

2015

TANK, PLANE & ANTI-TANK RULES for OKLAHOMA D-DAY

All tanks must be on site no later than Friday afternoon. All tankers, AT gunners, and Heavy Weapon gunners will be required to attend a special orientation covering the rules specific to their unique roles and the new game rules for 2015. All tanks, planes, AT weapons and Heavy Weapons must be inspected at this time as well. The specific rules for each weapon category are listed in their own sections below. The inspection times and dates can be found on the schedule page at the D-Day website. Visit the official Oklahoma D-Day Facebook page to ask questions directly to the D-Day Staff or veteran players.

All tank and plane drivers and crews must wear approved paintball goggles at all times while on the field, whether in or out of their tank.

Tank Kill Verification - (details in Tank & Plane Kill Procedure below)

15 Tank Cards will be issued for each tank (Allied and Axis) with the numbers 1-15 printed on them (15 is the maximum number of times that a tank can legitimately be eliminated in an 8 hour game). The start and ending numbers of the whole string of cards for each side will be recorded by the D-Day staff to prevent fraud. Each Tanker will be given the tanks 15 cards prior to the start the game.

Each time a tank is eliminated, the tanker will confirm the kill and then hand the AT gunner or rival Tanker the next numerical card. The eliminated tank then heads to the DZ.

The kill cards will be collected by the Command Headquarters of each team throughout the day. All Kill Cards must be turned in to the Game Coordinator by 5:30 pm – **at the DDAP Staff tent for points**. Any cards not turned in will not count for points. The DDAP staff must record the AT gunner's number or the Tank's name when the cards are turned in so proper credit is given to the gunner or driver.

TANKS & PLANES GENERAL RULES AND REQUIREMENTS:

All tanks and planes must complete the Tank/Plane orientation and have their tank or plane approved by D-Day staff. Upon completion, tanks and planes will be issued the Kill Stickers, Kill Tickets, Chronograph Check-off Sheet and their paint ticket to allow them to purchase AT paint. AT paint can be purchased at the registration building.

PLANES

Planes must adhere to ALL tank rules with the only exceptions being noted below:

1. Max of three approved planes per side. Must look the part and be made in a manner that will allow for safe operation for the players on the field and the crew of the plane.
2. Planes will have a 2" x 2" Kill Sticker on all four sides of the plane. This must be attached to a hard surface just like a tank Kill Sticker.
3. Planes must keep moving (5 mph) and cannot stop (unless pulling a glider – see below), other than to allow players the right of way. If forced to stop, planes cannot fire, but can be fired upon and eliminated.
4. Maximum of 2 guns per plane. This may consist of either 1 AT & 1 AP or 2 AP.
5. Only 500 rounds of AT paint per plane.
6. Planes may pull approved Glider trailers. Upon stopping all players inside the Glider must debark the aircraft and are considered LIVE immediately. While stopped, the plane cannot fire, but can be fired upon and eliminated. If eliminated prior to players debarking the aircraft, all players onboard are eliminated and must continue to travel with the plane to the nearest DZ.
7. Gliders will be affixed with kill stickers, the same as planes.
8. If any kill stickers (Plane or Glider) are hit by AT while in transport, both vehicles are eliminated.
9. If players are eliminated after debarking, they must go to the nearest DZ and await normal reinsertion.

TANKS

1. Tanks must have 360- degree visibility for the driver. There must be safety netting over the windows to provide clear visibility at all times. NO EXPOSED GLASS WINDOWS ALLOWED. ALL EXPOSED GLASS MUST BE REMOVED OR COMPLETELY COVERED WITH APPROVED PAINTBALL NETTING. WINDSHIELD WIPERS MUST BE OPERATIONAL.
2. Tank must be mechanically able to get around the field. Brakes must work for all tanks.
3. Tank must have a hard, flat, clean surface on all four sides that is capable of accepting an adhesive backed or magnetic "kill" sticker on all four sides of the chassis.
4. Tank MUST have official target system "kill stickers" affixed on the front (2" x 2"), rear (7" x 7"), passenger side (5" x 5") and driver side (5" x 5") of the tank. Official Tank Ref will place stickers. Stickers will be attached, as close as possible, to the CENTERMOST POINT OF EACH SIDE (measured horizontally and vertically). Stickers cannot be placed in random locations on each of the four sides in an attempt to confuse AT Gunners. Target sizes will be the same for both Allied and German Tanks. It is the ENTIRE sticker itself, not the shape inside it that is the actual target. Receiving kill stickers is the final step in the process of certifying the tank has passed orientation.
5. Tanks can only be killed by AT paint shot by an AT gunner, HW gunner, or the main gun of a plane or another tank.
6. Tanks must furnish their own 2 foot by 3 foot white flag to signal they are eliminated.
7. Tanks must furnish their own 2 foot by 3 foot yellow flag to signal they are disabled.
8. Tanks MUST furnish their own fire extinguisher.
9. Tank crew MUST have an accurate watch or timepiece of some kind with them on the tank while in play.
10. Tanks must show their team color by flying a 2 foot by 3 foot flag in a visible area with a 360 degree field of view. Red for German, Blue for Allies.
11. Tanks must furnish their own standard office clipboard for the Chronograph Check-off Sheet. When spot checked for velocity, the referee will fill out and sign the sheet. Chrono sheet and clipboard must be kept with the tank at all times while in play. (Tanks are often incorrectly singled-out as "shooting hot" by players on the field because of the sheer volume of fire most tanks put out in play. This step will minimize disputes from players and offer the tank crew a clear record that shows they are playing fairly in this regard).
12. At each tank entry point on game day, a designated TANK REF will check each tank prior to them rolling onto the field to make sure that they have 100% of the required items and that their tank is 100% in compliance with the rules. Any tank that is not in compliance will NOT be allowed on the field until the proper corrections are made.
13. Only 500 rounds of AT paint per tank.

TANK MOVEMENT RESTRICTIONS

Tanks have specific rules that govern when and where they may drive based on the flow of the game. Certain criteria must be met before certain tanks may roll into or past a given area. The phrase "Active Control", used below, means that your team has captured and held the flag(s) at a given Objective for a valid score, as recorded by the ref. If two flags are present, both must be held. Except for the Pegasus rule below, once the Allied tanks have legitimately earned the right to travel into (or out of) an Objective area, that right cannot be taken away no matter how future flags are scored at that Objective.

1. Allied tanks may start either at the bottom of Utah Beach (1030 hrs) in the north or at the bottom of Sword Beach in the south (0900 hrs). Axis tanks may begin anywhere on the field under Axis control at game on, but are subject to the movement restrictions below.
2. All Tanks must remain in motion at all times. The only exception being when under a neutral flag, verifying a hit, or while checking in at a Dead Zone.
3. FRIDAY ONLY for 2015: Allied tanks will roll counter clockwise from the Utah Beach landing craft, along the main road and around to the tank dead zone (Around the Bermuda Triangle) and back to Utah Beach. Axis tanks on Utah will have a designated Tank route that they must follow during the Utah Beach Scenario.
4. Allied tanks in the south will roll through Sword Beach until the either the Allies have Active Control of Sword Beach or the final scoring opportunity of Sword Beach has passed, whichever comes first. Allied tanks may only use the southernmost road (Cannot make a right turn towards Caen/pass in front of the Sword DZ). Axis tanks cannot travel east past the intersection closest to the southernmost flag.
5. Allied tanks that successfully pass through Sword Beach without getting eliminated, may circle back around the playing areas in the South via the marked tank route, until Active Control of Pegasus Bridge is obtained.
6. **The exception to the Active Control rule is at Pegasus Bridge. No tank, Axis or Allied, can go north or south past Pegasus Bridge unless the bridge flag is flying their color. Only the flag control is important. Active Control and scoring times are irrelevant. If the raised flag is red, German tanks can freely travel past the bridge while Allied tanks are blocked. The opposite is true if the flag is blue. Aircraft are allowed to roll past the bridge regardless of which flag is flying.**
7. **No Tanks or Planes are allowed at Omaha Beach.**

Note: These restrictions do not apply to planes; only to tanks.

WEAPON REQUIREMENTS:

1. All markers, including the Main Gun / AT Gun on tanks will comply with the basic standard for markers in play at Oklahoma D-Day. All tanks are strictly limited to a maximum of 2 AP markers firing from the tank, in addition to their Designated Main Gun (2+1) as armament. Once the Anti-Tank paint supply of the main gun has been exhausted, it cannot be used as part of the tank's armament as a "machine gun" firing field paint unless one of the other two markers are withdrawn or removed. The number of allowed anti-personnel guns in use by the tank can NEVER exceed TWO (2).
2. Tanks must designate one of their "2+1" markers as a Main Gun / AT Gun if they wish to shoot anti-tank paint and have the capacity to knock out designated bunkers, heavy weapons, planes, and other tanks. If the tank does not designate a Main Gun, then the tank is limited to a maximum of TWO (2) Anti-Personnel guns. The "Plus 1" marker for the Main Gun is then forfeited. This Main Gun can be a marker, or a Marker-in-a-Tube (Pzooka / mock cannon) type construction. It will be marked with a pink ribbon of flagging tape tied around the barrel where it is visible outside the tank. A tank may use full-sized hoppers on their Main Gun / AT Gun. (AT gunners as players on the field must at all times use 10-round tubes in place of full-sized hoppers or a clip with a ten round capacity). A tank is not required to have a Main Gun / AT Gun, however, if one is not designated, the tank will not be allowed to shoot anti-tank paint and will not have the capability to knock out other tanks, heavy weapons, planes, and designated bunkers. THE "Plus One" MAIN GUN CANNOT BE USED AS A "THIRD" ANTI-PERSONNEL MACHINE GUN, which would give the tank an illegal 3 Anti-Personnel Marker Configuration.

3. No paintball multi-round loads will be allowed in play, whether fired from homemade or commercially manufactured cannon. No loads firing multiple paintballs will be allowed of any kind.

TANK/PLANE RULES OF PLAY & SAFETY GUIDELINES:

1. Any hit on the target system of a tank (with anti-tank paint fired from another valid tank, plane, Heavy Weapon or AT weapon) that breaks the plane of the target with a quarter-sized spot or larger counts as elimination. The tank is out of play until the next reinsertion. See Tank and Plane Kills for more information.
2. Tank must never go faster than 10mph and no slower than 5mph (walking speed).
3. Players must yield right of way to tanks.
4. Tank driver has the authority of a ref (in matters regarding player safety and during tank reinsertions). He/she will be required to go through the tank course. Driver is neutral outside of the tank, provided they are wearing the required orange safety vest.
5. Players are not allowed to block any road, for any reason, in any way, shape, or form.
6. Tanks chrono at 285 fps and must chrono with refs before initially entering play and whenever spot checked.
7. Tanks may be used as troop carriers. If the tank is eliminated, so are all the troops inside.
8. All qualifying paint hits on a tank are considered kills. A tank cannot be simply disabled.
9. Players inside tanks are immune to paintball hits.
10. Players are to stay at least **20 feet** away from ALL SIDES of tanks at ALL TIMES!
 - o Exceptions:
 1. For re-supply purposes, players may approach a legally parked tank flying its white flag.
 2. Players may approach or debark from a legally parked tank when the tank is used as a personnel carrier.
 3. In some playing fields, buildings and bunkers are closer than 20ft from the road. Players may still use these obstacles for cover if the player is already in that cover before the tank approaches.
11. Tanks ARE NOT allowed to freely roam the field off the tank routes.
 - o A tank must be following the tank route. It cannot move back and forth in an off-road position.
 - o The walking guides will be required to wear hunter orange safety vests.
 - o The walking guide is NEUTRAL while guiding the tank and is NOT in play.
 - o If a tank being parked, is seen not using a Walking Guide, the ref staff will punch the tank commanders tag – **If the commander receives (2) tag punches, for any rule violation**, the tank commander and the tank will be ejected. The tank crew may continue to play as ground forces if they so choose to. All KILL tickets from an ejected tank will go to the scoring of the opposite team.
 - o THERE ARE NO TANK PARKING SPOTS ON THE PLAYING FIELD. TANKS MUST REMAIN IN MOTION AT ALL TIMES UNLESS:
 1. DISABLED AND UNDER A YELLOW FLAG
 2. AT A TANK DEAD ZONE
 3. VERIFYING AT HIT UNDER A YELLOW FLAG
 4. DROPPING OFF TROOPS UNDER A YELLOW FLAG
 5. RESUPPLYING TROOPS UNDER A YELLOW FLAG

If found abusing these exceptions the tank commander will have their Player Tag punched as described in the General Rules of Play.

- Tanks that are eliminated or disabled must report to the nearest Dead Zone (within the area of control). ELIMINATED AND DISABLED TANKS MY NOT RETURN TO REGULAR GAME PLAY UNTIL CHECKING IN WITH THE DEAD ZONE **REFEREE** and waiting for the next tank reinsertion interval (Top and bottom of each hour).

ANTI-TANK WEAPONS GENERAL RULES AND REQUIREMENTS

All AT gunners must complete the AT orientation and have their AT weapon approved by D-Day staff. The CO's of the Allied and Axis AT units will assist with this. Upon completion, they will be issued a laminated Kill Card (blue for Allied and red for Axis) on a lanyard (aka Gunner Card), a yellow "Out of Play" flag, and a ticket to buy AT paint. AT paint can be purchased at the registration building. The Kill Cards will have the tank's unit logo on one side and a large number on the other. Allied cards will be numbered 1-45 and Axis cards 1-40.

Anti-tank weapons (Pzookas) can ONLY take the following form:

Anti-Tank Weapon bodies built around paintball markers (Marker-in-a-Tube) with the following restrictions:

Allied:

- US bazooka, Type 1 - 60" long by 2" in diameter.
- US bazooka, Type 2 - 54" long by 2" in diameter.
- British PIAT - 36" long by 2" in diameter with warhead on the end.

German:

- Panzerschreck - 60" long by 3" in diameter.
 - Panzerfaust, Type 30 - 42" long by 2" in diameter with the warhead on the end.
1. The bazooka must be built around the marker. Olive drab, grey, brown and black are the only colors. No white can be showing. (Absolutely NO homemade, or commercially manufactured paint cannons will be allowed. No commercially manufactured Marker-in-a-Tube designs / Pzooka bodies have been approved for use at D-Day).
 2. All AT weapons must use ten-round tubes or clips with 10 round capacity in place of a normal hopper for anti-tank paint.
 3. Only 250 rounds of AT paint per AT gunner
 4. The Allies have been allowed 45 shoulder-fired AT weapons and the Germans have been allowed 40.
 5. Any hit that breaks the size of a quarter or larger to your AT tank weapon is the same as a hit to your body, marker or gear. You are out.
 6. Any player struck with an anti-tank paint round that breaks and leaves a mark the size of a quarter or larger is eliminated. In a bind, you can defend yourself by firing your Pzooka at an enemy player, but this is a waste of your limited supply of anti-tank paint.
 7. All Pzookas must chronograph under the same restrictions as any marker; 285 fps in daytime play. Since paint checks and hits on AT targets cannot be checked at night, Pzookas will not be allowed in the Night Game.
 8. AT weapons must have a Barrel Blocking Device. This can take the form of an oversize barrel sock (such as those capable of covering a marker barrel and Scepter Grenade launcher with one BBD) affixed securely to the tube OR the use of a standard slip-on PVC cap that fits snuggly over the bore end of the launcher tube. If you use a slip-on PVC cap, please be sure to paint it a bright color (such as red or yellow) that is different from the color of the marker body so that it can be easily identified when in place for safety considerations.

TANK & PLANE KILL PROCEDURE

Tank and plane kills will be worth TWO POINTS each. Each time a tank or plane is killed; two points will be awarded to the opposing side. In order for any tank, plane or HW kill to be legitimate, the AT paint that hit the unit must have been shot from a valid AT card carrying gunner or another valid tank, plane or HW gunner. To have your tank kill recorded, the following procedure must be followed:

1. AT gunner must obey the 20' clear zone around a tank or plane at ALL times, even while attacking. The exception would be during the tank kill verification.
2. Any hit on the target system of a tank (by AT paint) that breaks the plane of the target with a quarter-sized spot or larger counts as elimination. The tank is out of play until the next reinsertion. Tanks cannot be simply disabled.
3. The AT gunner is allowed to signal to the Tank Crew that he has scored elimination if a referee is not present to call the hit. All AT gunners will use a yellow flag to signal a tank that it is hit.
4. Tank kills are treated much the same way as Sniper Kills. The AT gunner is neutral and OUT OF PLAY while signaling a tank crew that he has eliminated them; while interacting with the tank crew to tally his kill; and finally while returning to cover.
5. When the tank is eliminated, it must come to a complete stop. The AT gunner may approach the tank at this time.
6. The tank driver has the option to exit the tank to visually verify the hit. The hit MUST NOT be wiped off until the hit has been verified by the driver or until the driver has handed over the displayed flag cover to the AT gunner. If the hit is wiped off prior to verification, the kill does not count.
7. Upon reaching the vehicle, the AT Gunner must produce their Kill Card and present it to the tank crew. After the hit is verified, the next numbered Kill Ticket is given to the AT gunner. The same basic format would be used for tank on tank kills as well.
8. Once this transaction is completed the AT gunner is sent back into play directly to the location the kill shot was made from and is again vulnerable to enemy attack.
9. The tank is eliminated and must hoist its required 2' x 3' white elimination flag. The tank continues on the tank route to the Dead Zone that is closest to the location in which they were just eliminated, subject to the game constraints regarding Tank Movement Restrictions. Once there, it must exit the tank route and await reinsertion.
10. The eliminated tank MAY NOT re-enter the game until the top or bottom of the hour. (**Reinsertion times for tanks and planes will remain at 30 minutes, while players are now at 20 minutes**). Depending on what time an eliminated tank reaches the Dead Zone will determine how long a tank will have to sit out of play until it can reinsert. Example: If a tank reaches the Dead Zone at 11:28 am, it will be allowed to reinsert in 2 minutes at the next reinsertion time that comes at 11:30 am. If the tank reaches the Dead Zone at 11:32 am, it will have a 28 minute wait until the next reinsertion time at 12:00 pm.
11. When reinserting, tankers must use the same procedure as when returning the tank to the road after being parked. The only exception is that they are immune to AT fire until they are at least 60' away from the Tank DZ and have changed their flag color. The tank also cannot fire its weapons until it is beyond the 60' zone and have changed their flag. Prior to switching flags, the tank must come to a complete stop on the road (only for a matter of several seconds; enough time to change flag). The normal parking procedure does not need to be followed for the flag change.
12. If a tank leaves the field for any reason (repairs, cleaning, re-supply, etc), it must report to the appropriate Dead Zone first and then wait until the top or bottom of the hour to reinsert.

13. Both Tanks Crews and AT gunners can earn points for eliminating enemy Tanks and Airplanes.
14. Tanks may engage each other with their main guns to achieve eliminations. Tanks may engage each other as Moving Tank vs. Moving Tank. Once an elimination has been scored, use the following guidelines:
 - The two battling tanks will be required to stop. The surviving tank will still be active and vulnerable to attack. A member of its crew will approach the eliminated tank to gather a Kill Ticket in the same manner as described above. The crew member will return to the surviving tank and the tank will be signaled back into play (vulnerable to attack).
 - The eliminated tank will leave the field as described above.

BUNKER BUSTING PROCEDURE

Bunkers that can be busted will be determined by D-Day Adventure Park Staff. The bunkers will be fitted with varying sizes of kill stickers determined by staff before D-Day week. If a paintball breaks the plane of the sticker in a concise manner and at least the size of the U.S. Quarter all occupants of the bunker will be eliminated. The AT gunner will shoot the target and once a hit is determined he will call himself "neutral" and confirm the hit with bunker occupants. Players will leave the field and proceed to the nearest dead zone. This is a game of honor and both sides must realize that this allowance in effect difficult to staff so it is important to work together and make honest and absolute decisions.

HEAVY WEAPONS

GENERAL RULES AND REQUIREMENTS

All Heavy Weapon gunners must complete the Tank/Plane orientation and have their Heavy Weapon approved by D-Day staff. Upon completion, Heavy Weapon gunners can be issued special field cannon Kill Cards to use to record tank kills. They will also receive their Kill Stickers and their paint ticket to allow them to purchase AT paint. AT paint can be purchased at the registration building.

- 1 Two classes of Heavy Weapons are available: mobile and fixed. Both will have to look the part of a WWII era field cannon of the appropriate side of the war. Both will be marker-based weapons using AT paint. The marker must be incorporated into the design of the heavy weapon but does not have to be in the barrel of the mock weapon.
- 2 All gunners for these weapons will have to attend the Tank and AT orientation and have their weapons approved just like the tanks and the shoulder-fired AT weapons. Same kill verification as AT weapons.
- 3 Each team is authorized 30 Heavy Weapons.
- 4 500 rounds of AT paint per Heavy Weapon.
- 5 Full sized hoppers are allowed on the Heavy Weapons.
- 6 Heavy weapons can switch between AT and AP paint at their discretion.
- 7 **No firing and moving at same time. The Mobile weapons are not meant to be used as portable bunkers. Move, stop, shoot, move again.**
- 8 Gun shield sizes are as follows:
 - a. Mobile weapons can have up to a 36" tall by 48" wide front gun shield. The side shields can be up to 36" tall by 36" wide.
 - b. Fixed Weapons can have up to a 48" tall by 48" wide front shield. And the side shields are 48" tall by 36" wide.
- 9 The staff may grandfather in some approved Heavy Weapons from the past games like Harold's Folly, an 88mm replica.

- 10 No netting of any kind allowed on the Heavy Weapons. No cover over the top allowed on the Heavy Weapons.
- 11 No rear cover. The rear of the weapon must be open.
- 12 Eliminating a Heavy Weapon:
 - a. **Fixed:** Fixed HW will have a Kill Sticker affixed to the front (centered vertically and horizontally). A hit by AT paint from a tank/plane main gun or other AT weapon on the Kill Sticker will disable the Weapon and eliminate all of the crew.
 - b. **Mobile:** A hit by AT paint from a tank/plane main gun or other AT weapon anywhere on a mobile HW will disable the Weapon and eliminate the crew/gunner.
- 13 The HW gunner/crew that is eliminated must then report to the Dead Zone. The HW itself is invulnerable to elimination and is only "disabled" when hit by AT paint. Another player or crew can use the HW immediately, although only anti-personnel paint can be used unless the new gunner is carrying AT paint and a valid AT card. The previous disabling hit must be wiped off prior to re-using the HW. Following a hit by AT paint, the crew will, at minimum, remove the marker and AT paint from the disabled weapon and go to the DZ. Normal reinsertion rules apply. Mobile weapon crews may elect to haul the entire weapon to the DZ, where fixed weapon crews will likely elect to leave the entire mock cannon in place.
- 14 No player may vandalize or disable a Heavy Weapon on the field. A lot of work often goes into their creation. Please respect that fact.
- 15 Unlike the weapon itself, the crew of any Heavy Weapon can be eliminated by all standard means: field paint hit, barrel tag, mine, grenade or flamethrower splatter; or AT paint hit on their person or the weapon they are operating.
- 16 **Casemates: There are five of these on the field. They represent 88mm Flak Cannons in reinforced concrete bunkers/casemates. They require the crew to be marked. They cannot be taken out by AT paint.**

Depending on the design and scale of the Heavy Weapon, the Game Officials may elect to impose special provisions on eliminating it, such as using a tank Kill Sticker in place of the "Any AT Hit, Anywhere" rule to adjudicate the elimination of the weapon and crew.