boundary lines, and you are out!
- Ambushing or inserting players and/or following of insertions is not allowed.
- Remember, no barrel sock on your gun means that you are still a target.
- Once you have been eliminated, immediately put your barrel sock on, keep your gun pointed high in the air, yell “OUT”. If you are a not a US player player, head for the dead zone, keeping your goggles on at all times. If you are a US player and want to wait for first aid, sit down, keeping your gun in the air.
- Dead men don’t talk! An eliminated or wounded player cannot talk, point, nod, or pass on any information. Wounded players can yell “medic”. Eliminated players can yell “OUT” or “DEAD MAN” on their way off the field if they wish.
- Supplies CAN be handed off in this scenario. If you would like to take some gear from a friend you know on the field, you may ask. That player is allowed to answer “yes” or “no” – this is an exception to the dead players don’t talk rule. This is completely voluntary.
- Paint grenades & paint mines must use light baby blue paint. Any speck at all from these weapons will constitute a hit.
- No over-shooting. Anyone caught doing so will be ejected from the game.
- When you hear a whistle or an air horn, stop shooting immediately. This means the game is either over or paused for safety reasons. Put your barrel sock on and keep your goggles on until you reach the dead zone.
- Cheaters will not be tolerated. Any player that is caught playing with obvious hits on them or their equipment will be ejected from the game.
- No physical contact between players. Do not touch another player.

- No verbal / physical obscenities or gestures will be tolerated.
- Do not shoot at any animals or anyone wearing hunter orange or black & white striped referee jersey. Also do not shoot at chem.-lights.
- No climbing trees or on the roofs of buildings.
- No tool, knives, fireworks, lighters, matches, or smoking are allowed on the playfield.
- No personal fill-stations of any type will be permitted on the premises.
- Illegal drugs, alcohol and unapproved solicitation are all prohibited on the premises!
- Please keep in mind this is a GAME! Something we do for FUN! Have a good attitude and keep some perspective. Any one failing to do so will be told to get a life . . .
- The referee's call is final. Never argue with a referee.
- The game coordinator's call is also final. Never, ever-ever argue with the game coordinator.
- Do be extremely nice to the game coordinator – this makes the game coordinator happy.

SO LET'S PLAY SAFE AND HAVE SOME FUN!!

