



RAIDERS OF THE NIGHT: RADIOACTIVE CARBON

SCHEDULE

6:00pm Check-in opens, setup tents, BBQ
7:00pm Check-in closed
8:00pm Safety briefing
9:00pm-2:00am **Raiders of the Night Game**
2:00am Game ends
Overnight camping is **recommended**.

AIM OF THE GAME

Teams collect as many Radioactive Carbon Rods as they can. Highest score wins. Secondary objectives win prizes.

WEAPON LIMITS

- Players are limited to using weapons that are 1.13 joules or lower.
- Semi-auto only.
- No MED, but please think about the safety of others.
- Pistols may be used for Last Stand for any player.

POINTS

Blue Carbon (30), Orange Carbon (25), Yellow Carbon (20), Green Carbon (15), Bracelet (10).

CARBON RODS

Carbon Rods are scattered in the playing field which consists of the entire left side (Malones to VC), with a storage bag for each team which must stay in the base until the end of the game. All Carbon Rods that have been collected should be stored in this bag. Highest score at the end of the game wins.

NIGHT GAMING

Take extra care as you move around the field at night. If you choose to move without using your torchlight, you take responsibility for yourself and any potential injury that may occur. There are multiple hazards on the farm including: ditches, uneven ground, streams, gorse, blackberry, crumbling embankments. When waiting for a medic or walking back to respawn, you must display either a red kill rag (supplied) or red light. Do not shoot players displaying these items. Don't shoot at anyone in hi-viz. Recommended to have a radio for communication. Night vision is allowed.

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TEAM CLASSES

There are four classes: Raiders, Engineers, Medics and Infiltrators. Roles are set by the Colonel – make sure you put your first and second choices in your ticket purchase details. Team colours will be pre-assigned and you will only find out your team at the event. In your ticket you can indicate who you'd like to be on the same team with.

RAIDERS [ANY NUMBER OF TEAM PLAYERS]

- May collect Carbon Rods and also steal from other team bags.
- May only carry TWO Carbon Rods at a time.
- Can change flag colours.

ENGINEERS [MAXIMUM 2 PER TEAM]

- May NOT steal from other team bags.
- May carry up to TEN Carbon Rods at a time in a carry case.
- Have Red Carbon Rods that they can use to 'disable' bridges and flag changes. Any red rods they pick up can stay in their possession.

MEDICS [MAXIMUM 3 PER TEAM]

- Can revive teammates (using supplied bandages). Teammates can revive medics (using the medic's bandages). If you run out of bandages, you can get more from the Colonel's Outpost.
- Medics may not carry Carbon Rods or search enemy combatants.

INFILTRATORS [UNDISCLOSED NUMBER]

- Infiltrators can carry FIVE Carbon Rods at a time.
- Can steal from other team bags.
- Can change flag colours.
- Can carry all team colours and may wear whichever colour they choose at any time.
- *Infiltrators may join an enemy team at any time, including before game start.*

ALL PLAYERS

- If you are shot, call your hit and stay on the spot until revived by a medic or you bleed out. Use a kill rag or red light. *Note: Last stand applies to ALL players (not required to stay on the spot, or display kill rag or light).*
- Bleed out time of a full 2 minutes if waiting for a medic after which time you must bleed out, drop any rods you are carrying and return to a respawn point. Engineers must dump out the contents of their carry case but can keep any red rods in their possession for disabling bridges and flag changes.
- Respawn back at a base or captured flag is 30 seconds.
- While bleeding out you may be searched for carbon rods and have them confiscated. Search method is not hands-on. Simply ask a player if they are carrying any rods, and they must truthfully answer. Integrity is expected.
- Once you have a Carbon Rod, it must stay in your possession until you place it in a base bag unless: A) you give it to a teammate (not a medic), or B) you are searched and it is confiscated, or C) you have bled out and are dead.
- A Red Rod on a bridge or flag indicates that an Engineer has locked the bridge or flag. No-one may use that bridge or change the flag until another Engineer removes the red rod. ONLY Engineers can pick up red rods. ONLY Raiders and Infiltrators can change flag colours.

PROHIBITED

You must NOT bring the following to the event under any circumstances. If you are found in possession of the following you will be instantly evicted from the field without question or recourse or refund.

- Alcohol
- Recreational drugs or medicines you are not being prescribed.
- Any pyrotechnic equipment