



## Final War Rules New Rules 2026!



### There are Two teams:

Iron Wraths and Dust Bandits

**Playing Field: (NEW CHANGES FOR 2026 GAME! We made the playing field smaller and Smaller field means more challenges to fight your way to your objectives!)**

**Fields in play (See Game map)** : West Point/ Black Lagoon (fort myers) / Stonehenge (castle) Sin City (city tower)/ Grinder and Mini Grinder/ Fort Not/ Sidewinder Swamp (minus the North corner). Any player outside of the radiation line automatically dies.( See radiation rules)

**Cooling Station:** There is a cooling station in the middle of Zulu. If you need to get to that because it's closer you can use it. However any player who enters is automatically dead and must reinsert at their base or insertion once they walk out of the cooling station.

### **Bases:**

There will be a best out of 3 rock paper scissors between team commanders to decide which team starts at which base and insertion side. They will swap bases and insertions on Sunday.

**The two bases are found on the map: The Pentagon and Sin City.**

- West Insertion: Pentagon
- East Insertion: Sin City

Bases can be used to reinsert along with the insertion sides. West and East Insertion. Neither team can enter through the other insertion.

Each Commander and XO will receive at their Base the following items at the Beginning of Saturday's Game of Final War:

- 1 Rocket Card that will allow you 3 rockets. (must provide own rockets)
- 2 Food Resources
- 2 Wood Resources
- 2 Water Resources
- 2 Building Resources
- 3 Bags to hold resources
- 1 jigsaw puzzle
- 1 water jug

## **Objective**

All Weekend your objective is to collect resources through missions that earn you points. The team with the most amount of resource points wins as the Ultimate Survivalists of the Post-Apocalyptic battle, known as the Final War.

**Resources are:** Water, Food, Wood, Rock.

## **Resource Point worth**

Value	Water: 200 points	Food: 300 points	Building: 300 points	Wood:200 points
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## **What are Resources good for?**

- Collect Resources to purchase Mission Objectives at the Trading post.
- The remaining resources you have at the end of each day will be worth points.

## **Who can collect the resource? (NEW RULE FROM PREVIOUS YEARS)**

- 4 players at a time can collect resources.
- Each commander will be given a specific colored bag and marked on it what resource can go inside of the bag.
- Only One player per bag/water jug.
- A player may fill the bag with as many of the specific resources they find for that bag.
- Once the player fills the bag they can then head back to the base to drop off the resources in the designated container inside the base before heading out to get more.
- If a player with the bag is killed they must drop the bag on the field where they got killed. They may not hand it off to another player or take it back to the base.
- Another player of the same team can pick up the colored back and continue filling it with resources.
- If the opposing team comes across a bag that is not theirs they are NOT to touch it. If they do touch it at all in any way a ref will then count the amount of resources inside the bag and deduct the point value from that team. If the bag is empty an automatic 400 points will be deducted from the team.

- NO PLAYER WITHOUT A BAG/jug CAN COLLECT RESOURCES
- The same rules apply for the water jug if killed. However, only 1 glow stick can be carried in a water jug at a time.

### **What do I do when I find the resource objects on the field? NEW RULES FOR 2026**

There are two options:

- 1: There will be a container in your base to drop your resources in. Drop them in and leave them there. A Ref will be stationed by and the game master will come and retrieve your resources in replacement with chips.
2. You can take your objects to the trading post to replace them with chips. The Commander and XO are the only ones who can return resources to the trading post.

### **What are the Chips used for and the rules ?**

- You will find physical items on the fields, blocks/glow sticks etc... these will be replaced by chips so we can replenish the field. So imagine the chips are still the physical objects we just shrunk them down. They will be color coordinated to match each resource.
- If the Game master has not come around to replenish your physical items with chips and you want to buy a mission then the commander or xo can take the objects up to the trading post themselves and do so.
- Use these Chips to buy missions to protect your base: Helicopter, Zombies, Tank, Airplane, mercs.
- These chips are also worth points at the end of each day. So plan wisely. Save for points or use them to defend your base and protect the resources you have collected. **(See Fall Out Rules with Zombies- THIS IS VERY IMPORTANT!)**

### **What do I do with my Chips/Resources at the end of the day?**

For the last Drop of each day a ref will be stationed with the base. **All of the resources whether in object form or chip form will be collected at the end of the game at 5:00pm on Saturday and 2:00pm on Sunday in your team base. Any chips or resources not in your team base by 5:00pm (sat) or 2:00pm (Sun) will not be counted for points.**

- Saturdays chips/objects will be counted for points
- Sundays chips/objects will be counted for points

Commander/Xo must pick up their chips on Sunday to be able to use them. If the chips are not picked up by the time the game starts you will lose them.

A ref will be stationed with each base to keep notice of any chips/resources. No cheating will be accepted. No holding chips/resource objects until the next day.

## **Zombies:**

- Zombies are the only team that cannot earn points, make trades or buy missions but they will have fun making your life more difficult and will run special missions!
- Zombies will have a full range of the field. -Zombies can die by one shot. NO HEADSHOTS!
- Zombies can reinsert at any part of the waters edge of Sidewinder Swamp/ Zombie Resurrection. The Zombies will have a main base that cannot be attacked.
- Zombies may be bought under a Special Fallout Mission by any team. (See Fall out Rules)
- Zombies will have full range of the playing field and can kill out any player. However, they cannot infect any building until there is a fallout OR if they are bought for a special mission by another team. These special missions are like tanks etc...you will not know when or if they are coming your way. (See Fallout Rules for more info).
- The zombie who infected will then be able to continue playing the game for the mission to infect another base if there is time. If there is no time they they can reinsert back as a regular zombie.

## **Zombie Fall Out**

A Fallout will happen at the scheduled time. When a fallout happens the Zombies will be able to infect any building. The trading post will closed 30 minutes prior to a Fallout so no turning in for missions at this time. **All resources whether in the building or on a team's person that are water or food resources will count if infected. The resources can either be the objects themselves and/or coins.**

- The Zombie Commander will receive orders from the Trading Post on their mission. The Trading Post may give an order for the Zombies to be able to choose a base to infect or bases. They can split up or join as one. They can infect as many bases as they can within 30 minutes.
- If a Zombie during Fall out touches your base they must yell out " BASE INFECTED" and keep their hand on the base until a ref clears them. NO PLAYER CAN SHOOT THE ZOMBIE WHO HAS INFECTED THE BASE WHILE THEIR HAND IS ON IT. The ref of the base will call into the trading post a team base has been infected and that base must forfeit all of their water and food resources (objects/coins)
- Once the base is infected the zombie who infected it can continue on if time allows within the 30 minute fall out mission.
- Zombies can still die during fallout. NO HEAD SHOTS for Zombies. They still run the basic player one shot kills. They can reinsert at their base, at either insertion or within 20 feet of the main Zombie Resurrection swamp.

<b>Saturday Fall Out Drop</b>	30 minutes each
1st drop	12:30pm
2nd drop	2:30pm
3rd drop	4:30pm
<b>Sunday Fall out Drop</b>	30 minutes each drop
1st drop	11:30am
2nd drop	1:30pm

### **Trading Post:**

Throughout the game **commanders or xo's only** can trade objects in for chips and only Commanders and Xo's can make mission decisions with the resource items/chips.

See Mission List and rules below. A commander/Xo must at the time of purchasing a mission set a time with the trading post when to drop the mission. There is no changing this time.

If a Commander and Xo from each team wants to do a trade of resources they can. The time to trade are as follows:

<b>Saturday</b>	<b><u>Sunday</u></b>
11:45am Closes at Noon	10:45am
12:45pm Closes at 1:00pm	11:45am
1:45pm	12:45pm
2:45pm	
3:45pm	

## **Green Zones/ Zombie Swamp/Bases**

There are clearly marked Green zones at each insertion point. **NO SHOOTING IN OR OUT OF GREEN ZONE! No shooting in or out of bases.**

**Zombies:** Zombies CAN NOT shoot standing in their bases including swamp. They can reinsert at the Sidewinder swamp (zombie resurrection) but can not stand there and shoot from it.

**Base rules during a fallout:** No Player can shoot outside of the base. No Zombie can shoot at the base itself. For 30 minutes all players inside the base MUST have their masks on for extra safety from any stray shooting in the area as players may stand around the outside buildings not attached to the base and try to kill the zombie from infecting their base. An Artillery Shell CAN be used on a base during a fallout.

## **Second Objective Games: These are important to help your final battle.**

### **Saturday: Marshmallow Game (players must be registered to play)**

A 30 minute quick game. 6:00pm Briefing at the East Insertion. 6:15pm game starts. The game ends at 6:45pm.

- Field: Sin City (village)
- Award: Choice of side to play during final battle.

All rules of normal Paintball are in effect, only difference...no paintballs!

You must provide your own Marshmallow weapon and ammo of choice.

Any size Marshmallow, any kind of weapon. You may use your hands, a sling shot, marshmallow gun etc...

- A Flag will be in the Tower. First team to remove Flag and return to base Wins.

Unlimited Respawn will be at a building show to each team at briefing.

- If the person holding the flag gets hit by a marshmallow they must immediately drop the flag and respawn.

### **Jigsaw Puzzle: (players must be registered to play)**

There will be a location in the deadzone for each team to have selected members working on their puzzle at the designated times.

- Saturday 10:00am -5:00pm
- Sunday 10:00am-2:00pm
- The team who completes their puzzle first by the end of final war on sunday at 2:00pm or has the most pieces completed wins.

- The winning team will get help from the zombies during final battle for the first 15 minutes.

### **Flags:**

Flag Stations will be checked for the color of flag flying at a particular base at a specific time announced during the game. These times and bases will be sent through the Commander and XO Messenger Channel via facebook.

You must raise your flag and hold it for 30 minutes to an hour.

Whichever Team's Flag is flying higher at the end of the 30 min/hour, at that base at that time will receive the point value listed in the chat for that Flag Check.

- Flag stations will only be designated within the playing fields.
- Multiple flag objectives may happen.

### **Ammo Cans and bag drops.**

Throughout the game Ammo Cans and Bag drops will be dropped on the field. They will be labeled. Each ammo can and bag may contain resources, missions, or objects. (hint: one of these may contain an extra milk jug, if you get an extra milk jug you can add a 2nd person to your water resource run.)

A bag/ammo can # will drop to the group chat on facebook messenger to the Commander and XO of when and a hint of possibly where the drop will take place. Make sure you are very clear to only picking up the item or items that are in this chat.

- Any player may pick up this ammo can/bag and they must bring it back to their base and hand it off to the commander/xo.
- Any bag/can brought back that was not instructed yet in a drop message will cost 200 points for the team.
- As long as a bag/can was called in the chat it can be found at any time of the game that day. They will no longer be valid for the next day.

### **Radiation line:**

DO NOT CROSS THESE LINES! In doing so means you are dead and must reinsert at your base or insertion.

- The only way to cross the lines is to win a radiation suit!
- Win a radiation suit by collecting one of the bag drops or cans or a special flag mission bonus.
- If you win the commander or xo must report to the trading post. They will be given a radiation suit. They can designate any player to wear the suit and cross the radiation line.

### **What is on the other side of the radiation line?**

The player wearing the suit is immune while wearing it. They must be accompanied by a ref and once wearing the suit head directly to the radiation line of choice. Once they cross they will have 30 minutes to find an item that can help their team. One item only! Choose wisely.

- Find a 105 Artillery Shell (this shell gets you an instant kill of 20 feet diameter, if a building is within this space than half of the players inside the building are killed with all the players on the outside dying as well)
- Find a 155 Artillery Shell (this shell gets you an instant kill of 25 feet diameter and all of the players within the space on the outside and inside of a building in the space are killed.)
- Find a clock and stop the time on the opposing teams puzzle progress for 20 minutes.

### **What do I do if I find one of these items?**

Once you find the item you must take it to your commander/xo in the base. The commander/xo must take the item to the trading post and inform them as to when they want to use it.

### **Buildings:**

All Buildings besides the Bases are fair game to play! Zombie players are the only players that cannot enter buildings. Tanks, Helicopters and Airplanes cannot enter buildings. Mercs are able to enter.

### **MEDIC:**

- Each Team may have only 1 Medic at a time.
- A Medic may heal any player on their team at any time.
- A Medic can die and can kill.
- They can use any kind of gun they want.
- The Medic can change at any time but that must be reported to the commander and only if they are alive. If a Medic dies, a new one cannot be appointment until the current one reinserts and hands their badge to the commander.

### **Assault Missions**

### **MERCENARY FORCES**

Any team can hire the Mercenary Forces. All members of the Mercenary Force must wear the color armband tape and or goggle strap that corresponds with the Team that hired them. If they have No Color armband they may be running a Black Mission and will shoot everyone they come across. The Mercenaries Force will perform a 20-minute assault on a specific target or team. Mercenary Forces cannot touch any flags. The Mercenaries Forces only go out for one 20-minute mission per hour, starting at; 9:30 AM, 10:30 AM, 11:30 PM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday. On Sunday, every hour on the half hour 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM

They may be purchased for specific time slots only. After the mission the Mercenary Forces must return to the dead zone. If they do not have a purchased mission they may then go out and give support to any Team that they choose, but they must wear the correct color of the team that they are giving support to. To hire Mercenaries Forces, you must go to the Trading POST Purchases are allowed for the current day only. No shooting in or out of the green zone.



## **ATTACK HELICOPTERS**

Helicopters may depart every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 PM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday. On Sunday, every hour on the half hour 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM.

All Helicopter Pilots must be checked in and wait at their Team's insertion gate until departure time. Every Helicopter MUST be accompanied by a Referee at all times on the field. Missions only last 10-Minutes. The pilot MUST wear the approved leg armor provided. All players must maintain a 20ft distance away from helicopters. Helicopter pilots should NEVER shoot a player within 10ft. Players may not "Blockade" by standing on a bridge or narrow area to prevent a helicopter from crossing due to the 20ft rule. The helicopter ref will make these players fall back or surrender. Helicopters CANNOT enter the Enemy's Green Zone, ANY building, base, or go up any stairs. To purchase a helicopter an officer must go to the Trading Post.

Missions can be purchased for the current day only! You will then be given the yellow copy to keep until departure. This is your boarding pass and is not replaceable. Do not lose it and do not be late or you will miss your flight! Each team will be limited to 1 helicopter per mission time, purchased for the current day only. Absolutely NO shooting into the Enemy's Green Zone A Helicopter can be blown up by a tank that has been purchased by another team by the use of 1 rocket also purchased by the team.

## **ZONE GROUND ASSAULT TANK**

Theses tanks/vehicles depart every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 PM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday.

On Sunday, every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM All players riding in the tank/vehicle MUST be at the insertion gate on time to participate. All players MUST be checked in!

If you are late you will miss your mission. ALL tanks/vehicles will be followed by a ref. Teams will be notified if the tanks/vehicles are not available.

You must display a flag/color that corresponds to the team/country that hired you. A tank/vehicle can carry some gunmen depending on the vehicle size that is available. All players must maintain a 20ft distance from the tank/vehicle! Gunmen in or on tanks/vehicle should NEVER shoot a player within 10ft. ALL TANKS/VEHICLES MUST STAY ON TANK ROADS; roads will be marked. Tanks are hired for 20 minutes of assault time, when you run out of time the gunmen MUST cease fire and return immediately to the dead zone with the TANK/VEHICLE.

Tanks can be blown up by 2 rockets! 1 rocket is to stall them for 1 minute, a second rocket will kill them. The rocket can hit the tank by does not count if it hits a player. NOT Rockets are to be hit at players whether on the tank or off the tank. Only at the tank or a building. If a tank has netting a player by toss a rocket by hand into the net to count.

If a player is trying to throw a rocket in by hand they MUST maintain the 20ft rule!

Tanks can only be blown up if they are flying a colored flag other than black!

**Green** is fair game to blow up. **Black**- A tank is rogue and cannot be blown up if they have a black flag but can shoot for a mission of at least 20 minutes. **White flag**-Tank is dead. No shooting at the tank or from the tank. Tanks can use a rocket on a helicopter and can be blown up by 1 rocket. Rockets must be purchased at the Trading Post! To hire a TANK mission you must go to the Trading Post Missions can be purchased for the current day only. ABSOLUTELY NO SHOOTING INTO ENEMY'S GREEN ZONE

### **AIRPLANE INSERTION/MISSION**

Airplanes may depart every hour on the half hour; 9:30 AM, 10:30 AM, 11:30 PM, 12:30 PM, 1:30 PM, 2:30 PM, 3:30 PM & 4:30 PM on Saturday. On Sunday, every hour on the half hour 9:30 AM, 10:30 AM, 11:30 AM 12:30 PM & 1:30 PM







Players boarding the plane must wait at their Teams insertion gate until departure time. All players on board MUST be scanned in. If you are late you will miss your flight!! All players must wear corresponding color armband/jersey displaying their team/country. Only game official can pilot the transport plane. The airplanes CANNOT be used to climb stairs, enter buildings/bases, enter Enemy Green Zones or ride on transport vehicles. THE AIRPLANE CAN ONLY CARRY 8-PEOPLE MAX. The transport plan can fly almost anywhere on the playfield (except areas already listed) that can be reached within 10 minutes. (Airtime starts when you enter the playfield.) Everyone on the plane must keep their barrel cover on until they have dropped off. NO ONE MAY SHOOT AT OR FROM AN AIRPLANE! However, an airplane may be on a bombing mission, GRENADES CAN BE THROWN FROM THE PLANE AT ANYTIME! Planes CANNOT be taken out by 'paint grenades' nor can they be fired upon by ground troops. The players on the plane may drop off (parachute) anytime they choose, individually or as a group. Once you drop off (parachute) you cannot get back on the plane! You are fair game the moment you let go of the plane. Remember... the aircraft only has ten minutes of fuel. The pilot (game official) will give you a 10-second countdown before he yells CRASH! If you are still on the plane at this time you are dead. Missions can be purchased for the current day only. You will be given the yellow copy to keep until departure. This is your boarding pass and is not replaceable. Do not lose it and do not be late or you will miss your flight! Each team will be limited to 1 airplane per mission time. (purchase for current day only.) ABSOLUTELY NO SHOOTING, BOMBING OR PARACHUTING INTO ENEMY'S GREEN zone.

### **Rockets:**

Rocket launchers are designated by the commander and must have a rocket launcher card.

- 2 rocket launchers are allowed per team.
- Each rocket launcher must provide their own rockets (make sure to label them so we can get them back to you if you lose them)
- You must retrieve a rocket launcher card in order to use your rockets. You can win these in bags/cans and you get one in the beginning.
- Rockets can not be used on players, if you aim and hit a player you are out.
- Tank-1 rocket stuns for 1 minute/2nd kills, you can not aim at a player/driver. Only the body of the tank and must be no less than 20 feet from the tank. You must call a ref to see the hit in order for it to count if you do not and hit the tank it does not count.
- Helicopter- 1 rocket kills. Do not aim at exposed part of helicopter/only netting. No less than 20 feet from the helicopter. You must call a ref to witness the kill otherwise it does not count.
- No hitting mercenaries or airplane missions.
- 1 rocket to hit a building will kill everyone inside of the building. You must call on a ref to witness the hit in order for it to count.

## Resource and Assault Purchase list

Mission	Trade Value
Zombie Fall out (15 min)	
Mercenary Assault (20 min)	
Helicopter Assault (20 min)	
Airplane Insertion	
Tank Assault (20 min)	
Radiation Suit (20 min)	

## Paintballs, FSR, Smoke and paint grenades:

- This game is field paint and grenades only.
- No paint from any other game this year will be accepted.
- FPS 289
- Final war and Monster Game are the only 2 Big Game events that are put on by us at Hell Survivors and the only two games where the paint is purchased by the field and supports the field. All other games are producer games.
- Everything brought in for our events is put back into the field to make it better by fixing the field and building new things. We have a long road ahead of us but in our short 2 years already we hope you have seen that we truly care about making things better for you. Thank you for supporting us!

## BONUS POINTS!

We will have a rope split for teams at the stage for each team. Every player that is at briefing and on time both on Saturday and Sunday...not a minute past, will earn a point for their team. If they leave the briefing early before being dismissed they will lose a point!