

# PANDEMONIUM RULES AND REGULATIONS

## *Medics*

### **Medic Play**

Each main Faction (TU and SL) will have a number of Medic Slots available, to be filled at the CO's discretion. The MOS Faction will be assigned either 1 or 2 Medics based on Player turnout. Medics will be assigned Medic Cards as Identification, and each Medic must be able to produce that card when asked by Game Staff. This ensures that we do not have any unauthorized "medics" on the field.

Each Medic must also have a white Armband with Red Cross (can be made of any material as long as it is durable enough to last the game). Lastly, Medics should carry some kind of towel/shammy/microfiber with which to wipe hits on WOUNDED players.

For the purpose of this game there will be 2 types of "HITS" considered.

**WOUNDING HITS** will be considered as paintball strikes to the Legs, Arms, Feet, Hands, or Equipment [Marker/Tank/Hopper] (Equipment does NOT include : Helmets, Vests, Goggles, Gloves, Pod Packs, etc).

**ELIMINATING HITS** will be considered as paintball strikes to the Head, Chest, Back or Groin areas.

### **Medic Function**

Upon receiving a HIT a player may call for a MEDIC (player must cease aggressive action, but can use radios or issue commands). Medics have roughly 60 seconds to respond to a player. Enemy forces MAY CONTINUE FIRING while a player waits for a medic, and MEDICS CAN BE ELIMINATED per standard paintball rules. WOUNDED Players can be moved by other players to a safe area for the MEDIC, within an approximate 60 window. If a player is not moved to or attended by a MEDIC within approximately 60 seconds, by Honor Rule they should consider themselves OUT and behave as such.

Once a Medic reaches a player, the MEDIC must FIRST ENSURE that the player has no ELIMINATING HITS. If The MEDIC finds an eliminating hit, the player must then proceed to the appropriate Dead Zone. IF no ELIMINATING HITS are found, then the MEDIC may then WIPE any WOUNDING HITS, and the Player may continue to Play-On.

While in PLAY and NOT ASSISTING WOUNDED PLAYERS, the MEDIC behaves as any typical player, and can eliminate other players, be eliminated or assist in capturing objectives. Any MEDIC attending to a player, must cease aggressive action until the MEDIC Duties are complete.