

M.A.W. RULES

The rules below may change at any time at the discretion of Mr. S and Mr. K.

Park & Event rules

- Be mindful of anyone who isn't participating in the war.
- No littering (make sure no darts are left behind)
- Do not throw hot coals in the garbage
- Return picnic tables to their original positions
- Stock Blasters and Ammo only (no painted either, please)
- Eye protection **Mandatory**
- Single Nerf-made shield per person (Manta, Stampede Shield, or Stonewall Shield)
- Bring at least 3 blasters, one of those being a pistol
- Bring enough ammo and know what you bring (marking ammo would be best).
- Other blaster brands are definitely allowed!

Play Rules

- Big ammo breaks shields and melee until wielder respawns
- Respawn timer starts upon respawn zone entry.

Gametype Rules

Team Deathmatch

- Two teams with a set number of lives and a respawn delay. (i.e. 3-15 seconds)
- Respawn counting must be done away from the combat area
- Eliminate the other team to win

Multi Team Deathmatch/Wingman

- Same as TDM, but with multiple teams 2+
- Wingman is simply teams of two.

Freeze Tag

- 2+ teams with infinite lives
- When hit you must freeze where you are. Only being touched by a teammate unfreezes you. No turtling up.
- Eliminate the other team(s) to win

Capture the Flag/ Multi team CTF

- 2+ Teams with infinite lives.
- Respawn is either a location near your base or a central spot.
- Need all flags to win.
- Flags must be in an easy to see/grab spot, and must be returned to the exact same spot if a player chooses to return it.
- If asked the location of your flag you must say where it is.

D-Flag

- 2 Teams with infinite lives
- Respawn at your base
- 2 Flags per team
- To win, your team must have all flags placed at your base (on a picnic table or in a set area).
- Flags must be dropped where carrier gets hit. Player must place it on the ground where they were hit.
- Any player may pick up the flag from that point.

Free for All

- Every man for himself with a set number of lives

Zombies

- 3-5 Alpha Zombies everyone else is humans
- Zombies can have melee only
- Humans can have blaster restrictions
- If tagged by a zombie, the human becomes a zombie.
- Tagged zombies must freeze and count to 7 before moving again.

Center Flag CTF

- 2 teams with infinite base respawn
- Each team has a flag base that they must defend.
- There is a flag in the middle of the field
- The team that puts the flag in the opposing team's flag base wins.

Rescue

- Orange and Blue teams with 1 life each.
- Much like Counter Strike
- First team hide and protect a hostage but they cannot move after the round begins.
- Second team must eliminate the first or rescue the hostage by bringing them back to the starting location.
- Hostage cannot move until touched by a member of the second team.
- Anyone can kill the hostage, but killing them results in your death.

Jail Break

- 2 teams; each has a jail.
- When tagged you must go to the other team's jail.
- To get out of jail you must be tagged by a teammate. One person can release everyone.
- A big ammo kill causes a jailbreak and everyone is released from jail on both sides.

One in the Chamber

- Pistols only.
- Each person starts with 3 lives and 2 darts.
- Gain 1 dart by tagging an opponent, but if you miss you're SOL
- If you lose both darts you lose a life.
- NO picking up lose ammo.
- Close boundaries

Duel Tournament

- Single shot pistols only
- One-on-one duels at 10 paces
- Uses tournament brackets

Hunted

- All against one player
- The hunted gets 5 minutes to hide/get away before the others can fire
- When the hunters get shot, they're out until the end of the game
- The hunted wins when they get all the hunters out.