

PANDEMONIUM RULES AND REGULATIONS

PAINBALL TANK/AT/HW RULES

“They are basically lumbering mechanical beasts brought forth by the rebirth of magic who hate everything.”

-Ser Rev on the topic of Construct Tanks

Overview:

Paintball fighting vehicles, otherwise known as “tanks”, are any purpose-built vehicle meant to take part in a paintball battle. For Pandemonium, paintball tanks will play the role of “Constructs” which are, in the game’s lore, magically animated beasts made from the warmachines that scattered the battlefields after World War I. They’re essentially magic golems made from destroyed tanks, planes, trucks, and other destroyed war vehicles.

During Pandemonium all tanks begin play non aligned to any specific faction. This is to simulate the wild and angry nature of “Constructs” and means that tanks may engage and be engaged by all infantry on the field regardless of their faction allegiance.

At any time during play however, a faction commander may “feed” a specific construct using a specialized ability card. When this happens, the selected vehicle is flagged down, radioed, or otherwise notified to return to the deadzone under a neutral flag. The Deadzone ref will then give the vehicle commander the specialized ability card, also known as a CONSTRUCT CARD, which will align that tank to the commander’s faction and grant the vehicle additional special abilities for a duration of time. The specific types of CONSTRUCT CARDS and the abilities and details that go along with them are outlined in the later sections. Tankers will be provided a list of abilities when they arrive at check-in.

Elimination of constructs will be achievable through both AT-Paint and NERF/FOAM Rocket Launcher Systems. All launchers and rockets must be approved by the staff. Eliminations will abide by OKLAHOMA D-DAY armor mechanics. Specifics will be outlined in the later sections.

Mana tickets will be given to all tanks and heavy weapons upon check-in.

Tanks must abide by the safety rules and regulations outlined on the D-Day Adventure Park tank forms which can be found on the Oklahoma D-Day webpage.

AT PLAYERS PLEASE READ THE SEPARATE ***AT ROLES AND LAUNCHER GUIDELINES*** DOCUMENT!

Tank Specifications and Required Materials:

1. Tanks must have 360 degree visibility for the driver. There must be safety netting for the window areas so the view can be clear at all times. No glass windows allowed. All

exposed glass or shatterable plastics must be covered by paintball netting. Windshield wipers must be operational.

2. Tanks must be mechanically capable of getting around the field. Vehicle brakes must be in good operational condition.
3. Tanks must furnish their own 2' x 3' white neutral flag as well as a 2' x 3' yellow AT check flag.
4. Tanks must have a "kill sticker" targeting system on their vehicle. If new stickers are needed please contact the event staff.
5. Tanks must furnish their own fire-extinguisher.
6. Tanks MUST have a stopwatch, clipboard, pen/pencil, and hole punch.

Heavy Weapons

1. Heavy Weapons will generally abide by Oklahoma D-Day rules and regulations in both operation and construction.
2. Heavy Weapons may have one AP Marker and one AT Marker with no limitation on hopper capacity on either markers. The AT Marker must be marked with some kind of tape. Gunners MUST use firing ports when firing AT paint.
3. Heavy Weapons crews may leave their HW in the location it was destroyed, but if the crewman is shot when trying to return to the position he is considered eliminated. At any time a HW crewman may dead-walk to return his HW to a DZ.
4. When a heavy weapon is destroyed by either AT-paint or a rocket only the crewman, persons using it for cover, and the gun itself is eliminated. There is no "blast radius". No persons except the official crewman may move the HW.
5. ONLY THE TECHNOCRATS AND SORCERER FACTIONS ARE ALLOWED HEAVY WEAPONS WITH A MAX OF 2 FOR EACH SIDE.

General Gameplay:

1. **AT Paint:** The faction commanders will provide an amount of AT paint to their AT players, Heavy Weapons, and aligned constructs.
2. **Tank Marker restrictions:** Tanks are limited to two AP Markers and one AT Marker if the vehicle is provided AT paint by a faction. The AT Marker must be clearly marked with tape.
3. **AT Paint Eliminations:** AT Paint Eliminations will abide by Oklahoma D-Day armor mechanics. AT players must furnish their own brightly colored rag to waive down the vehicle during a paint check. When an AT player flags down a vehicle, that player is considered neutral and cannot be eliminated until they return to the location they initially fired from. Tanks that are under check are considered neutral and may not be eliminated by AT paint or rocket strike while under check. If the paint check deems that the vehicle has not been eliminated, the vehicle may drive under a neutral flag to a safe location and return to active play.
4. **Nerf Eliminations:** When a vehicle is struck with a rocket from an approved nerf launcher, the vehicle is considered destroyed and must return to a deadzone. If the vehicle crew is unaware that they've been struck, the AT player may flag the vehicle

down to notify the vehicle crew that they have been eliminated. AT players must furnish their own brightly colored rag to waive down the vehicle. When an AT player flags down a vehicle, that player is considered neutral and cannot be eliminated until they return to the location they initially fired their rocket from. Tanks that are under check are considered neutral and may not be eliminated by AT paint or rocket strike while under check. If the check deems that the vehicle has not been eliminated, the vehicle may drive under a neutral flag to a safe location and return to active play.

5. **Traversal:** Tanks must stick to specified tank routes and may not stop unless in possession of a special ability that allows them to park.
6. **When Unfed:** If not aligned to a faction, constructs may freely engage the infantry of all factions, and may be engaged by the AT of all factions as well as other Constructs.
7. **Pacts:** There are no rules restricting the ability of Constructs to form "pacts" with other Constructs like the Ents from LOTR, etc.
8. **Kills:** When a Construct kills another Construct or heavy weapon, the Construct is awarded "Mana" in the form of tickets, which the Construct may cash in to buy a "Construct Personality" for its own use.

When a Construct Card is Activated

1. **Feeding:** When a Construct is informed via radio, ref, or other means of communication that a faction would like to feed them a Construct Card, the Construct is to go neutral and report to the specified faction's official HQ/DZ.
2. **Activation:** The card is then handed to the Construct's commander. The faction commander chooses a "Construct Personality" from a list onboard the vehicle, and that "Personality" is noted on the vehicle commander's clip-board along with any additional information such as time limits. If the personality comes with a time limit, the vehicle's stopwatch is activated when departing from the DZ.
3. **Expiration:** At the end of a Construct's "Personality" time limit (if there is one) the Construct MUST GO NEUTRAL AND RETURN THE ABILITY CARD TO THE FACTION REF.
4. **Enraging:** When the Construct returns the ability card to the faction ref, the ref will perform a D20 dice roll. On a roll of 10 or under, the Construct is considered "Enraged" and will return to the battlefield unaligned with any faction but will retain the ability they had previously been granted by the faction along with the accompanying time-limits.
5. **Cheating:** If a Construct is found to be willfully cheating, the vehicle will be penalized or removed from play for the rest of the event.

Construct Personalities (Special Abilities)

1. **THE DEFILER (+1 AP Marker):** The faction sacrifices one of their infantry (to the dead zone) to feed the Construct, adding them and their marker to the crew, bringing the number of AP markers onboard to 3. **Time Limit: 15**
2. **SCRAPHEAP SCROUNGER (+2 Lives):** The Construct survives by scrounging the lands for makeshift replacement parts allowing the beast to repair its body and shrug off

two killing blows. The blows must be confirmed by AT gunners, and the commander of the construct is expected to show the AT gunner the commander's clipboard to confirm with them their possession of the ability. The Construct may then reposition and go live when/where appropriate without returning to the DZ. **Time Limit: 15**

- 3. WELDFAST MONITOR (Parking):** The Construct plants its massive body of stone and metal upon a position of its choice. The Construct cannot move from that position once it has stopped, and forfeits its personality if it moves before the time limit is up. If the vehicle is knocked out before it fortifies or while it is fortified, the attribute is forfeited.

Time Limit: 15

- 4. TROOP STOMPER (Transport):** The Construct may transport as many of the faction's infantry as it can safely carry and dismount them in a location of the vehicle commander's choice. If the vehicle is eliminated, the transported infantry must immediately dismount where the vehicle was hit. If the Construct becomes Enraged after using this personality the vehicle commander may choose any of the other personalities to take on instead. **Time Limit: 15**

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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