



Flame of the Rebellion

May 13, 2023

\$35 online pre-registration / \$40 onsite registration

It is a time of great unrest in the galaxy. Ten years have passed after the rise of Emperor Palpatine and the fall of the Old Republic. The Galactic Senate continues to meet, but they have little real power. A handful of senators speak out against the growing abuses of the Empire, but most bend the knee and cast their votes to whatever pleases the Emperor. The fate of those who oppose Palpatine has been clearly demonstrated, from the massacre of the Jedi Order, to the utter destruction of Mandalore.

Drakys Prime is a sparsely populated world on the Outer Rim. The planet was largely agrarian with some off-world exports of foodstuffs, exotic lumber, and common metals and minerals. Being just off major shipping lanes also made Drakys Prime a popular haven for smugglers or the occasional pirate crew. It has been largely ignored by the Galactic Empire... until a year ago.

Prospectors north of Bantin Star-Port were drilling for locations to sink a new Chromium mine, when they tapped into a major vein of a strange, striated metal that was lightweight and incredibly durable. Upon testing, it was determined the prospectors had stumbled across a major deposit of Beskar, perhaps one of the largest ever found outside the Mandalore system.



Word of the discovery spread quickly. The dream of newfound prosperity turned into a nightmare as Imperial security forces descended onto Drakys Prime, seizing control of the site and establishing Imperial oversight of the dig. Within months, massive strip mines scarred the green forests and pastures of Drakys Prime. Refineries and forges sprang up, belching smoke and soot into the sky. Thousands of citizens were forced from their lands to make room for the mines and industrial operations. Many were forced to work in near-slavery to the Empire in the mines and factories.

The long-standing distrust of the Empire has grown to hatred. The seeds of rebellion grow among the population, while some others collaborate with the occupiers and grow rich from the suffering and labor of their fellows. Imperial troops man the local

garrison, although many law-enforcement and community control tasks are conducted by security contractors working for the Empire.

Unknown to the general population, a small group of Jedi, refugees from the purge of their Order, fled to Drakys Prime years ago and have lived quietly in hiding. Now they are face to face with the cruelty and oppression of the Empire. Within their ranks, the Jedi have been struggling between aiding the oppressed citizens of Drakys Prime according to their ancient vows or remaining in hiding. The decision may soon be out of their control, as their presence on Drakys has been sensed by Inquisitors. Additional security forces and a detachment of ISB have recently arrived in response to the growing insurrection.

Bantin Starport is no stranger to the scum and villainy found around major ports. These smugglers, pirates, and criminals have long avoided the attention of the Empire. The increased troop and security presence, while offering increased revenue in drugs, whores, and the black market, are proving a net drain on long-term business opportunities. At no small cost to the rebellion, smugglers have slipped shipments of weapons past the Imperial blockade. Old habits die hard, however, and the scum and villainy have avoided throwing their full weight behind the rebellion. They are waiting until the odds tip to favor one side or the other.

If the situation on Drakys Prime was not already perilous enough, a small squadron of ships blasted through the blockade two nights ago, evaded pursuit craft and made planetfall. TIE patrols have conducted regularly overflights but the ships remain hidden in the forest depths. The rich Beskar deposit has caught the attention of more than the Imperial War Machine. A clan of Mandalorians have flown to Drakys Prime and are preparing to seize as much of the precious metal as possible. While they burn with a hatred for the Empire, the Mandalorians care little for the Rebellion and certainly have no love for the Jedi. They are here to seize as much Beskar as possible, and escape with it off world to bring back to their brothers and sisters at their hidden covert.

Join us on May the 13th for our first airsoft experience set in the Star Wars Universe. Choose your identity and take a side in the battle for Drakys Prime!

Important Registration Notes

Cost for advance, online registration is \$35. Onsite registration is \$40. Pay attention to uniform requirements!



UNIFORMS and Units

<p><u>Imperial Troops</u> Tan-Based Camo & Imperial cosplay</p> <p>Tan and tan-based camouflage patterns such as Multicam, desert camo, ATACs, etc. are worn by the Imperial troops deployed to secure Drakys Prime and the Beskar Mines. Imperial cosplay uniforms and armor are fantastic and encouraged!</p>		<p><u>Aurodium Sword</u> Black and Tan</p> <p>A private military company founded by the Advanced Recon Commando Alpha-66, Aurodium Sword has long worked security contracts for the Empire and Industrial interests. These trusted enforcers of Imperial rule wear a distinctive uniform of black shirts and tan or coyote pants.</p>	
<p><u>Rebel Forces</u> Green-Based Camo</p> <p>Green and green-based camouflage patterns such as Woodland, Flecktarn, or MARPAT are worn by rebellion fighters on Drakys Prime. Hiding in the forests and scrounging what gear and supplies they can, they are desperate for supplies smuggled past the blockade.</p>		<p><u>Scum and Villains</u> Civilian Clothing</p> <p>Smugglers, criminals and pirates operating out of Bantin Star Port. They wear civilian clothing, preferably with a “roguish Sci-Fi” appearance. No camouflage patterns unless it is a radical, bright pattern such as Stinger, etc. Aliens are welcomed!</p>	
<p><u>Jedi Knights / Inquisitors</u> Brown Robes / Black Robes</p> <p>We have very small “invite-only” factions at this first game for Jedi and Dark Adept Inquisitors. They wear brown robes or black robes / Inquisitor cosplay as appropriate. See the following pages for information on Force Users. Again... invite-only factions with limited numbers for this game.</p>		<p><u>Mandalorians</u> Mandalorian Armor</p> <p>Wandering mercenaries and outcasts from a home world destroyed by the Empire. Mandalorian armor is required. Expectations are “Guild-level” standards, not only a Mando-style helmet but well-made body armor as well. Various colors are accepted. The distinctive armor is what identifies the faction.</p>	
<p><u>Wookies</u> Ghillie Suits</p> <p>Drakys Prime has a small population of Wookies that moved to the planet several generations ago. Often used as slaves or cruelly harassed by the Empire, they have thrown in their lot with the Rebellion or Scum and Villains. They will wear full ghillie suits (brown tones preferred)</p>		<p><u>Battle Droids</u> Droid Cosplay Armor</p> <p>The Empire has been known to use fearsome battle droids as shock troops. They are expensive and not often found in Rebel hands, but some captured droids have been reprogrammed by the Rebellion. Armor should be colored similar to the faction it supports.</p>	

* If any players want to wear any sort of mask or make up for a non-human race... go for it! So much the better!

MindGame Productions 2023 Basic Rules Summary

General

- We reserve right to revoke play from players who break our stated and in-game rules during the event.
- Players under 18 must have waivers co-signed by a legal guardian.
- Please read the player's pack and be familiar with the game rules!

Personal Protection

- Full sealing eye-protection required (Impacted rated with gasket seal)
- Mesh goggles should be worn in combination with shooting glasses or prescription glasses.
- Red dead-rag mandatory
- Red flashlight / red chem-light to signal "dead status" for night games
- Uniforms appropriate for selected faction are required or you may be changed to a different team.
- All players must have at least one canteen or hydration pack
- Radios are recommended.
- A driver's license or other form of ID should be always kept on person.

Weapon Rules

- RIFLE / SMG – Up to 400 fps with 0.20g BBs (10' min engagement range)
- DMR – Up to 450 fps with 0.20g BBs (50' min engagement, locked to semi)
- Support – Please no full-auto support weapons for this game for the scenario and safety of "Force Users"
- Sniper – Up to 550 fps with 0.20g BBs (100' minimum engagement, bolt-action or manual cocking only)
- HPA weapons with must have regulator locks.
- "Milsim" rules in effect. Semi-auto fire ONLY
- Weapons on safe with magazines out in the staging area
- No blind firing. Eyes should be looking down the barrel when engaging a target
- If target is within 10', please use safety kill and "bang" out the enemy (max 2x enemies) YELL it! It's not a stealth kill.

Wounds and Medic Rules

- A hit anywhere on body or gear is a valid hit.
- Ricochets are not counted, but if in doubt, call the hit
- Friendly fire counts as a hit
- Grenade casualty radius is 10'-15', if in doubt, assume you're in the radius.
- Knife kills are silent, and they do not leave you wounded. You are dead.
- A BB hit or burst leaves you wounded
 - Yell "HIT!". Go prone or take a knee. Display your dead-rag or red dead-light.
 - You MAY call for medical assistance but don't point or call out enemy positions to teammates.
- Any other player may administer first aid.
 - The medic takes an ACE bandage or tourniquet from IFAK and wrap it fully around casualty's arm (or body part)
 - When the bandage is wrapped and secured, the casualty is back in play
 - You may be wounded and return via first aid TWO TIMES ONLY
 - If you are shot again after being healed twice, you are dead and go to a respawn point.
- If you are shot again or knifed while wounded, you are dead and must establish/move to a nearby respawn point.
- You may "buddy-carry" a casualty with one hand must be on casualty's shoulder. Both may move at a walk
- Each player should carry at least two ACE bandages in a personal IFAK
- Keep your dead rag visible walking to respawn point. Drink water. Reload. Remove bandages and replace them in your IFAK before respawning back into play.

Pyro/ Smoke

- Due to fire concerns, only pull-ring (cold-burning) pyro may be used.
- Stay in the general area after throwing smoke until it has fully burned out.
- Don't throw smoke grenades into buildings.
- 40mm Tagin rounds should not be used against personnel.
-

Don't stop here! Be sure to check next pages for specific information on this game!



Special Event Rules for the Flames of the Rebellion

Semi-Auto Fire Only

Only semi-automatic fire will be allowed. All AEGs/HPA assault rifles, SMGs, and selective fire pistols must remain on semi-automatic only. In addition to the game-play dynamic, this is also a safety measure for the Force Users. If a support weapon cannot be switched to semi-automatic fire, please leave it at home. Sniper weapons and DMRs which comply with standard FPS rules may be used, although minimum engagement distances are still required.

Hi-Cap magazine (two maximum) permitted

We normally require mid-cap magazines. In consideration that some players may like to bring less common airsoft weapons for a special look which may not have readily available mid-caps, a player may be permitted no more than two, hi-cap magazines. You may have multiple mid-cap magazines... OR up to two hi-cap magazines.

Mandalorians and Beskar

Players interested in the Mandalorian faction must wear Mando armor. A high bar has been set by "The Guild" airsoft team and they are the official gatekeepers of the Mandalorian faction. Please ensure you have checked in with the Guild on Facebook and your armor meets Guild standards. It may be of any color and colorful armor is common among these mercenaries. To simulate the properties of Beskar, we are going to try running Mandalorian armor a little differently than at the Wasteland games. Mandalorian Beskar will be assumed to stop any strike that hits the armor plate. Only hits to the unarmored portion of the body, often the sides, parts of the limbs, hands, neck, etc are vulnerable to BBs or light-saber strikes. A hit to an unarmored location drops the Mandalorian like any other player. Mandalorians WILL still be vulnerable to grenades and "Force lightning".



Wookies

A small number of Wookies are among the non-human races on Drakys Prime. Wookies may fight for the Rebellion or the Scum and Villains, and are represented by ghillie suits (brown tones are ideal but green will be ok). Wookies are allowed **kill plates** to represent their natural strength and toughness. Kill plates should be no smaller than 6" in diameter and should be made from steel or hard aluminum. The kill plates should be strapped securely to the front and back, center torso, and situated so that it is not hidden by the ghillie suit. Do NOT block kill plates with arms, rifles, or obstacles. It may happen for brief moments as part of shooting and moving, but please do not intentionally cover kill plates during combat. The kill plates are for BBs only. Wookies are still vulnerable to grenades and force lightning. Have some fun if you role-play a Wookiee... roaring and making "wookie sounds" instead of talking during the day!

Imperial Armor and Battle Droids

If players at the game wear Imperial cosplay armor (e.g., Storm Troopers or Scout Troopers), or come as Battle Droids, they are welcome to also wear front and back kill-plates (steel or aluminum plate no smaller than 6" on front and back) to simulate armor protection. BBs will need to strike the kill-plate to take out an armored Imperial soldier or droid. Imperial and droid armor will not protect against light-sabers, grenades, or force lightning.



Force Users: Jedi Knights and Inquisitors

Two player types on the field represent Force Users... the Jedi Knights and Inquisitors (or Dark Adepts). They are very small groups, entitled to certain benefits, but are also held to certain restrictions. They are difficult to kill and they have some special Force powers. On the other hand, they are limited in their weapons and have specific costume requirements. Please note that for this initial event, we are tightly limiting the Force Users as two small, closed groups of players. Perhaps in the future we will try running these as “open” factions, but we wanted to see how the rules play out first in controlled numbers.

Force Defense

Both the Jedi and the Inquisitors use the force to anticipate attacks, making them difficult to kill. To replicate this, both Jedi and Inquisitors may wear **kill plates** on their chest and back. These should be no smaller than 6” in diameter and should be made from steel or hard aluminum. Please do not use pans made from aluminum foil. The kill plates should be strapped securely to the front and back, center torso and the Jedi and Inquisitor robes arranged so that they will not block the kill plate, although the plate may be painted to better match the costume. Only a BB hit or a rubber knife attack strike to the kill plate will “kill” the force user. Lightsabers are exempt from this rule. Lightsabers, grenades and force lightning do NOT need to strike a kill plate.



Behold the power of the Force!



Force Mental Suggestion

Both the Jedi and the Inquisitors have power of implanting mental suggestions (the “mind trick”). This ability may only be used **against** non-force users, Jedi and Inquisitors are immune to its effects. The mind trick can only be used against another player within 15’ of the force user, it must be a verbal suggestion accompanied with the “mind trick” hand-sign, and it may be used against a single target only. **This is not a skill to be used during combat**, but during conversations or a precursor to combat.

During a negotiation or conversation, a force user may make the hand sign and direct a simple statement to another, single player such as, “This is a really good deal, I think you should consider it”, or “you really want to tell me where the supplies are hidden”. We ask that the non-force user on the receiving end be a good sport, play along, and comply. The effect lasts no longer than one minute, at which time the player is back to normal. During that minute the force user may add another suggestion or two to the **same** target, but may not initiate mind control against another target until the minute expires.

If the suggestion isn’t overly outrageous and it makes for a fun role-play situation, other players may choose to role-play as if they were not aware the mind trick was being performed on their comrade. But if the suggestion is over the top, they may certainly be aware the force user is manipulating their friend and respond accordingly.

Remember this is not a skill for use during combat, but may be used prior to combat. If a force user is threatened by several hostile players, he may flash the hand sign and one of them and say, “Your friends are assholes and you should shoot them.” The affected player should be a good sport and start shooting his friends, but they may be quicker on the draw.

Force Lightning

This ability is permitted only to the Darkside adepts, the Inquisitors. The Dark Adept may carry up to four (4x) 40mm BB-shower grenades on their belt or gear. They are not required to have a launcher (it's even better if they don't use one). In combat, the Inquisitor may draw a 40mm grenade and thumb the button to blast BBs at their enemy in a blast of "force lightning".

Force Healing

This ability is permitted only to the Jedi. The Jedi may kneel over a dead ally and place hands on them. Concentrating and using the ancient Jedi mantra of, "One-Mississippi, Two-Mississippi, Three-Mississippi, Four-Mississippi, Five-Mississippi, Six-Mississippi, Seven-Mississippi, Eight-Mississippi, Nine-Mississippi, Ten-Mississippi", the individual is pulled back from the after-world and brought back to life. The individual is still considered to be badly injured, at the same level of having been wounded and healed twice by a medic. In other words, one more hit will again kill the individual. A Jedi may only use this power once during a firefight, at the conclusion of hostilities they may use it to bring back multiple allies. Remember that the individual "brought back" by the Jedi will be killed again on the next hit! Only a return to respawn will fully revitalize a player with all allowable wounds restored!

Force User Restrictions

While force users, Jedi and Inquisitors, each have several force abilities (Force Defense, Force Mental Suggestion, and either Force Lightning or Force Healing depending on their orientation to the Dark or Light side), there are also a couple restrictions force users are required to follow. Force users **must** wear their appropriate robes... brown robes for Jedi and black robes for Dark Adepts. Brown or black uniforms alone are not sufficient. These must be flowing, hooded robes, probably belted to prevent them from obscuring the kill plates. Costume robes are not expensive and easily available on Amazon, or any local or online costume retailer.

In addition to their robes, force users are *not allowed* to use AEG or HPA rifles, SMGs, or support weapons. They are restricted to *pistols and foam boffer light sabers ONLY!* They may dual-wield a pistol in one hand and a light-saber in the other if they wish.



Light Sabers

Only force users are allowed to use light sabers in the game. We recommend using a brightly colored foam "pool noodle", trimmed to the appropriate length. A length of PVC may be wrapped in duct tape for reinforcement and run through the center of the noodle. The lightsaber's handle can be simply a section of the noodle wrapped in duct tape or the player may elect to craft a fancier handle. Single or double-bladed light sabers are permitted.

A strike from a light saber disables any limb, or kills on a hit to the torso or head (please try to avoid head shots!!) Light sabers cut through armor and do not require a hit to a kill plate. Thus any light saber strike is valid on an armored opponent or another force user. If rival force users square off against each other in a light saber duel... nothing prohibits other players from shooting at them, but consider being cool and letting them duel it out between themselves!

The Galactic Economy

A simulated economy will be in place for the game. Flames of the Rebellion is not as “economy based” as the Wasteland series, but rather the “economy” is related to goals and victory conditions of different groups. The two economic elements are Galactic Credits, and Units of Beskar.

Credits and Accounts

There will be some physical props in play representing loose Galactic Credits, but most in-game credits are “virtual” and transferred electronically between accounts in the Galactic Bank. The Empire, the Rebellion, the Mandalorians, and Scum and Villains will all start with accounts and an amount of credits in each. An account code given to the faction leader. The faction leader may choose to share the account code with other members of their team. Independent accounts may be created, but this is most likely to be used by competing gangs of Scum and Villains who may be vying for dominance or set up as an escrow payment account between groups that may not fully trust each other to otherwise make good on a payment when a job is complete.



The Empire effectively has unlimited funds, but the account for the local garrison has access to only so much at any given time. The Empire account will receive an automatic and fairly respectable account deposit every hour. Credits are ultimately meaningless to the wealth and power of the Empire. They'll use those funds primarily to influence local Scum and Villains or perhaps make special bonuses for the Aurodium Sword for jobs well done. The Empire is here on Drakys Prime to focus on units of Beskar.

The Rebellion will receive a smaller automatic deposit every hour to their account; from local donors sympathetic to the cause. Credits are only valuable to the Rebellion as a means to help fight the Empire. Often this may mean paying local Scum and Villains for assistance or to smuggle supplies to the Rebellion. They don't have the resources of the Empire, but may be able to augment their accounts and influence if they are able to occasionally get their hands on Beskar to sell on the black market to Scum and Villains.

The Mandalorians are from a covert, hiding from the Empire. They have little money at their disposal and few options to add more to their accounts. While credits are always needed to buy things for the covert or potentially purchase limited information and assistance from the Scum and Villains, ultimately their focus on Drakys Prime is the acquisition of Beskar.

The Scum and Villains are ALL about the credits, and will work with other factions for payment. If the faction is large enough, we'd like to see one or more competing crime lords in the faction, who each run their own bank accounts and finances, competing for dominance. Other factions may end up paying the Scum and Villains for information, or to send members to spy and report back on other teams. The Rebels will likely want to pay the Scum and Villains for periodic smuggling runs, or potentially trade Beskar that falls into Rebel hands for jobs and credits to their account. If Scum and Villains get their hands on units of Beskar from the Rebels or by their own efforts, they'll probably want to offer it for sale to the Empire or the Mandalorians (the only factions who can really work the precious metal). This may bring in good profits, or result in a gunbattle depending on how the deal goes. Some gangs within the Scum and Villains may end up building a better relationship and ongoing trade with the Empire, others with the Rebellion, or may try to play both sides.

Aurodium Sword, while a private military company, is loyal to the Empire. As stated earlier, the Empire has effectively unlimited funds and the PMC will NOT be hired away as a group. We will leave role-play options open, however, if Rebels or Scum and Villains try to approach individual members of the PMC and offer bribes to a new private account established for that Aurodium Sword contractor. We would just ask that if an Aurodium Sword contractor does end up taking bribes for intel or sabotage... if their crime is discovered... that individual is

“imprisoned or killed”, the account will be closed, and that player then will be a “new” and loyal Aurodium Sword member for the rest of the day.

An NPC in the game will be representing the local representative/director of the Galactic Bank. The Director will be maintaining a spreadsheet of major accounts, handle electronic funding transactions, and may be taking part in some meetings and negotiations representing the interests of the Galactic Bank. Account numbers and a confirmation code will be provided to the lead of each team. Players with a compelling reason may be allowed to set up an account of their own (talk to your local bank representative!) The Director will have the cell-phone numbers of all account holders, using that to communicate transfers and payments.

Beskar Units

Beskar units will be represented by physical props in the game. As mentioned earlier, units of Beskar are ultimately valuable only for the Empire and the Mandalorians and it is their primary reason for being on Drakys Prime. Only those factions will be able to work the metal and apply it to armor and military purposes. For the Rebels... Beskar falling into their hands is meant to be turned into credits for their fight against the Empire, by selling it to Scum and Villains. They might also want to try cutting a deal with Mandos for Beskar they acquire, but the Mandalorians consider Beskar mystically tied to their race and theirs by default, so they may only be willing to offer so much before the guns come out. Scum and Villains may try to sell Beskar to the Empire or the Mandos, depending on who can make the better deal. Although once again, the Mandos may only be so flexible when it comes to dealing for Beskar.

Reporting Onsite

When reporting to the registration table, you will be asked to present the following items:

1. **Waynes World of Paintball General Release and Waiver**
2. **National Sports Entertainment & Recreation Association Release and Waiver**
3. **MindGame Productions Release and Waiver**
4. **Payment for walk-in players**

All three waivers are included in this player's packet. Please complete them and bring them to the event. Additional copies will be available onsite but completing this information in advance will speed the process. Please be sure your paper work is complete **before** coming to the registration desk.

MGP does offer online waivers as well! These may be completed at [2023 - 2024 Waivers \(smartwaiver.com\)](https://www.smartwaiver.com)

Chrono Procedures

You will need to take all of your weapons, **INCLUDING** back up weapons, to the Chrono station. We recommend going through chrono and registration as early as possible to give you ample time to prepare your gear and link up with your squad mates and faction leaders.

The chrono station is a short distance from the main staging area, near the trash receptacles. We will provide 0.2gram BBs for the test. Several different types of magazines are available at the chrono station, but players are asked to bring one **empty** low or mid-cap magazine with you for each weapon you need to chrono.

Staff members fire several rounds with each weapon, taking the average score as the chrono result. If you feel the results of one chrono are inaccurate, you have the option of testing from any of the other chronos as well and averaging the results. The chrono personnel have the final say if a weapon will be allowed onto the field.



Old photo! ☺
Wear your eye-pro to chrono!

1. You will arrive at the chrono station and fall into the line if there is one formed.
2. When called, you will hand your weapon and empty magazine to the chrono attendant.
3. The chrono attendant will EMPTY any BB's you may have in your magazine.
4. He will then load your magazine with approximately ten .20g BB's.
5. The attendant will fire your weapon a minimum of THREE (3) times through the chrono to establish the weapons FPS. If the measured FPS is not consistent, the weapon may be fired additional times or tested on another chrono.
6. If your weapon fails to measure within legal MGP FPS regulations your weapon will be rejected and you will be directed to either have the weapon 'downgraded' or you will need to pack away your weapon.

RIFLE / SMG OK < 400 fps	SUPPORT WEAPONS Support weapons which cannot be switched to semi-auto fire are not allowed at this event!
DMR (physically locked in semi-auto / 50 ft min. engagement) OK < 450 fps	BOLT / SINGLE ACTION SNIPER WEAPONS (100 Foot minimum engagement) OK < 550 fps

Weapons using an external gas source must have locked regulator to prevent field adjustments.



Timeline

- 0700 - Gates open.
- 0730 - Registration/Chrono opens.
- 0915 - GAME & SAFETY BRIEFING All players must attend and show up loaded and ready to move out from the briefing.
- 0930 - First players moved out onto the field.
- Approx 0945 - GAME START
- 1300 - Lunch
- 1400 - GAME RESUMES
- 1730 - 1800 - Game Ends

Communications

Radio Channels are:

Outlaw Radio Nets	FRS/ GMRS	UHF Freq		Imperial Radio Nets	FRS/ GMRS	UHF Freq
Unassigned	1	462.562		Unassigned	7	462.712
Unassigned	2	462.587		Unassigned	8	467.562
Scum and Villains	3	462.612		Unassigned	9	467.587
Jedi	4	462.637		Aurodium Sword	10	467.612
Rebel Forces	5	462.662		Imperial Command	11	467.637
Mandalorian Command	6	462.687		Inquisitors	12	467.662
Unassigned	GMRS 1	462.550		Unassigned	GMRS 5	462.650
Unassigned	GMRS 2	462.575		Unassigned	GMRS 6	462.675
Unassigned	GMRS 3	462.600		Unassigned	GMRS 7	462.700
Unassigned	GMRS 4	462.625		Unassigned	GMRS 8	462.725
Admin Net	13	467.6875				

Waynes World of Paintball

4841 S. Pine Street

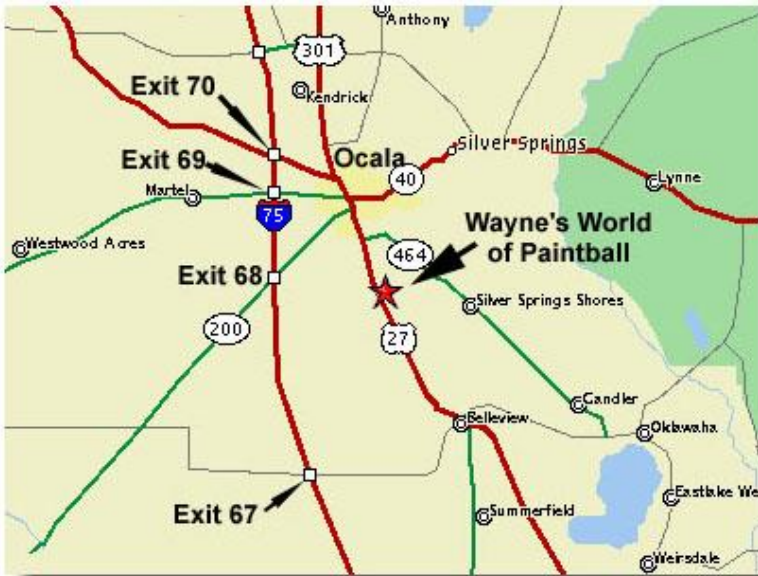
Ocala, Florida 34480

Field Location

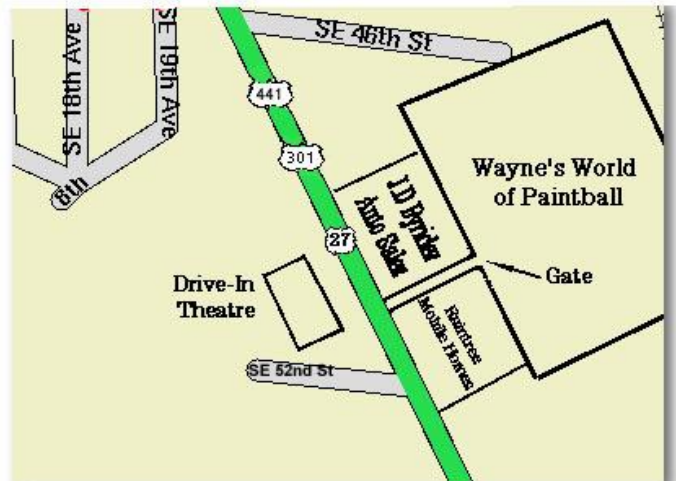
Wayne's World of Paintball is located just south of Ocala. As you can see from the map, the field is easily accessible from Interstate 75.

From the south - **Exit 341 (Old 67)** - make a right turn and travel east approx. 5 miles until you reach Hwys. 441/301/27, turn left (we are located about 10 miles north).

From the north - **Exit 350 (Old 68)** - make a left turn onto Hwy. 200. Travel east until you reach 441/301/27. Turn right, and travel about 3 miles south. (If you turn right at the Walgreen's/Target Stores **YOU ARE NOT ON** Hwys. 441/301/27. You **must turn right again** when you reach the Popeye's Restaurant - Pine Street.)

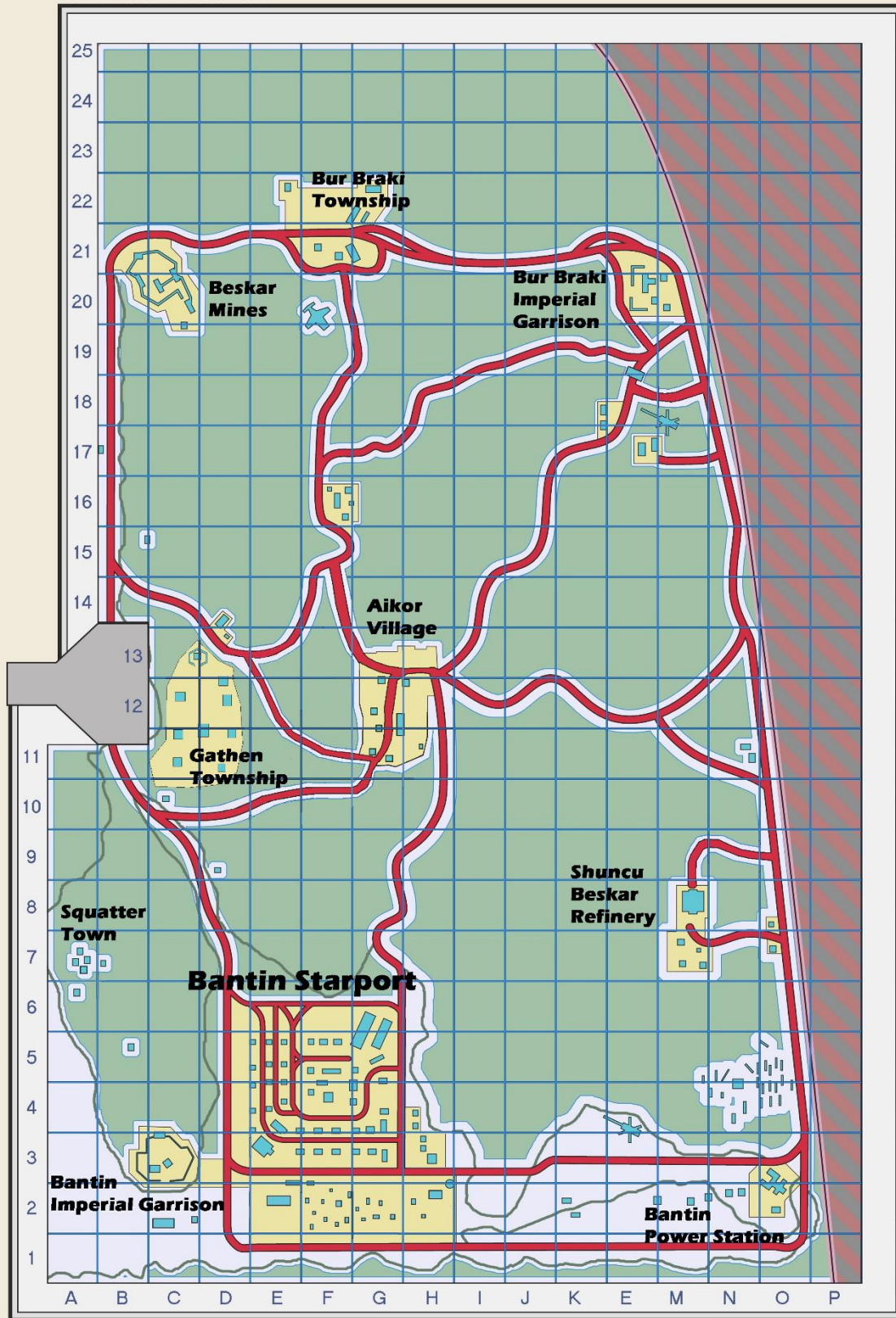


The entrance to the field is located at 4841 S. Pine Street, directly across the street from the Ocala Drive-In Movie Theater screen. Located between Factory Direct Mobile Homes and Raintree Mobile Homes the entrance drive will be clearly marked. Follow the entrance drive through the gate at the top of the hill. You will be in the camping and parking area.

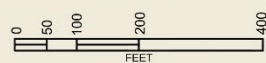


***** Camping Onsite is Available *****

***** Clean up your area and no open fires (use burn rings) *****



SCALE 1:100



Additional Event Notes

We will take a lunch break at approximately 1300hrs. Hotdogs, chips and sodas are included with your admission fee and may be obtained at lunch by presenting your lunch ticket to the attendant at the refreshment stand. Players are also recommended to bring powers bars, trail mix, MREs or other fast and easy food. We will not be taking a dinner break and will be playing until after nightfall. The game is planned to run until approximately 1730-1800hrs depending on the energy and interest level of the players. Pace yourself, drink plenty of water... and you should be good to go through the day.

Please remember to **PACK OUT EVERYTHING YOU PACK IN**. In other words, **DO NOT LEAVE TRASH ON THE FIELD**. Put all trash in your pocket or pouches and throw away your trash where it goes... **IN THE TRASH CAN**.

A water station is located at the entrance to the field along with a misting system if you need to cool down. Do not allow yourself to become dehydrated on the field. When your squad leader or an admin tells you to drink water, then drink water. Even if you are not particularly thirsty, drink water. If you need water but have an empty canteen or hydration pack, do not hesitate to ask a squad mate or admin for water.

BBs and Weapons Magazines

Waynes World of Paintball requires the use of bio-degradable or earth-friendly BBs.

Check list for Flames of the Rebellion

- Airsoft AEG & magazines
- Spare AEG & magazines
- Sidearm & magazines
- Airsoft gas
- Batteries for AEGs
- Bio-degradable / Earth Friendly BB's
- EYE PROTECTION
- Correct uniform for your team
- Battle rig, chest rig, plate carrier, LBV, LBE
- Optional gas mask or respirator
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Belt
- Radio w/ spare batteries
- Spare radio w/ more spare batteries
- Weapons sling
- Ruck sack or other back pack item for carrying non-essentials
- Snack food or power bar
- WATER in a Hydrapak, canteen or similar
- Red Dead rag
- Anti-fog
- EYE PROTECTION... yes... it's that important
- Speed loader
- GUN BAG – don't carry your weapon out in the open
- Field Map
- MGP Waiver
- Waynes World of Paintball Waiver
- NSERA Waiver
- Admission fee
- WATER... again... it's important
- "OFF"... or other bug repellent
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera or disposable camera

This is a generic list that includes some of the 'basics'. You may find that you need more than the items listed, or less of the items listed. Be sure to plan for any possible outcome, good or bad and be prepared. Don't expect someone else to have the items you need. Get your gear in order so that you can be a self-contained entity.

GATHER and begin preparation of ALL YOUR GEAR no later than Thursday night. This will allow for any last minute items to be found in time.



Roger ... Roger...

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
PHONE _____ E-MAIL ADDRESS _____
DATE _____ TEAM NAME _____

**WAYNE'S WORLD OF PAINTBALL, INC. /
WAYNE DOLLACK
24 HOUR ROLE-PLAYING SCENARIO GAMES, INC.
Sparr, Florida
The United States of America
GENERAL RELEASE**

KNOW ALL MEN BY THESE PRESENT THAT THE UNDERSIGNED, being of lawful age, for the sole consideration of being granted the opportunity to participate in the below described event does hereby and for his/her heirs, executors, administrators, personal representatives, successors and assigns release, acquit and forever discharge in the United States of America and the Owner of any lands utilized by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. in the conduct of its operations and its or their agents, servants, successors, personal representatives, heirs, executors, administrators, assigns, and all other persons, firms, corporations, associations, or partnerships of and from any and all claims, actions, causes of action, demands, rights, damages, costs, loss of service, expenses and compensation whatsoever, which the undersigned now has or which may hereafter accrue or result from on account of or in any growing out of any and all known and unknown, foreseen and unforeseen, bodily and personal injuries and property damage and the consequences thereof resulting or to result or which may result from any accident, casualty or event which may or did occur for any reason in connection with or arising out of or on account of the undersigned's participation in simulated combat situations, whether as contestant or observer, held on the date of execution hereof.

It is understood and agreed that this release is made in order to induce Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and Scenario Directors to allow the undersigned to participate in the event herein referenced and that such inducement is material to Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. decision to allow the undersigned to so participate. Furthermore, the undersigned agrees to follow and abide by the letter and spirit of the rules of safety and play as defined by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives. Specifically, the undersigned agrees to wear at all times while on the playing field eye protection approved by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives.

The undersigned hereby declares and represents that he/she acknowledges and understands that any injuries which may be sustained for any reason may be permanent and progressive and that recovery therefrom is uncertain and indefinite, or may be fatal, and in making this Release it is understood and agreed that the undersigned intends to assume any and all risks of loss, including property damage losses, and indemnifies and saves Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives from any damage, loss, claim, cost, and expense of any kind or nature.

The undersigned further declares and represents that no promise, inducement, or agreement not herein expressed has been made to the undersigned, and that this Release contains the entire agreement between the parties hereto, and that the terms of this Release are contractual and not a mere recital, and that it is made freely, knowingly and intentionally.

The foregoing Release and its conditions are understood to apply to all other individual players, as well as Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and the land owners or Scenario Directors and Promoters of events.

THE UNDERSIGNED HAS READ THE FOREGOING RELEASE AND FULLY UNDERSTANDS IT. THE UNDERSIGNED REPRESENTS THAT HE/SHE CAN READ AND WRITE THE ENGLISH LANGUAGE AND HAS SIGNED THIS RELEASE FREELY AND WITHOUT DURESS OR UNDER INFLUENCE OF ANY KIND.

THE UNDERSIGNED FURTHER ACKNOWLEDGES THAT THE EVENT ABOVE DESCRIBED MAY INVOLVE A HIGH DEGREE OF RISK OR PHYSICAL INJURY OR DEATH; THAT THE SIMULATED COMBAT SITUATIONS INVOLVE USE OF A GAS POWERED WEAPON SHOOTING PAINT-FILLED GELATIN PROJECTILES AND THAT IT IS HIGHLY PROBABLE THAT THE UNDERSIGNED WILL BE HIT BY ONE OR MORE SUCH PROJECTILES.

In witness whereof I have hereunto set my hand and seal and delivered this Release the day referenced above.

SIGNATURE _____ Date _____

**WE MAINTAIN THE RIGHT TO REFUSE PARTICIPATION TO ANYONE ON ANY GROUNDS
DEEMED APPLICABLE BY US.**

NATIONAL SPORTS ENTERTAINMENT & RECREATION ASSOCIATION
Industry Insurance Programs _ www.nsera.com/paintball
Wayne's World of Paintball, Inc.=WWP Fax: (352) 591-2210
RELEASE OF LIABILITY, INDEMNITY AND ASSUMPTION OF RISK
READ BEFORE SIGNING

IN CONSIDERATION of being permitted to participate in any Paintball and/or Airsoft activities including, but not limited to, playing, using the premises of, renting and operating equipment leased, sanctioned and/or operated by the above named vendor, I acknowledge and agree that:

I fully understand and acknowledge that; (a) risks and dangers exist in my use of Paintball and/or Airsoft equipment and my participation in Paintball and/or Airsoft activities; (b) my participation in such activities and/or use of such equipment may result in my injury or illness including but not limited to bodily injury, disease strains, fractures, partial and/or total paralysis, eye injury, blindness, heat stroke, heart attack, death or other ailments that could cause serious disability; (c) these risks and dangers may be caused by the negligence of the owners, employees, officers or agents of WWP; the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes. These risks and dangers may arise from foreseeable or unforeseeable causes; and (d) by my participation in these activities and/or use of equipment, I hereby assume all risks and dangers and all responsibility for any losses and/or damages, whether caused in whole or in part by the negligence or other conduct of the owners, agents, officers, employees of WWP, or by any other person.

I, on behalf of myself, my personal representatives and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify WWP and its owners, agents, officers and employees from any and all claims, actions or losses for bodily injury, property damage, wrongful death, loss of services or otherwise which may arise out of my use of Paintball equipment or my participation in Paintball and/or Airsoft activities. I specifically understand that I am releasing, discharging and waiving any claims or actions that I may have presently or in the future for the negligent acts or other conduct by the owners, agents, officers or employees of WWP. This waiver is good through 3/1/2024.

MEDICAL PERMISSION AUTHORIZATION

If the participant is of minority age, the undersigned parent or guardian hereby gives permission for WWP to authorize emergency medical treatment as may be deemed necessary for the child named below while participating in Paintball and/or Airsoft games.

I HAVE READ THE ABOVE WAIVER AND RELEASE AND BY SIGNING IT AGREE IT IS MY INTENTION TO EXEMPT AND RELIEVE WWP FROM LIABILITY FOR PERSONAL INJURY, PROPERTY DAMAGE OR WRONGFUL DEATH CAUSED BY NEGLIGENCE OR ANY OTHER CAUSE.

_____	_____	_____	_____
Print Name	Age	Date of Birth	Phone

_____	_____	_____
Signature	Address	City, State Zip

_____	_____
Signature of Parent/Guardian (if less than 18 years old)	E-mail

Date: _____

Mindgame Productions Airsoft Event Hold Harmless/Personal Injury Waiver Form

Name of player/observer _____

Date of Birth _____

Email Address _____

Contact phone _____

As a prospective participant in the sport of Airsoft, it is extremely important that you have an understanding of the risks of personal injury and/or death that are associated with the sport. The following is intended to inform you of the general nature of those risks before your participation begins. The following is not intended to be an exhaustive discussion of those risks. Accordingly, should you have any questions pertaining to the nature and extent of those risks you should question the management of this field. Only after you have satisfied yourself as to the nature and extent of the risks involved as a participant in Airsoft should you sign below.

1. Airsoft is an inherently physical and potentially dangerous activity. The game involves the use of high-powered guns that fire plastic pellets at high velocities. Without adequate protection these pellets could break or penetrate the skin on impact. Should a pellet strike a person in the eyes, ears, nose or any vital area of the body that is not adequately protected, temporary or permanent injury, or in extreme circumstances, death, may occur.
2. Participants play the game on rough and sometimes hazardous terrain. Although this facility / site / organization has taken steps to minimize hazards, the risk of injury cannot be completely eradicated. There remains the risk that a participant could be injured as a result of the terrain.
3. The sport of Airsoft involves rigorous and strenuous physical activity. Accordingly, a person should not participate in the sport if he or she is not in good physical condition, or has any physical or mental illness or handicap which could be worsened by such participation or make the participant more vulnerable to physical injury or death. In some cases, players may be exposed to plants, insects or other elements that could cause serious injury from an allergic reaction.
4. The game of Airsoft involves simulated combat in which participants fire 6mm plastic BB projectiles (not exceeding the listed maximum safe FPS). These projectiles, while safe in most circumstances, may cause temporary discomfort, welts, bruising, minor bleeding or scarring. This facility / site / organization requires the participant to wear, at all times, MGP approved eye protection and highly suggests players adhere to the following suggestions to help minimize injury. All players are suggested to cover any exposed skin with a protective layer of clothing or other safety equipment. This includes the suggested use of full-face masks, gloves, long sleeve shirts, pants, lace up boots to prevent ankle injury, and knee or elbow pads (hard plastic).
5. It shall be the responsibility of each participant to obey all rules and utilize all safety equipment at all times. MGP has developed a formalized and standard rules set that is published on the website and is also presented in any Players Pack developed for an event. By signing below, the player acknowledges he or she has read these rules, understands them and agrees to comply with them at the event. Not having read the rules is no excuse for intentional or accidental violations. Safety equipment and event rules are designed to minimize the risk of injury and/or death, but even full compliance does not guarantee that such injury will not occur. All participants must have safety gear in accordance with MGP regulations and all weapons must be tested and approved for use by MGP regulations by a member of MGP or the event organizers. Participants with equipment that fails to meet these regulations will not be allowed to play and any player violating MGP regulations and safety guidelines may be asked to leave the event with no refund of any game day fees or donations.

By signing this Waiver/Release the undersigned (and, if applicable, his or her guardian) acknowledges that he/she has read the foregoing disclosures of the risks and, further, agrees that he/she assumes all such risks and will hold the MindGame Productions group, owners, operators, participants, and all of their agents and/or employees completely free and harmless from any and all damages from physical injuries and/or death which may result from the undersigned's participation whether outside or inside any of the field / site / event facilities. If participant is under 18 years of age, his/her legal guardians must also sign below:

I _____ state I am/have represented that I am 18 years old or older (if under 18, waiver must be co-signed below by legal guardian) and understand airsoft has the potential to be an injury causing sport and injury may be caused to myself or by me as a result of my actions at this event. I understand this form is a release from liability for the organizers, event staff, and property owners. This release includes indemnification for, but not limited to; liability/responsibility in the event of an injury to myself or an injury I may cause to another. I hereby relieve from liability, responsibility, legal action, mediation, arbitration, and hold harmless, from any event or occurrence including, but not limited to; personal injury and/or property damage, MindGame Productions Inc., Property Owners, Airsoft Event Organizers, Sponsors, any of their/its family, affiliates, owners, and/or employees or affiliates (hereafter referred to as event organizers) acting in any capacity of or on the event property, from any and all lawsuits, legal action, or financial compensation for any and all injuries to myself or physical damage to any of my property or the property in my possession or control. I further understand, state, and agree any damage I or equipment in my possession causes to any persons or property onsite or offsite of the above-mentioned property will, solely, and completely be the financial responsibility of myself. I understand in no way will event organizers defend me or compensate any person or company on my behalf or as a result of my, or any others, including event organizers actions. Any damaged personal property lost or stolen is solely my responsibility.

Any and all, included but not limited to; pictures, videos, electronic images, or drawings, regardless of origin, or author, are the property of event organizers. While players and approved photographers may retain their photos and video, MGP requests the download of a copy of all images and video for our own use prior to leaving the event. We may use photographs of our events and participants in promotional material via the internet, in print or on television. By attending, you agree to allow us the unrestricted and uncompensated use of you, your likeness, name, voice, photograph (s) logo or trademark in such material.

I HAVE READ AND UNDERSTAND THE TERMS AND CONDITIONS OUTLINED ABOVE. IN THE EVENT I DID NOT/DO NOT UNDERSTAND ANY PORTION OF THIS FORM, I HAVE/DID HAVE A REPRESENTATIVE OF THIS EVENT EXPLAINED, TO MY SATISFACTION, THE CONDITIONS OF THIS FORM, AND THE POSSIBLE REPERCUSSION(S) AND OR RAMIFICATION OF SIGNING THIS FORM AND ATTENDING THIS EVENT UNDER THE ABOVE MENTIONED CONDITIONS. I UNDERSTAND IN THE EVENT I AM NOT COMPLETELY SATISFIED WITH THE EXPLANATION OF THIS FORM PROVIDED, IT IS MY RIGHT, PRIOR TO THE SIGNING OF THIS FORM AND WITHIN TEN (10) MINUTES THEREAFTER, TO NOT PROVIDE MY SIGNATURE AND/OR DESTROY THIS FORM AFTER I HAVE SIGNED, RECEIVE A FULL REFUND AND NOT ATTEND THIS EVENT. I ATTEND THIS EVENT OF MY OWN FREE WILL, NO AGREEMENTS OR PROMISSES CONTRARY TO THESE TERMS HAVE BEEN STATED TO ME. IN ADDITION TO MY SIGNATURE BELOW, MY PRESENCE AT THIS AIRSOFT EVENT IS EVIDENT OF MY ACCEPTANCE OF THE ABOVE MENTIONED TERMS AND CONDITIONS. AFTER THE TEN (10) MINUTE GRACE PERIOD, NO REFUNDS WILL BE GIVEN UNDER ANY CIRCUMSTANCES.

Player Signature _____ Date _____ Printed Player Name _____

Legal Guardian (if applicable) _____ Printed Name of Legal Guardian (if applicable) _____