



Official YELLOW Guide

YELLOW EDITION

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Marked Paintball, Airsoft & Laser Tag

13259 Highway 7, Carleton Place, Ontario

Phone 613-863-6423 • Events@MarkedPB.ca

www.MARKEDPB.ca

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INTRODUCTION – Let the battle begin!

YELLOW: -30 Forged Militia is a scenario based game that is hosted three times a year and has a unique twist you don't want to miss. This game has been built from the ground up with the players in mind and will be capped every time it is played. We want players to be itching at the opportunity to join in outrageous battle scenarios, space will **always** be limited, so don't forget to sign up as soon as each event is posted!

Right from the get go during the registration process, you will be required to choose your destiny, there will be no day of the event sign up like you see elsewhere. Once you have chosen your path it cannot be changed and the adventure begins! Ensure that you read your factions description and commitments thoroughly before you make such commitment.

Story Line: -30 Forged Militia, Onyx has defeated Yellow in the last battle during Aug 2017 and have taken down all their leaders and commanders, now forging together in the cold, the new Yellow Militia rises to fight and take back what was taken from them. The region is dominated by one race, one culture, and one darkness. Team **Onyx** has become comfortable with their spoils and relish with being undisturbed for countless of years; while sucking the life out of the earth and all its resources. Team Yellow has formed a Militia and has decided now is the time rebel, to push forward and rise to the challenge to over throw the region,

Which side will you choose?

Event Date: March 2nd, 2018

Registration Fee: See Website

Field Size: 250, 000 sqft of playing grounds.

Main Objective: The field is laid out with 2 Spawn Gates and 19 Territory Beacons, all beacons will be OYNX at the start of the event, as team OYNX currently rules all the region. The first score will be reported at 10:15AM, so there is time for YELLOW to regain some potential Territory Beacons prior to the first scoring period.

FACTIONS - Which side will you stand for?



YELLOW – You have stepped out of the shadows, you are showing true strength and leadership, you are fearful of no man or beast, you are still humble and bred from farmers, but are done with watching your villages be burnt to the ground. The warrior’s spirit has awoken and the spirit and desire to restore democracy and fair treatment for all. Your Squad Leader is confident and a true hero, he holds the key to the success of your battle and the start of this epic war, the yellow flood is upon us.



ONYX – You have ruled these regions for many years to come and plan to for many more, you are sickened by the simple thought that someone is plotting against you. The nerve of some will be the hate that brings your faction together. Your squad is full of feisty, uncontrolled arrogant commanders, you have never agreed with the general view of government. Your Squad Leader is dressed in Black with little to no regard for others, the environment or its precious resources, to him, you are all cannon fodder.

DISCLAIMER: Please note that we encourage you all to play the role and part of your faction, while we enjoy the chirping and online trash talk, we request that both online and on the field everything is kept clean. This is a form of role play and absolutely no physical contact or direct threats will ever be tolerated, this is all in good fun.

SCORE REPORTING

Score: Scoring Reports are taken every 15 minutes, in order for your team to score, the beacon must be held during a scoring interval. Each beacon located in Zone 1 of the playing field are worth 100 points, beacons located in Zone 2 on each side of the map are worth 150 points each and Zone 3 on each side of the map are worth 200 points each.

Each Squad Leader will be required to keep a running clock, scoring will occur at the following intervals:

9:30 AM – Briefing	9:45 AM – Players Entrance Open	10 AM Game Starts
GAME START 10:00 AM	5 th Score Report: 11:15AM	9 th Score Report: 1:15PM
1 st Score Report: 10:15AM	6 th Score Report: 11:30AM	10 th Score Report: 1:30PM
2 nd Score Report: 10:30AM	11:30 am – 12:30 pm Lunch	11 th Score Report: 1:45PM
3 rd Score Report: 10:45AM	7 th Score Report: 12:45AM	12 th Score Report: 2:00PM
4 th Score Report: 11:00AM	8 th Score Report: 1:00PM	Festivities Begin 2:30

Field will remain the same at the lunch break, however **Zone 1** will be reset to neutral. If a Cease Fire Agreement is reached then one of these scoring reports above will not be counted during this event, however the field will not reset during this time either and teams will simple restart at spawning gates when the 15 minute timer has expired, see details in Combat Cards section. Restart will be done by the way of an air horn.

BONUS MISSIONS

Bonus Missions can be obtained once per game, if your team has full control of one of the zones during a scoring interval, this would unlock the bonus listed below. Once the score has been recorded your team Squad Leader will be handed a Combat Card for each reward you have completed, see Combat Cards for more details on each.

Capture all territory beacons in Zone 3 on your side:

Mission Reward – Combat Card Starter Pack

Capture all territory beacons in Zone 2 on your side:

Mission Reward – 1 X Satellite Territory Beacon Converter CARD

Capture all territory beacons in Zone 1 on your side:

Mission Reward – 1 X Clear Skies Artillery Support CARD

Capture all territory beacons in the enemies Zone 2:

Mission Reward – 2 X Paratrooper Drop (PTD) CARD

Capture all territory beacons in the enemies Zone 3:

Mission Reward – 1 X Napalm Drone Strike (NDS) CARD

Lunch Break Bonus (Losing Team, if available):

Mission Reward – 1 X Napalm Drone Strike (NDS) CARD

– 2 X Paratrooper Drop (PTD) CARD

– 1 X Clear Skies Artillery Support CARD

– 2 X Satellite Territory Beacon Converter CARD

COMBAT CARDS

Combat Card Starter Pack: This starter pack includes the following items from below.

- 1 X Napalm Drone Strike CARD
- 2 X Paratrooper Drop CARD
- 2 X Remote Spawning Gate CARD

Satellite Territory Beacon Converter [PURPLE SMOKE]: This item can be used at any time during the game, once used a smoke grenade will be placed at the territory beacon to make clear to the other team that this beacon has been changed. During the period of the smoke grenade (2 minutes) the opposing team cannot change back this beacon. You cannot use more than one card at a time, as you only have enough power to generate one shot, unless played with a supporting card in the future.

Clear Skies Artillery Support: When you play the Clear Skies Artillery Support card, it protects you from any potential Air Attack for 15 minutes, this card can be played in any zone. While this card is in affect the opposing team cannot use any card that requires Air Support, examples such as Napalm Drone Strikes, Air Drops, Paratrooper Drop, Jet-packs, etc but not limited to. You cannot use more than one card at a time, as you have limited resources to watch the skies, unless played with a supporting card.

Napalm Drone Strike [ORANGE SMOKE]: A Napalm Drone Strike or otherwise known as an NDS, can be used in any zone. A XL Orange Smoke is deployed and anyone caught in the Napalm Fire will be automatically killed and sent back to spawn. No team will be allowed to enter the Napalm zone while the smoke is going, the closest two beacons will be reset to white, players can only cross this zone while in neutral and heading back to respawn or with a Ref.

Paratrooper Drop [WHITE SMOKE]: A Paratrooper Drop (PTD) consists of 5 players, a drop can only be deployed in a Zone 1 or 2 area (on either side) and must be dropped on top of a beacon owned by your team. A White Smoke Grenade is deployed on the beacon where the drop will occur and release the 5 players into the field. If the beacon changes colour during from the point it was chosen and the point the PTD has started, the team will still deploy its troops into enemy territory. You cannot use more than one card at a time, as each team only has one plane and must account for refueling, unless played with a supporting card in the future. Once the smoke is deployed the paratroopers are in neutral, they can NOT advance forward until the smoke clears, however they can fire at the opponents, players hit during the period of the smoke going off must respawn at the closest beacon behind the deployed zone.

Remote Spawn Gate [TEAM FLAG]: Remote Spawning Gates (RSG) can only be used in Zone 3 of your team's side. RSGs are only valid for a total of 15 minutes, a flag will be placed at the RSG to allow the team to respawn at this location instead of proceeding back to its main Spawn Gate. You cannot use more than one card at a time, as you only have enough power to generate one Remote Spawning Gate, unless played with a supporting card in the future.

ADDITIONAL INFORMATION & GAME RULES

Leading Scorer: The team with the most points at the end of a scoring period will be required to respawn with 20% each time they are coming into the game. Example, Team YELLOW is leading after the first scoring period, if there are 30 players in the game they will require 6 players to respawn or wait for a whistle to be blown at a scoring interval to re-enter the field, only while they maintain the lead.

Extra Missions: There is the potential for extra missions during the event, you may notice items on the field, and these are typically for extra missions and are not to be removed. Extra Missions will be handed to Squad Leaders and will be explained in full, rewards can vary from **Combat Cards** to **Extra Scoring Points**.

Respawn: Once players are dead they will be required to go back to their spawn gate, they will only be allowed to enter during a scoring period (whistle blow) or once they have 10% of active players in the game waiting for respawn. Example: If there is a max of 30 players per side, you will require 3 team members to respawn at the gate.

Medic: This event allows 1 Medic per 15 players per team signed up, a medic has the ability to heal team mates in the battle field and must be equipped with a RED wipe to remove hits. The medic must allow for a 15 second break in between heals on the same player.

Riot Shields: This event allows 1 Riot Shield per 15 players per team signed up, a riot shield can be used in the battle field to protect anyone from direct hits. A hit to a riot shield are not considered a kill.

Neutral: Being in neutral means a player is currently out and has either a raised hand or hand on his head, they are typically proceeding to a respawn, off the field or to a PTD

Chronograph: Each player is required to Chronograph prior to the event and all players are to maintain an FPS around 280, players caught turning any equipment up will be removed from the event.

Event Paint: Only event paintballs are allowed during this event, anyone caught with offsite paint during the event will be automatically disqualified and ejected from the event with no refund.

Smoke Grenades: Because of the nature of this event and all the different types of smoke grenades being used, only smoke grenades purchased from the pro shop will be allowed during this event. No offsite smokes will be allowed.

Paint Grenades: Paint grenades must be purchased on site; offsite grenades will not be allowed.

Lunch & Snacks: There will be a 45min lunch break and food will be available for purchase when you arrive. Snacks will be available throughout the day at the proshop as well.

BATTLE MAP – TO BE UPLOADED