

PANDEMONIUM RULES AND REGULATIONS

PAINTBALL AT ROLES AND LAUNCHER GUIDELINES

Overview:

There are various AT Roles a player can choose at Pandemonium. All roles will either utilize D-Day style AT-paint or Nerf/foam rocket systems to eliminate armor, buildings, and heavy weapons. Some roles are restricted by faction. Slots are limited so be sure to get with your faction commanders to reserve your AT spot. Trading slots is allowed so long as the number of AT players do not exceed the specified faction limits. (Max numbers may fluctuate depending on turnout)

Sorcerer's League: AT-Paint Methods Only, Max 2 AT players (Tubes, Battlemages)

Technocrat Union: AT-Paint Methods Only, Max 2 AT players (Tubes, Battlemages)

Men of Shadows: Nerf/Foam Launchers Only, Max 2 AT players (Launchers)

Players using AT-paint may destroy tanks and heavy weapons using a marker built inside a PVC tube designed to look like a real-world anti-tank launcher, such as a bazooka, piat, or panzerfaust, or some kind of fantasy anti-tank weapon of their own design. Additional guidelines are listed in the below sections.

Players using AT-paint may also destroy tanks and heavy weapons by playing the role of a "Battlemage". Battlemages must use a paintball pistol with a magazine capacity of 8 rounds or less AND a purpose built "Mage's Staff" that must be decorated with some kind of "focus item". Additional guidelines are listed in the below sections.

Players using Nerf/Foam Rocket Launcher systems must get their launchers approved by the game staff. Unlike AT-Paint, rockets may knock-out buildings.

AT PAINT WILL BE ALLOTTED TO AT-GUNNERS VIA THE FACTION COMMANDERS

Tubes:

1. Tubes will generally abide by Oklahoma D-Day AT rules with some exceptions.
2. Tubes are limited to a 10 round tube/magazine capacity. Regular hoppers are not allowed.
3. Tubes cannot be designed any longer than 36 inches and must have a minimum diameter of 2 inches.
4. Tubes MUST be designed to resemble either a REAL WORLD weapon system such as a bazooka, piat, or panzerfaust OR a FANTASY weapon system such as a railgun, laser cannon, or steam cannon.

Battle Mages: "They're friggin' paintball wizards."

1. Battle mages will generally abide by Oklahoma D-Day At rules with some exceptions.
2. Battlemages must utilize a paintball pistol with a magazine size no larger 8 rounds.
3. Battlemages must have a purpose built WIZARD'S STAFF decorated with some sort of FOCUS ITEM. Focus items may be anything, some examples include orbs, beads, totems, crystals, beer cans, doll heads, etc. GET CREATIVE. There will be an award for best staff design.

Nerf/Foam Rocket Launchers

1. Launchers must be approved by the game staff.
2. Depending on tank turnout, the amount of rockets a team may utilize during a game may be limited by the event staff.
3. Launchers may eliminate buildings, but the launch must be observed by a ref.
4. Launchers may not target infantry under any circumstances.
5. Launchers must be velocity adjustable.
6. Launchers may eliminate tanks and heavy weapons.

This is the first iteration of the rules for PANDEMONIUM. All rules are subject to change and players will be notified swiftly. Any questions, comments, or concerns may be voiced on the official PANDEMONIUM Facebook Group or directly with the game staff Jon Nakata, Wade Yancey, or Matt Bunker Slink.

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