

# Gold Rush Paintball Scenario

February 28<sup>th</sup>, 2009

## Introduction

Welcome to the second event produced by NSA Paintball at Hot Shots in Loxahatchee, FL. The first event was a great success and we had over 200 people attend the Bootlegger Event despite morning rain. The new unique style of play has been praised many of the players and teams involved and by popular request we present the Gold Rush Paintball Scenario..

Similar to the previous event, the NSA Scenario Paintball team will be the event staff and will not be playing in the game. The NSA team will organize and participate as referees as well as set up initial game play. We work hard to put these events together and appreciate the great attitudes cooperation of the teams and players at the last event.

We are looking forward to creating a scenario paintball environment where everyone can have a great time and experience a whole new style of game. Watch out for some new missions, features and characters such as the roaming packs of Indians prowling the field. The last game was full of twists ad turns and we hope to have even more action for this one.

Just like the last event we are encouraging all players to dress in costumes for the event. The theme is the **WILD WEST** and costumes may help you to get a higher rank in the game, best costume prizes and motivate the energy and participation of all the players. We are hoping to see more of the creativity of costumes as we did at the last event.

A special thanks to Jeff & Karl at Hot Shots for letting us use their fields for this event. They do a lot of work preparing for the big day and none of this would be possible without their commitment and cooperation.

See you out on the field,

Adam Parks

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## Schedule

**7 AM** – Referee and Staff Meeting – **ALL STAFF MUST ATTEND!**

**8 AM** – Registration Desk Opens – Teams Meet in Respective Staging Areas  
(Chronographs Open)

**9 AM** – **Player Meeting:** Rule Clarification, Generals Meeting, Questions...

**10 AM** – Game Begins at Exactly 10 AM

**2 PM (approximate)** – Game Stops for Lunch

**2:30 PM (approximate)** – Game Resumes for Afternoon

**6 PM (approximate)** – Daytime Game Ends – Dinner Break

**6:30 PM** – Game Awards and Ending Ceremony

**7 PM** – Nighttime Game Begins – *All Players Welcome to Continue Playing*

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## Historical Background

Deadwood started illegally, as its location was at the time in Native American territory. The [Treaty of Laramie](#) of 1868 had guaranteed ownership of the [Black Hills](#) to the Lakota Tribe. However, in 1874, Colonel [George Armstrong Custer](#) led an expedition into the Hills and announced the discovery of gold on French Creek near present-day [Custer, South Dakota](#). Custer's announcement triggered the [Black Hills Gold Rush](#) and gave rise to the lawless town of Deadwood, which quickly reached a population of around 5,000.

In early 1876, frontiersman [Charlie Utter](#) and his brother Steve led a [wagon train](#) to Deadwood containing what were deemed to be needed commodities to bolster business, including [gamblers](#) and [prostitutes](#), which proved to be a profitable venture. Demand for women was high, and the business of prostitution proved to be a good market. Businessman Sy Toliver opened the [Bella Union Saloon](#) in September of that year. Another saloon was the Gem Saloon opened April 7th, 1877 by [Al Swearengen](#) who also controlled the opium trade in the town.

The town attained notoriety for the murder of [Wild Bill Hickok](#), and remains the final resting place of Hickok and his sidekick [Calamity Jane](#), as well as slightly less famous figures such as Sherriff [Seth Bullock](#). Deadwood became known for its wild and lawless reputation, during which time murder was common, and punishment for murders not always fair and impartial. The prosecution of the murderer of Wild Bill Hickok, [Jack McCall](#), had to be sent to retrial because of a ruling that his first trial, which resulted in an acquittal, was invalid because Deadwood was an illegal town. This moved the trial to a Lakota court, where he was found guilty and then hanged.

As the town grew and more property in the town and surrounding area became occupied, fear that the town would be annexed to the Dakota Territory and all property deeds invalidated caused smaller independent prospectors to sell their land. Buying up this sudden increase in available property where two saloon owners Sy Toliver and Al Swearengen. These two saloon owners felt confident that property deeds would be validated during annexation and the two became more powerful.

These two rival saloon owners also had small armies of hired guns paid to do their dirty work. The Gem Saloon and the Bella Union Saloon became bitter enemies that would lie, cheat and steal from each other. Each team will be trying to capture the mines around the field and get as much gold out of it as possible before the enemy reclaims it.

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## Scenario Storyline

The Gold Rush scenario game takes place during the early years of the Black Hills Gold Rush. There was two main powers in Deadwood, Al Swearengen (Gem Saloon) and Sy Toliver (Bella Union Saloon). Each of these powerful men owned a major saloon in town and had a small army of dedicated workers.

Although the town was full of independent prospectors and miners each owning a small portion of the land, the fear of becoming part of the Dakota Territory and the invalidation of their property deeds caused many of the smaller independent operators to sell their land to the two major town powers. As each man began to acquire more gold rich land, the two camps became more hostile toward each other and all out war broke out.

This event begins with the murder of Mr. Wild Bill Hickok by the lowlife Jack McCall. Jack runs out onto the field and is hiding at the beginning of the event. The first team to capture Jack McCall and bring him to the Event coordinator will be paid a bounty. After the murder of Wild Bill Hickok the town of Deadwood split further into these two rival factions. Each of these factions will be a team in the scenario event. The goal of each team is to acquire as much money as they possibly can through any means necessary. Each team will be able to earn money by “mining for gold”, “stealing from the enemy”, “completing objectives” or other ways outlined in this rulebook.

## The Teams

The 20 acres of field we will be playing on is the town of Deadwood. Each team will have their Saloon (main base) on the opposite sides of the playing field. Al Swearengen’s team will start at the “Gem Saloon” on the west side of the field and Sy Toliver and his cohorts will begin at the “Bella Union Saloon” in the eastern most fort. **The two teams will switch sides at 2:30 PM when playing resumes following the afternoon break.**

These two teams will be joined by a 3<sup>rd</sup> team made up of the Pinkerton Private Detectives which at the time was the world’s largest private security force. These private detectives will be available for hire by both teams throughout the event just like the “Cops” from the Bootlegger Event. The Event Coordinators can be approached and paid by players to have the Pinkertons perform different tasks outlined in the Pinkertons section of this rulebook. The Event Coordinators will negotiate for the Pinkerton team and can always be found at the coordinators tent. The Pinkertons may engage any player on the field. Players are advised to avoid shooting at the Pinkertons unless they have a plan. Once fired upon the Pinkertons may decide to engage your team’s position. The Pinkerton’s will also be responsible for guarding the bank. Any time that the bank is open, the Pinkerton’s will be protecting it. Players must take out the Pinkerton’s in order to get into the bank.

Throughout the day Indians will be found on the field. The Indians are not part of any team and have no alliances or allegiances to anyone on the field. The Indians will be identified by feathers in their headdress and on their body. Indians can be engaged by any player on the field, but players should be aware that more Indians could be waiting in the bushes. The Indians will have specific, yet difficult objectives to complete and will be carrying considerable amounts of money. If a team is able to eliminate an Indian squad there is a cash reward. The Indians will drop any money they are carrying when they are hit and any player including other Indians may retrieve the dropped money.

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## Registration Process

1. **Online Registrants:** Online registrants may go directly to the Registration Desk to get their Player ID Card. Players must have printed receipt or drivers license to register. **Pre-registration is available until midnight on May 7<sup>th</sup>.**
2. **Pay Field Fee in Field House:** Go inside the field house and pay your \$40 field fee for the event. **(Not necessary for pre-registered players.)**
3. **Register Behind Field House:** Behind the field house is the registration table. Take your receipt from inside and fill out a registration card.

## Player Identification

Each player in the game must hold two types of identification whenever they are on the field. Every player in the game is issued a Player ID Card displaying the players ID#, Team, and Chronograph Verification.

Each player must also wear an armband identifying their team. Armbands must be worn at all times on the right arm between the elbow and shoulder in a plane viewable fashion (with no overlapping clothing). If a player loses their armband on the field of play they are deemed “eliminated” and must return to the staging area to report the loss and be issued another team armband. It is recommended that players securely fasten the armbands and that teammates check each other’s bands to ensure they are secure before entering the field of play. *(Please check your armband regularly).*

On the field of play, players **are not required** to be verbally honest about which team they are on. Players may lie about their team verbally but may not change their armband unless one has been purchased from the Event Producer. It is important that you check the armband and/or Player ID card of players before trusting any player’s verbal representations. **However; any player found wearing the other team’s armband or Player ID card without purchasing it directly from the Event Producer will be guilty of cheating and may be asked to leave the game.**

## Earning Money

Earning money during the event can be done in a number of different ways. The money for the event is specially printed for the event in increments of \$100, \$50 and \$25. Each bill is laminated separately and has a hole punched at the top. Any player carrying money must carry that money on their lanyard. If any player carrying money is “eliminated” that player must drop their money on the ground and continue walking off the field.

**Mining for Gold:** There are 5 neutral “mines” within the camp of Deadwood. Each of these mines can be occupied by either team to earn money. A team must occupy the mine for 15 minutes to earn \$100 worth of gold. A team is considered to be occupying a mine when they are able to raise the flag on the mine and keep the enemy from the flagpole. A team is considered to no longer be occupying a mine if the enemy eliminates all the players within 15 feet of the flagpole or they are able to knock down the occupier’s flag. Teams must bring the buckets back to the mine before they can begin collecting it again. The gold will be carried in 5 gallon buckets ½ full with water.

**Robbing the Bank:** The bank is protected by the Pinkertons but it can be robbed by either team any time the bank is open for business. The bank is open for business when their flag is up. The bank holds deposits of at least \$1,000 whenever it is open but the amount will fluctuate throughout the game. Any player able to rob the bank will find at least \$1,000 in the vault but may find more!

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They will have to open the vault, take out the cash and then get out of the bank with the cash. More Pinkertons may be on their way if you take too long to rob the bank.

**Completing Objectives:** Extra gold may be earned by completing objectives. These objectives will be introduced at different times throughout the day and will be worth varying amounts of money. Each objective will have a timeframe to complete. If the team cannot complete the objective in time their opponent will be paid ½ of the value of the objective.

**Surviving an Indian Attack:** Throughout the game, Indians will be on the field and have no allegiance to either team or the Pinkertons. The Indians will be carrying significant amounts of money. If an Indian is hit, they must drop the money they are carrying and it can be recovered by any player including other Indians.

## Spending Money:

Either team may spend their money at any point during the game. All money for special privileges and perks must be paid directly to the Event Coordinators. The Event Producer or Event Staff will always be available for players behind the bank. Money must be carried to the producer from the field of play through the entrance at the bank.

*\$300 - \$500 – Miner Protection:* The Pinkertons can be hired to help protect a group of miners while they are occupying a mine. The Pinkertons will send a few men to help protect your mine from the enemy. If the enemy takes out the Pinkerton's your players will be on their own to protect your mine. No more Pinkerton's will be assigned for the same price.

*\$500 - \$1,000 – Clear the Area:* The Pinkerton security force can be paid to clear out the mining areas around the town. If the occupants of a mine are able to hold off a Pinkerton attack, they will be able to keep the mine occupied and will receive a \$500 bonus upon successfully holding the mine.

*\$2,500 – Double Agent:* Players may purchase an enemy armband for \$2,500. This armband can help you to penetrate the enemies' bases and gain intelligence on the other team. Players that purchase this perk will not receive a Player ID Card so **it is important that all players check ID Cards before sharing information.**

*\$\$\$ - \$???: Other Perks:* Other perks may be added to the game by the Event Producer. It is our goal to keep the game even and we reserve the right to add new features to the game play as we see fit. Our goal to keep the game even and sometimes we do that by adding perks on the fly.

## Eliminations:

Elimination is defined as any direct hit and break from a paintball larger than a Quarter Dollar coin or any splatter from a paint grenade that leaves a paint mark on the player. Hits to the players clothing, equipment, maker, hopper, or mask are all eliminations. When a player is hit with a paintball that does not break, that player is not eliminated and may continue to play.

Anytime a player represents themselves as being eliminated by calling "hit" or "out" it is elimination regardless of whether or not the player has actually been hit. Anytime a player puts their barrel-blocking device onto their barrel or raises their marker over their head (other than to maneuver out of a bunker or obstacle) with the barrel pointing up is eliminated regardless of paintball break.

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Players must be careful when engaging other players in close quarters. No player should fire their paintball marker at another player within 10 feet of each other. Players in close quarters should be given an opportunity to surrender. Barrel tagging is accepted as elimination! **If you are tagged, you are eliminated!**

Any player that has been eliminated on the field of play must put their barrel sock on the barrel of their paintball marker and raise their marker above their head while walking off the field. Eliminated players may not communicate with teammates after elimination.

## **Bounces & Field Courtesy:**

Players are encouraged to call bounces by shouting "bounce" any time a hit does not break. Since many bounces look like eliminating hits to the shooter, shouting "bounce" may avert unsportsmanlike conduct and prevents participants from "playing on" or "wiping." Acknowledging the opposing players good shot by calling the bounce is advised.

## **Trading Equipment:**

Live players may trade equipment freely. Once transferred any equipment becomes the property of the player receiving it. Once a player has been eliminated, they may no longer trade equipment, leave equipment, ammunition or any other supplies (other than any money they are carrying) on the field for their teammates use. Any player found leaving materials for teammates after elimination will be disciplined by the Event Staff.

## **Respawn:**

Eliminated players may respawn at the respective teams home Saloon (main base) every 10 minutes during game play. Respawns will happen at the top of the hour and every 10 minutes thereafter. All players that wish to respawn must be in the respawn area 1 minute prior to the respawn for any game updates by referees. Any player that is re-supplying or is otherwise occupied during a respawn, must wait for the next respawn to rejoin the game. Respawns will be marked by a blowing of the bullhorn siren.

## **Chronograph:**

Every player on the field must have their marker chronographed. All players must be checked prior to the beginning of the game and before re-entering after any break. Full time referees are assigned with roaming chronographs to check players at random throughout the day. Any player on the field found to be shooting over the 280 fps limit will have their player ID punched and ID# marked. Players must verify their marker is shooting within the limit before returning to the game. Repeat offenders will be asked to leave the game permanently.

Referees will also be checking every markers rate of fire. Expect to fire a minimum of 10 rounds each time you enter the chronograph area.

## **Rate of Fire:**

All players on the field must have their markers set at or below NPPL regulations. Maximum rate of fire is 13.2 balls per second. Ramping will be allowed, but all markers must fire semi automatic on the first 3 trigger pulls.

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## **Playing On:**

“Playing on” shall be defined as any player that advances more than 1 yard or continues to fire their paintball marker after being hit in an obvious location (as determined at the sole digression of the referee staff). Referees may determine the punishment for this offense at their digression. Referee decisions are final and anyone arguing with a referee will be asked to leave.

## **Wiping:**

Any player caught wiping a paintball mark on the field of play will be considered a “wiper”. Wipers will be asked to leave the game. Wiping will not be tolerated!

## **Overshooting:**

Overshooting is defined as the action of continuing to shoot at a player that has called themselves out or is walking off the field with their paintball marker over his head. Over shooting may occasionally happen in the due course of play, but excessive overshooting will not be tolerated. Referees are instructed to strictly enforce this rule.

## **Unsportsmanlike Conduct:**

It is important that all players remember that although this is a competitive game that it is just that... a game... Unsportsmanlike conduct is defined as (but not limited to) any time a player acts aggressively toward a referee, another player or otherwise behaves in an overly aggressive way toward anyone. No two players should have aggressive physical contact under any circumstances. Any unsportsmanlike conduct violation may result in ejection from the event.

## **Dishonoring Referee:**

Referees are on the field to protect the players and create a safe and fair playing environment. No player shall argue with, act aggressively toward or disrespect any referee for any reason. Any player found in violation of this rule shall be brought directly to the Event Producer.

## **Mask Down:**

Anyone on the field of play must have their mask down and have their face fully covered. No player may remove their mask on the field of play for ANY reason. Any player found without a mask will be considered “eliminated” and will have to leave the field of play immediately. Repeat offenders may be ejected.

## **Prohibited Equipment**

The items listed below are not allowed on the field of play. Any player caught in possession of a prohibited item while on the field of play will be asked to leave. These items are prohibited due to safety regulations:

Heavy clothing designed to promote “bounces”, shields of any kind, unbreakable trip wires, air horns, cylumes, knives, ropes, whistles, hot-burning smoke, pyrotechnics, firearms, laser sights, crossbows, sling shots, bb guns, dollies or other wheeled equipment.

## **Event Paint Only:**

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All players must purchase their paint directly from the field on the day of the event. The paint for the event will not be the same as the normal field paint. Any player found shooting, loading or carrying non-field paint on the field will be given an opportunity to show a receipt for field paint purchase or will forfeit their field fee and be asked to leave the field. Players may purchase field paint and rejoin the game. Any player caught using a different paint a second time will be ejected from the event. **FIELD PAINT ONLY! NO EXCEPTIONS!**