

US AIRSOFT "GAME SHEET"

1. **The Enemy within** – (Snipers/spotters from each team are placed behind enemy lines to eliminate any opposing players trying to secure their team flag for victory.)
 - a. **General Information** - Players start from Team #1 Alpha and Team #2 Fox HQ respawns. Each team will have one or more sniper/spotters (one pair per twenty players) placed behind the enemy lines, they have their own respawn FOB's, Team #1 Snipers – Bravo FOB and Team #2 Snipers – Charlie FOB (only snippers/spotters). There are two flags placed between each team in the middle of the battlefield. Each flag is setup in the middle but on the opponent's side of the field. The goal is for either team to secure their own flag and take it back to their team HQ. First team back to their base HQ with their own flag without being hit wins. Players caring the flag must drop the flag in place when hit, a live player can pick up the flag and continue. The snipers/spotters are in place behind the enemy lines to takeout the flag bearer. Sniper/spotter respawns at Bravo and Charlie FOB's. (One sniper/spotter pair per 20 players), (Example: If solid has Alpha HQ, solids sniper/spotter is place at the Charlie FOB respawn.)
 - b. **The goal** - Get your team flag back to your respawn base HQ without getting hit. (One sniper and spotter pair per 20 players).
 - c. **Respawn/HQ** – Team #1 - Alpha main battle group HQ and Charlie FOB snipers, Team #2 - Fox main battle group HQ and Bravo FOB sniper. (Only snipers can use FOB's)
 - d. **Needs** – One flag for each team.
 - e. **Game Time** – Flag placement or 30 minutes max.
 - f. **Area of play** – The main battlefield, The HIVE is used for this game.
 - g. **Review overall**- This is a fun fast paced game from the start, with players always looking over their backs for snipers. This game has many different strategic moves.
2. **Medic!** – (Each team has one, two or even three medics for respawn.)
 - a. **General Information** – Players start with both teams at their HQ. This game has no respawn point, the medic is the mobile respawn point. Each player that is hit (injured) is to sit down in place and wait for the team medic to respawn the player. Player must take a knee when hit and be on their knee to be respawned by the medic. The injured or hit player can speak only one word – "MEDIC". The medic must touch with their hand the hit team player on the shoulder in order to get them back into the game. The medics have three balloons attached to their shoulders and back. The balloons are the medic's lives and when the balloons are all gone then the medic is gone, taken out of the game. The game is then played to the last player standing, or the last medic standing. The team that has there medic taken out early is at a severe disadvantage.
 - b. **The goal** – Take out of play all the other teams player, be the last team standing.
 - c. **Respawn/HQ** – Team medics, (one medic per 20 players).
 - d. **Needs** – One, two or even three medics for each team, with two balloons each.
 - e. **Game Time** – Team elimination or 30-minutes max.
 - f. **Area of play** – Full field
 - g. **Review overall**- This game is fun and requires strategy by all players. Players must try not to get separated from the team and not to get out into the open where the medic can't get to them. The medic must be fast, willing to get hit and quick on their feet.

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3. **Bottle Domination** – (Each team has five possible bottle domination points, the team with the most domination points after twenty-five minutes wins.)
 - a. **General Information** – Game starts as an active fire fight from Delta HQ and Bravo HQ respawns. There are five bottle domination points out in the field - (#1 Ryan's Bridge, #2 Supply Depot, #3 The Scorpion, #4 Communication Center, and #5 Downtown.) Each domination point has a red/burgundy cinder block with two bottles, one Yellow for Camo and one Blue for Solid. To dominate a point the team must take out the opposing teams bottle and have their own bottle in the cinder block. Your bottle for your team in the cinder block represents a domination point. The team with the most domination points at the end of the game (25 minutes) wins.
 - b. **The goal** – Have the most domination points secured by having your bottle in the most cinder blocks (domination points) at the end of the game (20 minutes).
 - c. **Respawn/HQ** – Team 1 Delta HQ, Team 2 Bravo HQ.
 - d. **Needs** – Five domination points with five yellow bottles and five blue bottles.
 - e. **Game Time** – 25 minutes max.
 - f. **Area of play** – Downtown, CDC and Ryan's bridge area.
 - g. **Review overall**- This is a great starting game, it allows US Airsoft to evaluate the teams to make sure they are even. It's fast paced, easy to understand and fun to play game. Teams need to be persistent and have stamina. Some better teams hold out until the end to make a large push to take back all the domination points. Bottles will change back and forth several times through out the game.

4. **Flag Domination "Downtown"** – (Place your flag at the designated spot and hold for three minutes)
 - a. **General Information** – Players start in an active fire fight from Delta HQ or Bravo HQ respawn points. Teams are to collect their flag from a predetermined designated area, and then place that flag in another designated area that is given to the teams at the mission briefing. After placing the flag, the team must hold the flag in place for three minutes. If the team can hold the flag in place for three minutes they win. If the other team can pull the flag, the clock goes back to zero, until the flag can be replaced or the team pulling the flag can place their flag in another predetermined designated spot and hold theirs for three minutes.
 - b. **The goal** – Gather and post your flag in the predetermined spot and hold for three minutes.
 - c. **Respawn/HQ** – Team #1 - Delta HQ, Team #2 - Bravo HQ
 - d. **Needs** – One flag for each team.
 - e. **Game Time** – Team flag placement for three minutes or 30-minutes max.
 - f. **Area of play** – Downtown, CDC, Supply Depot and Ryan's Bridge areas.
 - g. **Review overall**- This is a fast pace, wild ride type of game, speed soft type. Not a lot of strategy, just determination and who wants it the most. Good game for spectators. Players love this game.

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5. **Flag Domination "Full Map"** – (Raise your flag up the flag poles around the arena and hold for domination. There are eight flag poles around the arena)
 - a. **General Information** – Game starts with Team #1 starting from Alpha HQ and Team #2 Fox HQ. Teams will battle to each flag pole and open the ammo box at the base of the pole. The teams will then take out their designated flag for their team, (Yellow-Camo, Black-Solid). Hoist the flag up the pole and tie it off. A flag pole point is considered dominated when the team color flag has been properly secured (two tie points), flag is right side up, rope tied off and secured all the way up to the top of the flag pole. There are eight flag pole points, to win you must dominate the greatest number at the end of the time limit (30 minutes). A domination point that is secured by one team can be changed by the other. A team throughout the game may battle up and take down the opposing teams flag and place their team flag up to change the domination point to their favor. After removing the opponents flag it must be secured in the ammo box at the base of the flag pole for the domination point to count. This game plays with one base respawn and one FOB respawn. The base respawn is always a constant and the teams can always count on these respawns. The FOB respawn must be posted with a team FOB flag for it the count as a respawn, the opposing team may remove the flag to make the respawn unavailable. Only a live player from the proper team may replace the team FOB flag if removed.
 - b. **The goal** – Raise up and secure your team flag in more flag pole domination points than the opposing team. (Eight Possible Flag Pole Points)
 - c. **Respawn/HQ** – Team #1 - Alpha HQ and Bravo FOB, Team #2 - Fox HQ and Charlie FOB
 - d. **Needs** – One FOB flag for each team.
 - e. **Game Time** –30 minutes.
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a great game, plays the whole map, good for large groups, easy to understand and allows for different environments (Long field, CQB). Requires some strategy by players. Lots of players involved in this game, lots of areas to play and things to do.
6. **Sticky Bomb** – (Place your "Bomb" on the opponent's cannon and hold for three minutes.)
 - a. **General Information** – Game starts from Alpha HQ and Fox HQ respawn points. Each team has their own bomb (Yellow Camo, Blue Solid). Object of the game is to place (stick) your bomb on the front of the opponent's cannon and hold for three minutes. This game will also operate with FOB's. (FOB rules apply).
 - b. **The goal** – Place your bomb on the opponent's cannon and hold for three minutes.
 - c. **Respawn/HQ** – Team #1 - Alpha HQ and Bravo FOB, Team #2 - Fox HQ and Charlie FOB.
 - d. **Needs** – One bomb for each team, FOB flags.
 - e. **Game Time** – Team bomb placement for three minutes or 30-minutes max.
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a fast game that plays the entire map. Great diversity of play with different environments. This is a good strategic game with many different moves possible.

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7. **Capture the Flag** – (Each team has their flag in their base area of operations, each team will try and capture the other team’s flag.)
 - a. **General Information** – Game starts with each team having their flag placed at a point in each team’s base area of operations, this is designated by the US Airsoft official. Each team will try and capture the other teams flag and bring it back to their respawn HQ. If a player is hit while carrying the flag, the flag is dropped where the player was hit and can only be picked up by fellow live team player. Teams cannot pickup or move their own flags, they can defend it, but only the opposing team can take it. First team to complete the mission of bringing the other team’s flag back to their HQ wins.
 - b. **The goal** - Capture the other team’s flag and bring it back to your HQ for the win.
 - c. **Respawn/HQ** – Team #1 Alpha, or Bravo HQ, Team #2 Fox or Charlie HQ.
 - d. **Needs** – One flag for each team.
 - e. **Game Time** – Capture and securing the opponents flag at your HQ or 30-minutes max.
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a simple game that plays the entire map. Great diversity of play with different environments. Easy game for beginners.

8. **Battle Buddy** – (Players are placed into pairs (Battle Buddies), a location is given to the teams to take and hold.)
 - a. **General Information** – Game starts with each team having their players placed into pairs from each of the team’s HQ’s. This is a capture and stand your ground game. An area of importance is given to the teams (Example: Communications Center), teams are required to take and hold the area of importance. While the game is playing, each player must stay within physical contact of their battle buddy (6 feet max). If a battle buddy gets hit the battle buddy can only be moved by contact from the other buddy. The injured or hit buddy cannot shoot or make any combat moves, they can only move along with the other buddy, they become dead weight. If the uninjured player wants to move positions, then the uninjured player must place a hand on the injured player and move them along as to simulate a real injured combat move. The injured player can only respawn with the help of the uninjured buddy. To respawn, the uninjured player must guide the injured buddy back to the team respawn tent using full contact with a hand on the shoulder. If the two buddies are both hit before reaching the respawn team tent, they are out, and must sit down in the area they were hit and wait for the end of the game. FOB rules apply.
 - b. **The goal** - Take and hold the area of importance until the clock runs out, be the team controlling the area of importance when the clock runs out or eliminate the other team.
 - c. **Respawn/HQ** – Team #1 - Alpha HQ and Bravo FOB, Team #2 - Fox HQ and Charlie FOB.
 - d. **Needs** – FOB flags.
 - e. **Game Time** – Eliminate opposing team or hold area of importance for 25-minutes.
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a strategic game that plays the entire map and creates teamwork. Great diversity of play with different environments. This is a good strategic game with many different moves possible. Teaches players to work together or get eliminated.

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9. **Downed Pilot** – (Teams must locate, retrieve the downed pilot with his vehicle and bring the pilot to the extraction point given by US Airsoft Command).
- a. **General Information** – Teams start peacefully from their HQ's, teams should not start a war until they have secured the pilot. Teams will fan out to find the downed pilot and retrieve him. Teams will also post their FOB's. Once the pilot is found the team that finds the pilot may choose to defend the pilot causing a war, firing on the opposing team. The team that finds the pilot will use the pilot's radio to contact US Airsoft Command for the extraction point. Before moving the pilot, the team must place the team's color control bottle from the back of the pilot's vehicle to the front, signifying control. The pilot's life is in that team's hands at that point, balloons represent the life of the pilot. If the balloons are somehow popped, shot out while under that team's control that team loses. Once the extraction point is given by US Airsoft Command the team will proceed to the area. Teams may ask US Airsoft command for guidance and help, they may also ask for an alternate extraction point. Once the pilot has been safely moved into the extraction point, the team must wait and hold with the pilot for three minutes. If this can be accomplished without the pilot being killed (popping the balloons) the team wins. FOB rules apply.
 - b. **The goal** – Find, secure and move the pilot to the extraction point given by US Airsoft Command and hold for three minutes.
 - c. **Respawn/HQ** – Team #1 - Alpha HQ and Bravo FOB, Team #2 - Fox HQ and Charlie FOB.
 - d. **Needs** – Pilot with vehicle, radios, FOB flags.
 - e. **Game Time** – Safely secure the pilot for three minutes at the extraction point.
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a great game that plays the entire map. Great diversity of play with different environments. This is a great strategic game.
10. **Interrogation** – (There is a high valued asset that needs to be interrogated)
- a. **General Information** – In this game Team #1 needs to keep the high valued asset safe for 20 minutes in order to extract critical information. Team #2 needs to search out and destroy the high valued asset as a target, by popping the balloons signifying life. Team #1 starts in the HIVE and may move, hide or defend the high valued asset as needed to keep him alive long enough to extract the vital information (20 minutes). Team #1 can only use medics with zip ties to respawn (one medic per 20 players, unlimited zip ties). Team #2 uses Fox HQ and two flags for multiple FOB's for respawn points. (FOB rules apply)
 - b. **The goal** – Team #1 keep the high valued target alive long enough to extract intel, team #2 eliminate the high value target by popping all the balloons associated with the target.
 - c. **Respawn/HQ** – Team #1 - Medic bags, Team #2 - Fox HQ and two flag FOBs.
 - d. **Needs** – Medic bags (one medic per 20 players), pilot with vehicle and balloons, Team #2 - two flags for FOBs
 - e. **Game Time** – Team #1 -20 minutes, Team #2 – eliminate the high valued asset
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a very strategic game that requires lots of thought and preparation. The game plays fast and uses the entire map.

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11. **Pilot Rescue** – (Team #1 must locate and retrieve the injured downed pilot and bring him back on a stretcher to the communication building for extraction, Team #2 must stop the pilot).
 - a. **General Information** – Game starts with Team #1 being designated as the US Airsoft special operations rescue team. Team #1 is separated into two groups, one group (20% of the field) will be designated as the US Airsoft Tier One Players and are placed in Red City to protect and move the pilot. The other part of Team #1 will be designated as the US Airsoft Rangers, they will start from Alpha and assist in the extraction of the pilot, they can use Delta as a FOB. They will meet up with the US Airsoft Tier One Players and assist in moving the downed pilot into the extraction point (communication Center), and pop smoke for extraction (post flag at the Scorpion) and hold for three minutes. All must be done in the allotted time of 30 minutes. The other team, Team #2 are the Insurgents and they must stop the rescue of the downed pilot by running out the time of 30 minutes. Popping the pilot's balloons, pulling the flag, stopping the rescue. FOB rules apply.
 - b. **The goal** – Rescue the pilot by taking him to the communications center for extraction.
 - c. **Respawn/HQ** – Team #1 - Alpha HQ, Delta and FOBs, Team #2 - Bravo HQ, Charlie FOB.
 - d. **Needs** – Pilot with stretcher, FOB flags, team 1 flag for smoke.
 - e. **Game Time** – Team #1 Successfully places pilot at extraction point for three minutes or Team #2 stops pilot from being extracted by stopping him, holding for 30 minutes.
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a fun strategic game with lots of different moves that can be played out. Game plays the entire map, great diversity of play with different environments.

12. **Wolf** – (One player on each team is designated as a double agent with the identity unknown to the other players.)
 - a. **General Information** – The game Wolf is an elimination style game with no respawn points, when your hit you're down for the duration of the game. One wolf player shall be designated from each team by US Airsoft Official. The Wolf identity is kept secret from the team they start with. The Wolf is a double agent that starts on the opposing team. The Wolf must pretend to be part of said team until activated into action by their real team leader from the opposing side or by a predetermined signal. At the team briefing in each of the two team HQ's, the teams will be told the identity of the wolf player on their team, playing for the other side as the double agent. This is done so they don't eliminate the Wolf playing for their side. They will also identify the time or signal to activate the wolf player into action for their side.
 - b. **The goal** – Eliminate all players from the opposing team, using the Wolf as a valued tool to help in the elimination.
 - c. **Respawn/HQ** – No respawn.
 - d. **Needs** – N/A
 - e. **Game Time** – Elimination of the opposing team, or 20 minutes maximum.
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a simple game of elimination that has a twist of a secret agent "The Wolf". The game uses the entire map.

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13. **General** – (Each team has a designated General that is heavily protected with body armor, giving the General two lives, this is represented by using balloons as lives. Eliminate the opposing teams General by popping the two balloons and win the game).
- a. **General Information** – Game starts with Team #1 from Alpha HQ and Team #2 from Fox HQ. Each team will have additional respawn point possibilities' using two flags each for FOB's. The General is a VIP protection type game that uses a General as a type of juggernaut, using two balloons as lives for the General. Each team has a General, with two balloons attached, representing two lives. The General has a Top-Secret medical crate that is located behind enemy lines. The crates are large and have a medical cross on the outside, with identification using color coded lines across the crate (yellow camo, Blue solid). The teams cannot touch or take the opposing teams crate. The crate contains two additional life balloons for the General to use for additional life or the ability to add a Generals Bodyguard. If a Generals Bodyguard is added, he becomes a tough adversary for the other team. The Generals Bodyguard is a type of juggernaut and has the same superpower with two lives represented by two balloons as like the General. The important difference is that if the Generals Bodyguard balloon are eliminated, the game doesn't end, the Generals Bodyguard can just continue like any other team player, using the team respawn points. If neither team has eliminated the other teams General, both teams loose, it is not sufficient or good enough just to survive and protect your General.
 - b. **The goal** – Eliminate the opponents General by popping both Generals balloons.
 - c. **Respawn/HQ** – Team #1 – Alpha, Team #2 – Fox.
 - d. **Needs** – One designated General from each side, one Top Secret Generals box with three balloons inside each, two FOB flags for each side.
 - e. **Game Time** – Eliminate the opposing teams General or 30 minutes maximum.
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a strategic game with lots of different moves that can be played out. Game plays the entire map, great diversity of play.
14. **Team Death Match** – (One hit one kill, eliminate the opponents team and win the game).
- a. **General Information** – Teams start from any designated spot chosen by a US Airsoft official. This is a team elimination game, with no respawns. Get shot you're out, shoot and hit an opponent and they are out. Last team standing wins.
 - b. **The goal** – Eliminate the opponents team.
 - c. **Respawn/HQ** – No Respawns.
 - d. **Needs** – N/A.
 - e. **Game Time** – Eliminate the opposing team. 20-25 minutes maximum.
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a simple game of elimination, fun and exciting. Players think twice before exposing themselves in the open. Adrenaline pumping fun and challenging. Fun search and destroy mission, game uses the full map, great play diversity.

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15. **VIP Rescue** – (VIP protection and rescue game.).

- a. **General Information** – Game start with a special operations team, Team #1 in Red City. Their job is to protect and hold for extraction the VIP. A VIP is designated at the start of the game and represented by wearing the green radio backpack. The VIP will have two balloons representing life. The team is held up in Red City and needs to have the VIP extracted by helicopter from the landing Zone (LZ), keep the VIP safe and move to the landing zone (LZ) for extraction. Keep the VIP alive by keeping the balloons intact for twenty (25) minutes and have the VIP at the LZ at the extraction time designated. The extraction will not take place until precisely twenty-five (25) minutes from the start of the game. The extraction point is located on top of Fox hill "The Fox Den", in the camo net. Team #1 will use team medics with zip ties for respawn (one medic per 20 players, unlimited zip ties). Team #2 will start from Alpha HQ and have two FOB flags to post in any red medic pipe to act as a FOB. (FOB rules apply). Once the time limit gets close to 25 minutes, the extraction team needs to get the VIP to the extraction point. When the clock timer gets down to zero and the VIP is at the "The Fox Den" Team #1 wins. For Team #2 to win, pop all the VIP balloons (2) representing life or keep the VIP from reaching the extraction point "The Fox Den", time runs out.
- b. **The goal** – Team #1 – Get the VIP safely to the LZ, Team #2 eliminate the VIP or keep the VIP from reaching the LZ.
- c. **Respawn/HQ** – Team #1 team medics, Team # 2 Alpha HQ and two FOB flags.
- d. **Needs** – Team #1- VIP Radio backpack and medic bags, Team #2 two FOB flags.
- e. **Game Time** – Eliminate the VIP, or 25 minutes maximum.
- f. **Area of play** – Full arena map.
- g. **Review overall**- This is a fun challenging and strategic game, with many different scenarios to play. Complex game of protection and elimination, fun and exciting.

16. **Bomb Disarmament "Bridge"** – (Disarm the nuclear bomb on Ryan's Bridge)

- a. **General Information** – Team #1 starts from Delta HQ respawn, and Team #2 starts from Bravo HQ respawn. Teams must secure their team flag first; the flag will start in a predetermined location. After securing the team flag, the team must battle to Ryan's Bridge, post the team flag in the green post tube on the bridge. In addition, the team needs to secure the disarming book from the communication center and bring it to the bridge. Once the team flag has been posted and the disarming book is at the bridge the team can start disarming the bomb, by cutting the colored wires (zip ties) off the bomb in the order as shown in the disarming book. The team that cuts the last wire in order wins. Cutting the color wires out of sequence will explode the bomb, you lose!
- b. **The goal** – Successfully cut all the zip ties in order and be the team to cut the last zip tie.
- c. **Respawn/HQ** – Team #1 – Delta, Team #2 - Bravo respawns.
- d. **Needs** – Color zip ties, disarming book, 1 team flag each.
- e. **Game Time** – Successfully cut the last zip tie, 30 minutes maximum.
- f. **Area of play** – Downtown area, CDC, HIVE and Ryan's Bridge.
- g. **Review overall**- This is a great game, fun and exciting. Players must think twice before cutting the zip ties, they must be cut in order. Challenging and some strategy required.

17. **Multiple Bomb Disarmament** – (There are three bombs that need to be disarmed, first team to cut all their team color wires (zip ties) wins).
- a. **General Information** – Team #1 starts from Delta HQ respawn, and Team #2 starts from Bravo HQ respawn. In this game there are three bombs that need to be disarmed by each team. On each bomb there are zip ties representing wires of a bomb, these zip ties are colored Yellow for Camo and Blue for Solid. First team to successfully cut all their team color zip ties from all three bombs wins. Don't cut any red wires or “Boom”. Bomb locations are: 1. Ryan's Bridge (Large white nuke bomb), 2. Downtown (Large green machine nuke), 3. Mobile vehicle location “location to be determined by US Airsoft officials” (Small red nuke bomb in vehicle).
 - b. **The goal** – Cut all your team wires from the three bombs. (Don't cut the Red)
 - c. **Respawn/HQ** – Team #1 – Delta, Team #2 - Bravo respawns.
 - d. **Needs** – 6-blue and 6-yellow zip ties for each of the three bombs.
 - e. **Game Time** – Successfully cut all your team color zip ties, or 25 minutes maximum.
 - f. **Area of play** – Downtown area, CDC, HIVE and Ryan's Bridge.
 - g. **Review overall**- This game is a fast paced, fun and exciting. Players must think twice before cutting the zip ties, they must their color and not the red.
18. **Red City Siege** – (Siege the Red City, “Attack!”, and shoot out all eight balloons within the Red City for a low time. Then defend Red City, hold the attackers off as long as possible. The best time of either team on attacking Red City and shooting out all the balloons wins the game).
- a. **General Information** – Team #1 starts from Charlie HQ and The Battlefield Wall FOB respawns simultaneously. Team #1 attacks in full force from both locations to shoot out all eight (8) balloons at Red City. Team #2 defends and tries to hold off the on slot of players attacking. Team #2 has only Fox HQ as a respawn. It's usually enviable that Team one prevails in shooting out all balloons, the question is how fast, it's a matter of time. Now it's your turn, your team must now defend, hold off the other team for the best time. Can your team shoot out all eight balloons in the shortest amount of time, can your team hold off the other team for the longest time, time will tell, good luck, you have fifteen minutes.
 - b. **The goal** – Eliminate the opponents balloons in Red City for the best time.
 - c. **Respawn/HQ** – Team #1 Charlie HQ and The Wall FOB respawns, Team #2 Fox Firebase HQ.
 - d. **Needs** – 16 balloons.
 - e. **Game Time** – Eliminate the opposing balloons in Red City, or 15 minutes maximum.
 - f. **Area of play** – Red City, Battlefield, No Mans area.
 - g. **Review overall**- This is a simple game of time elimination, fun and exciting. Adrenaline pumping fun and challenging.

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19. **The Purge** – (A bio hazard has been released, you must get to the Red square in the center of the CDC and pickup and hold a cure canister before time runs out).
- a. **General Information** – Teams start from any designated spot chosen by a US Airsoft official. This is a team elimination game, with no respawns. Get shot you're out, shoot and hit an opponent and they are out. The purge soundtrack will start with a woman's verbal warnings, followed by a siren, when the siren sounds, it's game on. A ten-minute countdown will commence over the loud speakers. The goal is to get to the red square in the center of the CDC, representing a safe zone for the bio hazard release. When in the red square you must be alive and holding one of the cure canisters when the countdown clock gets to zero. You cannot remove the cure canister from the red square, and you can be shot and killed while in the red square. Last player standing at zero alive in the red square and holding a cure canister wins.
 - b. **The goal** – Eliminate all the opponents and be in the red square alive with a cure canister when the clock time gets to zero.
 - c. **Respawn/HQ** – No Respawns.
 - d. **Needs** – Cure canister, number representing 10% of the population.
 - e. **Game Time** – Approximately 12 minutes. (10-minute countdown)
 - f. **Area of play** – Full arena map.
 - g. **Review overall**- This is a game of elimination, fun, exciting and heart pounding. Players think twice before exposing themselves in the red square in the open. Tactics and timing are required for this game. Winners will get a US Airsoft Purge survival patch.
20. **Countdown** – (Start the clock against the opposing team, if their timer hits zero you win).
- a. **General Information** – Teams start off from predetermined HQ's (respawn points). The countdown clock is also placed in a predetermined spot and the location is shared with both teams at the mission briefing. The countdown clock starts off with each team having 10 minutes. When the teams are released to engage each other, teams need to get to the countdown clock and push their teams color button on the clock, represented by the team color (Yellow for Camo, Blue for Solid). When the team color is touched, it starts the countdown of the opposing teams time. If the opposing team can get to the countdown clock and touch their color, it will make their timer stop and start the countdown for the opposite team. The team that can get the opposing teams time down to zero wins.
 - b. **The goal** – Run the time down on the countdown clock for the other team.
 - c. **Respawn/HQ** – Predetermined Respawns.
 - d. **Needs** – Countdown clock.
 - e. **Game Time** – Eliminate the opposing team by having their clock time countdown to zero = 20 minutes.
 - f. **Area of play** – Full arena map, or specific areas can be used.
 - g. **Review overall**- This is a fun fast paced game, that requires some game awareness. Teams need to monitor the countdown clock to make sure it's counting down against the opposing team and not theirs. This is adrenaline pumping fun and can be used in many areas of the field, great for night games.

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21. **P.F.R.C. “Pod Fired Rocket Cluster”** – (Get to the P.F.R.C., put in your target city and launch the rockets).
- General Information** – Team #1 starts from Alpha HQ. respawn and Team #2 start from the Launch Pad as a HQ. respawn. Teams need to battle up to the PFRC, open the control panel and enter the launch codes to start the launch sequence. Launch codes are given for a specific target city by the US Airsoft official. Players are to call out loudly the launch codes, so the US Airsoft office can confirm the correct coordinates. Once the codes have been correctly put into the panel, the warning light on top of the panel will start to flash, this will indicate the PFRC is ready to fire. The player then must move to the opposite side of the PFRC, open the secondary panel and turn on both switches for the launch. If this is successfully done, a siren will sound off indicating a successful launch. Flight time to target is three minutes, so the team launching the PFRC must hold off the opposing team for three minutes. If the opposing team can get to the PFRC within three minutes, open the secondary panel and flip the switches off, the siren will stop and the rockets that were launched will be destroyed. To win this game, one of the team must successfully launch their PFRC rockets and hold off the opposing team for three minutes allowing the rockets to get to their target. If this can be done that team wins.
 - The goal** – Launch the P.F.R.C. rockets successfully at the target city and hold for three minutes.
 - Respawn/HQ** – Respawns: Team #1 - Alpha HQ, Team #2 - Launch pad as a HQ.
 - Needs** – Charged PFRC battery.
 - Game Time** – 25 minutes maximum.
 - Area of play** – Hells Highway, Battlefield, and Ryan’s Bridge areas.
 - Review overall**- This is a great game that many players like, it’s challenging and requires team work. Many battle badges have been given for players engaged in this game.
22. **Ring the Bell - Operation Alamo** – (Ring the Church bell for reinforcements)
- General Information** – Game starts with Team #1 from Bravo HQ and Team #2 from Charlie HQ. Team #1 from Bravo HQ is the attacking team and needs to get to the church in order to ring the bell for reinforcements. A large force aligned with Team #2 is moving in on Team #1 and will arrive in about 25 minutes, to survive Team #1 must reach the Church and ring the church bell, this will call in their own reinforcements and they win the game. Team #2 from Charlie HQ needs to defend the Church as not to let Team #1 ring the bell. If Team #2 can hold off Team #1, their reinforcements are expected to arrive in 25 minutes and they will win the game. Team #1 is also low on ammo, if Team #2 can get Team #1’s ammo box from behind their lines and bring it back to their HQ, they win.
 - The Goal** – Team #1 ring the church bell, Team #2 defend the bell, or steal the ammo.
 - Respawn/HQ** – Team #1 Bravo HQ, Team #2 – Charlie HQ.
 - Needs** – Ammo Can.
 - Game Time** – 25 minutes maximum.
 - Area of play** – The HIVE.
 - Review overall**- This is an easy to understand and easy to play game, that uses the HIVE as the battleground. Lots of areas to hide and advance, players really like this game.

23. **ICBM "First Strike"** – (Be the first team to launch the ICBM "First Strike" and win).

- a. **General Information** – Team #1 starts from Alpha HQ and Bravo FOB, Team #2 from Fox HQ and Charlie FOB. One player is picked from each team to act as the **ICBM Technician**. The ICBM Technician is responsible for making sure the control panel of the ICBM is properly connected to the portable power station and the targeting color connectors are properly connected for their team. Two additional players will be picked from each team to act as the **Launch Control Specialists**. The specialists are responsible for the team ICBM launch keys (Yellow for Camo and Blue for Solid) and the launch of the missile with these keys for the ICBM. The portable power station is located somewhere in the HIVE and must be located and taken to the ICBM. Once the power station has been delivered to ICBM, the ICBM Technician will be responsible for making sure the power plant is properly connected. After the Technician has approved the connection of the power supply to the ICBM, the technician will give the authorization to the Launch Control Specialist to launch. The Launch Control Specialist will go to the ICBM and prepare for launch. There are two keys (#1 and #2) from each team needed to launch the ICBM, the Specialist have both keys for their team. The keys need to be inserted by each specialist together and the keys need to be turned simultaneous to launch the ICBM. Once the keys have been turned properly and the ICBM is primed to launch, sirens will sound, and lights will flash. There is a three-minute window powering up the ICBM to launch, it takes three minutes from the turning of the keys for the ICBM to actually launch. Within these three minutes, the siren will be going off and the lights will be flashing. The launching team will need to hold off the opposing team in this critical time. If the opposing team can get up to the ICBM, there is a RED Emergency Shutdown Button. If it is pushed, the ICBM Missile stand down. The only way to reactivate the ICBM is to reinsert the team keys and relaunch. If the opposing team is ready to launch, the ICBM Technician for their team must first change the launch targeting color connections on the control panel to their targeting color. Then the Technician must give the launch approval and turn it over to their Launch Control Specialist. The specialist will then have to use their color keys for launch and hold for three minutes while the ICBM powers up, like the other team. After the keys have been turned and the three-minute launch window has been activated, the opposing team can also shut the ICBM down within the three minutes by pushing the RED Emergency Shutdown Button. All the selected players picked from each team will be brought out to the ICBM launch area prior to the start of the game to be instructed on how to perform their duties. FOB rules apply.
- b. **The goal** – Be the first team to launch the ICMB Missile.
- c. **Respawn/HQ** – Team #1 – Alpha and Bravo FOB, Team #2 Fox and Charlie FOB.
- d. **Needs** – ICBM Power supply.
- e. **Game Time** – Launch ICBM Missile or 25 minutes maximum.
- f. **Area of play** – Full arena map.
- g. **Review overall**- This is a very strategic and critical thinking style game. Strategy needs to be applied and critical team role players need to be picked. This is a very challenging game that requires team work and a team command structure to work well.

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24. **Demolition** – (Find the Nuclear Bomb and disarm it. First team to disarm their Nuke wins).

- a. **General Information** – Team #1 starts from Delta HQ and Team #2 Starts from Bravo HQ. In the Cities Electric Hub there are two nuclear bombs. One is yellow representing Camo and the other is Black representing Solid. Each bomb has six ignition wires placed on them, represented by zip ties using the team colors. In addition to the bombs ignition wires there are six red detonation wires next to the ignition wires, don't cut the Red wires, they will detonate the nuclear bomb and your team loses. Teams must fight into the HUB and cut all their color wires on their colored bomb (Yellow Camo, Blue Solid) avoiding the Red wires (zip ties). Once they have completed the task of cutting all the team color ignition wires, they must collect their flag from the supply depot. After they have collected their flag, they must post the flag at the green post tube at the end of the Scorpion and hold it for three minutes. At any point during the three-minute hold, the opposing team can pull the flag stopping the clock, putting the clock back to zero. If the posting team can hold the flag for three minutes, they win.
- b. **The Goal** – Cut all your wires from your team color nuclear bomb, then post and hold your team flag for three minutes in the green posting tube at the end of the scorpion.
- c. **Respawn/HQ** – Team #1 - Delta HQ, Team #2 – Bravo HQ.
- d. **Needs** – Two flags one for each team, two Nuke bombs, one for each team, team color zip ties for each team.
- e. **Game Time** – 25 minutes maximum.
- f. **Area of play** – Downtown and supply depot areas.
- g. **Review overall**- This is a very fast paced game, many players like this game. Not a lot of strategy needed, just airsoft bravery, and the wiliness to try. Great for spectators.

25. **Sabotage** – (Place and detonate a nuclear bomb in the opponents given city)

- a. **General Information** – Team #1 starts from Alpha HQ, and Team #2 start from Charlie HQ. Each team starts with one (1) Technician who is responsible for the main detonation wire and one (1) Ordnance Specialist who is responsible for the nuclear bomb. Each team will be given the detonation location for the opposing teams city (where the bomb needs to be placed) at their team HQ prior to start. Each team will work their way into the other team's city to place the nuclear bomb. Once the bomb has been placed in the designated location and the final master detonation wire placed on the bomb, your team wins. Teams may not take or move opponent bombs. If the ordnance specialist is shot the bomb can be taken back with the wounded specialist to their respawn HQ to try again.
- b. **The Goal** – Place and detonate a nuclear bomb in the opponent's city.
- c. **Respawn/HQ** – Team #1 - Alpha HQ, Team #2 - Charlie HQ.
- d. **Needs** – Each team requires - one nuclear bomb, one Technician, and one Ordnance Specialist.
- e. **Game Time** – 25 minutes maximum.
- f. **Area of play** – Full field map.
- g. **Review overall**- This is a good strategy game, lots of thinking and team work required. Teams must work together to get the job done, complete the mission and win.

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26. **Operation Airstrike** – (Team #2 needs to locate radio parts, assemble the radio in the communications center, call in an airstrike all in 25 minutes. Team #1 needs to stop them).
- General Information** - Team #1 starts from Alpha HQ and Team #2 starts from Bravo HQ. Team #2 will act as a special operations team tasked with finding lost radio parts, putting the radio together in the communications center and calling in an airstrike. If Team #2 can complete this mission in under 25 minutes, team #2 wins. If Team #1 can stop Team #2 from completing their task in under 25 minutes allotted, Team #1 wins. Team #1 cannot touch or take any radio parts.
 - The Goal** – Team #2 is to locate all the missing radio parts and assemble them in the communication center, then call in an airstrike. All must be done in 25 minutes or less. Team #1 must stop them by running out the clock, forcing Team #1 over the 25 minutes.
 - Respawn/HQ** – Team #1 - Alpha HQ, Team #2 – Bravo HQ.
 - Needs** – Radio parts
 - Game Time** – 25 minutes maximum.
 - Area of play** – The HIVE, CDC, Downtown and Supply Depot areas.
 - Review overall**- This is a search out and find strategy game. Great for spectators.
27. **Broken Arrow** – (A team of US Airsoft Rangers has been cut off and is fighting to survive. They must be at the LZ in fifteen minutes with vital intel or loose. Against overwhelming odds, surrounding and out of time. Can the US Airsoft Rangers complete the mission in time?)
- General Information** – This game starts with Team #1 being - US Airsoft Rangers, made up of a force of approximately 20% of the player of that day. Team #1 will have two balloons tied on each player, representing life, they have no respawn. Team #1 will be handpicked evenly from both Camo and Solid teams. These will be the top players as shown on the leader boards. Team #1 has vital intel and set for extraction in 15 minutes from a designated Landing Zone (LZ). Team #1 starts within the downtown area and must hold and be occupying the Landing Zone (LZ designated outside the Police Station) when time is up in 15 minutes. Team #1 must be in the LZ when the Blackhawk Helicopters are set to extract them in 15-minutes. Team #1 can be all over the area fighting up until 15-minutes. At 15 minutes sharp anyone not in the LZ is gone and left behind, however if even one of the Rangers make it to the LZ and is in the LZ alive when time hit zero, the Rangers wins. Team #2 is the Insurgents, the rest of the field, 80% of the players for the day. Team #2 starts from multiple HQ respawn points, surrounding the Rangers from all sides. (Camo players Alpha HQ respawn, and Solid player Charlie HQ respawn.)
 - The Goal** – Rangers need to survive and be in the LZ when the fifteen minutes expires, even one Ranger will give them the win. Team #2 needs to take out all the Rangers popping their like balloons, or keep them out of the LZ for 15 minutes and one second.
 - Respawn/HQ** – Team #1 Rangers life balloons, Team #2 – Alpha and Charlie HQ.
 - Needs** – 20% of the players for Rangers and two balloons each.
 - Game Time** – 15 minutes maximum.
 - Area of play** – Downtown, The HIVE and CDC areas.
 - Review overall**- This is a fast paced, hard hitting game. Good team work required, teams must work together to get the job done, survive and complete the mission.

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28. **Level 4 Biohazard** – (There is a biohazard level 4 device in the center of the CDC in the Red square containment area).
- a. **General Information** – Team #1 starts from Alpha HQ and Team #2 starts from Delta HQ. At the start of the game, there is a Biohazard level 4 device in the center of the CDC, Red square containment area. The device has six color zip ties on it from both teams. Yellow for camo, and blue for solid. The device cannot be moved out of the red square containment area without killing everyone on your team. Each team must battle to the device, cut your teams wires (zip ties) and post your flag at the green posting tube in the center of the CDC for the win. First team to complete the mission wins.
 - b. **The Goal** – Battle to the center of the CDC, at the red square, pull the device to your side of the square, cut off all your zip ties, post your flag at the green posting tube for the win.
 - c. **Respawn/HQ** – Team #1 Alpha HQ and Team #2 Delta HQ
 - d. **Needs** – The red bomb device, zip tie wires – 6 for each team color.
 - e. **Game Time** – 20 minutes maximum.
 - f. **Area of play** – CDC area.
 - g. **Review overall**- This is a superfast paced game, hard hitting game, with no time to spare.
29. **Operation First Strike** – (US forces Vs Russian forces – The US military is tasked with protecting a major city – HIVE City. The Russians want to start a war, the only way to do this is to attack a major US city, set off a nuclear explosion. They call this "Operation First Strike")
- a. **General Information** – The game starts out as a peaceful day. US Forces are strategically placed around the map protecting vital interests. US Forces have security forces placed at the following: 1. Ryan's Bridge guarding a nuclear bomb being transported, 2. Communications center for artillery strikes, 3. The nuclear PG and E power station in HIVE City, 4. The advance medical center Bravo FOB, and the ICBM Missile silo. The Russians want to set off a Nuclear explosion in HIVE city, "Operation First Strike". To do so, they must set off one of any three devices, 1). Move a Nuclear Bomb into the heart of the HIVE at City Hall, and detonate it, 2). Disrupt the PG and E nuclear plant and explode it, and or 3). Take over secure and launch the ICBM missile at the HIVE. Any one of these methods would create the explosion needed to accomplish their task. However, time is running out, the Kremlin has given them only 30 minutes to complete this task or fail. If the Russian can create a nuclear explosion in the HIVE they win, if the US Forces can prevent this from happening in 30 minutes the US forces win.
 - b. **The Goal** – US Forces to keep peace, or minimum skirmishes, no war. Russian Forces are to start a war by setting off a nuclear explosion in the HIVE City.
 - c. **Respawn/HQ** – US Charlie HQ and Bravo FOB, Russian Alpha HQ, and two FOB flags.
 - d. **Needs** – Nuclear Bomb w/ vehicle, zip ties, PG & E Power, two Russian FOB flags and one US Forces FOB flag. Grid book for artillery strikes.
 - e. **Game Time** – 30 minutes maximum.
 - f. **Area of play** – Full map.
 - g. **Review overall**- This is a very sophisticated game, that is challenging, fun and requires lots of team work. Strategic and critical thinking required. Strategy needs to be applied.

30. **Detonation** – (“Exploding Pool Filter Game”).

- a. **General Information** – Team #1 starts from Alpha HQ with Bravo FOB, Team #2 starts from Fox HQ with Charlie FOB. Each team will be given a target area for them to get to and detonate a bomb within that target area. At the center of the battlefield, end of the wall is a large mobile bomb. The bomb is 80% intact and needs additional component parts to make it active. The bomb can move up to 15’ either way with the control lever placed on mobile, in its current 80% intact condition it cannot move any further than 15’ or it will detonate. No further movements can be performed until the bomb has been repaired with the correct pipe component parts. The component parts are three 2” pipe component pieces, color coded and scattered throughout the field. Teams must locate the scattered pipe components and apply them to the bomb. Each pipe component is color coded, so they fit into a corresponding color receptor on the bomb. The bomb is highly volatile and must have the pipe components applied only once the control lever on the top of the bomb has been turned to the corresponding component color. Once this is done the pipe component can be screwed into its corresponding color receptor. When all three pipe components have been successfully applied to the bomb, the bomb becomes 100% intact and fully mobile. The control lever on the top of the bomb then can be placed on the mobile position and the bomb can be moved. Prior to moving the bomb, the control lever must be placed on mobile. Again, the bomb is very volatile and must not be tipped over while in its transportation vehicle, if it is tipped over, it will detonate and all players on the team moving the bomb are dead (you lose). After repairing the bomb to 100% and placing the control lever to mobile, move the bomb to the target area, once you have arrived, turn the control lever on top of the bomb to detonation. Protect and hold the bomb in place for one minute, “Boom” you win. (FOB rules apply)
- b. **The Goal** – Find, repair and detonate a large bomb at you given target area.
- c. **Respawn/HQ** – Team #1 Alpha HQ and Bravo FOB, Team #2 Fox HQ and Charlie FOB.
- d. **Needs** – Large bomb with cart, all three pipe components, one FOB flag per team.
- e. **Game Time** – 25 minutes maximum.
- f. **Area of play** – Full field.
- g. **Review overall-** This is a strategic style game that requires thought and team work. Player like this game, plays the entire map. Lots of moving parts on this game, requires team work and a strategy.

31. **Zombie Attack** – (The HIVE has sent out a request for help and needs the US Airsoft Rangers, one word was given in the radio call - "ZOMBIES")
- a. **General Information** – There are no respawns, players start inside a dark HIVE City. Players are the US Airsoft Rangers; the Rangers have been sent into HIVE City to help. If a Ranger spots a zombie and shoots the zombie, the zombie will become immobile for 10 seconds before coming back to life. These are fast moving zombies and will not totally die, all you can do is slow them down, you will not be able to eliminate them, your only chance is run out the clock and survive. Zombies are represented by red glow sticks. Each Ranger is given a glow stick representing blood, if a Ranger is touched in anyway by a zombie, that Ranger becomes a Zombies, and breaks their glow stick. The new zombie will put down his gun and become, and act as a zombie, going after surviving Rangers (one touch turns a player into a zombie). The Rangers job is to go into the HIVE and help, survive and wait for extraction in 20 minutes. The game starts with zombies in HIVE City (zombies are identified by their glowing red glow sticks), this is the first part of the game, it starts in the HIVE with the HIVE quarantined for 10 minutes, after 10 minutes the quarantine will be lifted, and doors of the HIVE will be opened, starting the second part of the game. The second part of the game will be for the remaining Rangers to somehow survive an additional 10 minutes hidden in the HIVE or outside in the open (total game of 20 minutes). Any Ranger that has not been infected (touched by a zombie) after 20 minutes is a survivor and wins the game. Winners will receive US Airsoft Zombie Patches.
 - b. **The Goal** – Survive the Zombie attack, hide, fight, survive for 20 minutes until extraction.
 - c. **Respawn/HQ** – No respawn, touch = ZOMBIE
 - d. **Needs** – One red glow stick for each Player. The zombie's population at the start should represent 5% of the players, and the zombies glow stick should be broken to glow, representing a zombie. All glow stick should be worn around the neck, or in the front area of the player, so it can be seen easily and is not to be hidden. Zombies should be very visible and not mistaken for Rangers.
 - e. **Game Time** – 20-minute survival.
 - f. **Area of play** – HIVE City.
 - g. **Review overall**- This is a scary, fun game. Requires some strategy and some luck. Game is only played one time a night on Friday nights. Player must be conning and fast, must be able to out think the zombies.

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32. **Money Bag** – (Teams must find and retrieve the stolen Money Bag).
- a. **General Information** – Team #1 starts from Bravo HQ. and Team #2 starts from Charlie HQ. The money bag is hidden somewhere on the field. Teams must secure the money bag and get instructions using the radio attached to the money bag. Once a team has delivered the money bag safely to the Federal Reserve Officer waiting for the bag, that team wins.
 - b. **The Goal** – Find and secure and deliver the stolen money bag for the federal reserve officer.
 - c. **Respawn/HQ** – Team #1 Bravo HQ and Team #2 Charlie HQ
 - d. **Needs** – Money bag, and radios.
 - e. **Game Time** – 25 minutes maximum.
 - f. **Area of play** – Full map.
 - g. **Review overall**- This is a hunt and find type mission that's fun to play. Requires some skill with a radio and knowledge of tactics. Team work and communications with other players is a big help in this game.
33. **Fuel Depot "Demolition"** – (Destroy the other teams fuel depot, by blowing the depot up "popping three balloons on each tank, representing destruction").
- a. **General Information** – Team #1 starts from Bravo HQ. and Team #2 starts from Charlie HQ. At the start of the game, there are three flags placed on the tank at Ryan's Bridge for team #1 to protect, and three balloons on the tank in the red city for Team #2 to protect. Each team is responsible for protecting their respective fuel depots, not letting their balloons be popped. In addition, each team must try and destroy the other teams fuel depot by popping the balloons on the opposing teams tank. Each team must defend as well as attack. First team to eliminate the balloons from the other team's fuel depot, wins.
 - b. **The Goal** – Destroy the opposing teams fuel depot, by popping the three balloons attached to the opposing team's depot, pop all the balloons and win.
 - c. **Respawn/HQ** – Team #1 Bravo HQ and Team #2 Charlie HQ.
 - d. **Needs** – Three balloons for each fuel depot.
 - e. **Game Time** – 25 minutes maximum.
 - f. **Area of play** – Full field map.
 - g. **Review overall**- This is a fast-paced game, teams must defend as well as assault. Strategy is required and communication with team work a plus. Great game, fun and exciting.

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