

THE QUEBEC CONFLICT

Within a year after the devastating attack by terrorist to key infrastructure in the United States bringing the country to a standstill, congress passed the protectionist law which briefly stated that no person will be permitted to enter the United States of America without DNA sampling and that all members of the country have to submit to such sampling to ensure the safety of all its citizens....the borders were locked down no one in or out!!

Six months into this siege on our borders, free trade with the US was halted the Canadian economy began to suffer, the dollar hit an all time low of 0.48 cents US, the stock market crashed and Canada was in crisis. During this time the sovereigntists of Quebec began secretly planning the revolution war, no longer satisfied with Sovereignty-association, only an independent or autonomous French-Canadian state will satisfy their hunger for independence! On Wednesday May 16, 2036 the self declared Emperor of Quebec went on national tv and put forth his intentions of liberating the eastern provinces of New Brunswick, Nova Scotia, PEI, and Newfoundland. As part of his speech he declared that "We, the people of Quebec, declare it our own will to be in full possession of all the powers of a state; to levy all our taxes, to vote on all our laws, to sign all our treaties and to exercise the highest power of all, conceiving, and controlling, by ourselves, our fundamental law.". Their intent is to form a fully independent Quebec nation, free of any bonds to an English-speaking dominated federal government, to ensure the survival of the French language in North America, allowing Quebecers to establish their nationality, preserve their cultural identity, and keep their collective memory alive.

With a swiftness of a well oiled machine, the Emperor already having his secret army "Quebec Liberation Army" in key location, struck a mighty blow to the Atlantic. Taking over the power plant and air field in Labrador, and the capitals of New Brunswick, PEI, and Nova Scotia. Once in control of the water ways in and around the Maritimes it was not long before Quebec invaded the island of Newfoundland. Fight as they might they could not hold back the overwhelming force.

Where did this force come from?

Why did we not see this coming?

We must resist this invasion! But how?

With no help from the Americans, and being cut off from the west, and of course Ontario has their own selfish reasons for not lending a hand, who will take up the charge?

Left to our own devices, all of us in our own little way must oppose this action!

The small pockets of resistance was no match for the QLA, but we managed to slow them down, cause pain as well as receive it. Who knew that we could all work together to achieve our independence slowly we gained momentum gathering supporters in all 4 provinces working together forming a force to stop the siege.

The Atlantic Resistance Force (ARF)!!!

As our coordinated effort began to annoy the Emperor he grew more and more frustrated wanting to end this once and for all!!!

Saturday Sept 27, 2036 the eve of the resistance attack; Through intelligence we have discovered that the Quebec army will be gathering a force to quash the resistance. It is imperative that we attack before they have a chance to.

This Scenario game is scheduled for Camp Debert Army Paintball **September 28, 2008.**

There will be a maximum limit of 300 players for this event.

Pre-registration starts now!

Pricing is as follows:

Pre-register before June 15, 2008

\$15.00 per player with own gear. *INCLUDES FREE T-SHIRT

Pre-register after June 15, 2008

\$20.00 per player with own gear *INCLUDES FREE T-SHIRT

Rentals will be \$25.00 this includes Marker, mask, air, entry *INCLUDES FREE T-SHIRT

*Extra Extra Large T-shirts and larger add \$5.00

Paint \$20.00/ bag

Air HPA \$5.00/day 3000 fills We have 3 gas compressors.

CO2 \$5.00/fill

You can pre-register by paypal, money order, or cash at the store.

Please mail payment to:

Gary MacKenzie

C/O Camp Debert Army Paintball

43 Forrester St.

Truro, N.S.

B2N 4B2

Please be sure to include the following with your payment:

Name:

Address:

Phone #:

Email:

T-Shirt Size:

Paypal info:

Name Gary MacKenzie,

Email: spikes-paintball@hotmail.com

Once you have sent the payment, email me the following to vacman826@cdapaintball.com

Name:

Address:

Phone #:

Email:

T-Shirt Size:

Players will be divided into two equal groups Atlantic Resistance Force (ARF) and Quebec Liberation Army (QLA).

Playing Tip: Know this material... if you don't, you're at a serious disadvantage.

It is our hope that all players will immerse themselves into their character while playing the event. Those who do usually get the most out of these events ... **HAVE FUN**. Be all you can be, and someone else.

Food will be on site as well as bathroom facilities.

Non-game rules:

NO ALCOHOL OR DRUGS ALLOWED AT ANY TIME!

Pets: No pets are allowed due to the fact that no insurance company covers the liability.

Registration: Registration begins at 9:00am being early is better than being late.

Game Start: Game starts at 11:00am and will go to the end of the last round approximately 4:00pm.

Equipment and supplies

Player packet:

When you check in you will receive a packet with:

ID Badge: EXTREMELY IMPORTANT!!! The ID badge is your ticket to play in this game. Without it you will not be allowed to enter the playing area. Keep it visible at all times. If you lose it, you will have to purchase another one. You will be required to have this badge to enter the field of play. This is the badge on which the referee at the chronograph will punch that your marker(s) has been cleared for play. On the ID badge you will find your unique **PLAYER ID NUMBER**: This is the number we will be calling if you win a prize. Remember it! Use a string or lanyard to wear the ID badge around your neck.

Other Stuff: Stickers, sponsors lists, promotional material, etc. have also been known to find their way into Player Packs.

Armband Tape: This will be provided by your commander or one of his officers, not by the event staff. We ask that the commanders tape both arms with their team colour so as to allow their own players to identify them. You may also lie all you want with regard to your team affiliation. This is a roleplaying game. However you are not allowed to conceal your armband tape. You are required to wear your team colour armband tape. The team colour is not intended to show you whom to shoot, it is designed to assist your teammates in knowing who not to shoot! Special Role characters must wear specially designated arm bands or tape - in conjunction with their team tape - on the arm above the elbow, in plain view.

The following are Strictly Prohibited:

Picking tape up off the ground and using it.

Purchasing or bringing tape and putting it on yourself or others.

Any Velcro or other ABT over the original to deceive the other side.

Any type of arm band or tape over a Special Role character arm band or tape with the intent to deceive.

Falsifying role cards (color copy)

Markers: Any commercially produced, commonly available .68 caliber paintball marker may be used. Any marker that can be adjusted on the field, without tools, is required to have a locking device to prevent this from being possible. **No mode is allowed that yields more than one shot from a trigger cycle.** Semi mode only!!! You must also have a "barrel sock" for covering the end of your barrel in all non-play areas. **Barrel plugs are not acceptable.** Players caught with no barrel sock on their barrel in an off-field area other than the chrono may be ejected from the event with no refund. This includes guns with no paint or air. **If it has a barrel it is required to have a barrel sock on it. Period.**

Chronographs and Marker Speeds: All markers must be chronographed and your ID Badge chrono-punched by an event referee prior to entering the field of play at game-on. Non-assisted pump guns may chrono up to 300 feet per second, while all others are limited to 290 feet per second. Referees with hand-held chronographs may spot check your marker on the field. Markers that are shooting "hot" are a serious safety hazard and will not be tolerated. Repeated chronograph offenses will result in ejection from the event.

Marker Repairs: There is absolutely no marker repair or work on paintball markers to be done in the public rest areas or anywhere there are people without goggles on (protective eye wear). All repairs should be done at the chronograph range. There is no firing of paintballs allowed anywhere other than on the field (during game-on) and in the chronograph area.

Goggles: Goggles must meet ASTM and insurance requirements, must be unaltered, must provide full face, eye, and ear protection, and must have suitable, uncracked and undamaged lenses in them. Players caught lifting their goggles, or breaking the seal of the goggles against their face, may be ejected with no refund. Be smart! Be SAFE!

CO2 & HPA Fills: Both CO2 and High Pressure Nitrogen fills (min 3000psi) will be available during the entire course of play at the supply depot as indicated on the map. It is recommended that you get your tanks visually inspected (exterior) and filled prior to the game starting so you can enjoy the entire event. There will be no facilities to recharge constant air bottles on the field of play, nor in the parking lot. Due to insurance regulations, no outside fill stations (CO2 / Nitrogen) will be allowed on event property. All constant air bottles must meet hydrostat requirements. No bottles will be filled that are out of date: All bottles must have a current TC stamp. All bottles MUST have all stickers (non-factory) removed from them to allow fill station operators to INSPECT the bottle for hidden damage. Bottles with stickers (non-factory) will not be filled. Bottles that event management deems damaged will not be filled, PERIOD... No exceptions. We will not endanger you or our players for the sake of filling a potentially dangerous bottle.

Event Paint: Event paint only! We recommend that you purchase whatever paint you may need prior to the player briefing on the morning of game day. You do not have to pre-order paint. Side note: Most players use one 2000-round case during the entire event (some will use less and some will use more). Paint sales will remain open during the entire event and available at the supply depot as indicated on the map. Having off-field paint on the field of play is grounds for immediate expulsion (total ejection) from the event with absolutely NO REFUND. Our sponsors generously donate their time to promote this event and their money to the prize package for the prizes that are given away to the "players" during the course of this event. In return for this generous support, we use their product exclusively. We always recommend storing your paint in a cool, dry area away from direct sunlight!!

Radios: Radios are allowed and encouraged. You may monitor any frequency you wish with the exception of the referee channel. Anyone caught monitoring the referee channel will be ejected from the event without refund, and their side will be assessed a score penalty. Players may use their radios anytime except while eliminated and walking either to their re-spawn location or the supply depot. Once in the re-spawn or off-field they may communicate at will. Players will not be allowed to stand off-field and gather reconnaissance.

Prohibited equipment: No tools or knives may be carried on the field. No personal fill stations allowed on the premises. Any items found in violation will be confiscated and may, or may not, be returned after the event. No unbreakable trip wires. No pyrotechnic devices. No unapproved smoke devices. Mines, rocket launchers, or armored vehicles will not be allowed for this event.

During Play:

Referees: Referees will be wearing easily identifiable fluorescent vests. Do not argue with a referee under any circumstances. If you disagree with a call ask them for their Judge number and see the Ultimate Judge or event director.

Spawning Zone: This is a neutral area (goggles on, Barrel Blocking Devices on) where you must return to after being hit or called out. This area will be open for the first 25 minutes of each round. After this time if you are hit you must leave the field to the safety zone.

Supply Depot: This is where you get your supplies, paint/air. After you get supplies you must return to your spawning location to reinsert to the game during the reinsertion time limit.

Eliminations:

What to do when hit: If a troop is shot and marked with paint on any part of the body or equipment you should immediately call out "**HIT!**" in a loud voice and raise your gun above your head or hold your hand up over your head. You must immediately walk to your re spawn location. A troop wearing a gillie suit is considered eliminated if hit on any part of the suit whether you are marked with paint or not. Head to the re spawn location put on your BBD (barrel blocking device). Leave the field by the safest direct route while continuing to call out your status as a dead player. If you are in an area that is taking heavy fire - such as a bunker with other players or in your base while it's under heavy assault - get your gun up as high as possible and get out of the way fast! Do not talk, hand equipment or ammunition to your team mates and do not continue to participate in radio chatter about on-field events. You are DEAD and dead men can no longer help their team. Proceed to the re spawn zone if you are within the spawning time limit., or to the staging area to reload on fluids, ammo & air.

Hand tagging Barrel-tagging.: You may Hand-tag players and eliminate them without shooting. You must immediately say, "Barrel tag!" when you touch them. Hand-tagged players are immediately eliminated and are to walk away quietly. Failure to do so will result in additional eliminations. After you have exited the area you may declare that you are eliminated as you continue to your re spawn location.

Surrenders: We request, whenever possible, that you request players within 20 feet to surrender. This is not a hard and fast rule, but a strongly suggested guideline. We also recommend that players who are given this option accept it graciously. The player who asked was displaying good sportsmanship. Please don't reward them with a close shot. Thank them for not shooting you at close range and report to your hospital.

Grenades: Grenades may be used. In order to be considered an elimination there must be enough paint on the player to be collected into a mark the size of a quarter. One or two specks will not be counted as an elimination. **YOU MUST USE FIELD GRENADES ONLY!** Cost \$8.00 inc tax.

Reinsertions: Takes place for only the first 25 minutes of each round. If you are eliminated during this window you may return to the re spawn location tag up and head back to your command center for further instruction from your commander.

Prohibited Behavior: No physical contact with other players is allowed. No cursing or unsportsmanlike conduct is allowed. Cheating, although rare in these types of events, does and can happen. If you witness cheating on the field, keep your standards high! Don't ever stoop to a cheater's level. Keep in mind who you saw doing this and let them know you saw them. Peer pressure is a very powerful thing.

Player Tip: Is your reputation worth a few extra minutes of game time? Play Fair! Play Stand-Up Ball!

GAME PLAY

To change the format for the "Quebec Conflict" we will develop a story line that will progress through rounds of missions and not continuous play. We will create specific situations which as a group you must complete within the time limit in order to get the points for that particular mission. As the day progresses and missions are completed the story will change, the winners will be determined by point totals from all missions completed.

These rounds will last 45 minutes with a 25 minute re spawn time. If you are hit within the re spawn time you may proceed to your re spawn location tag up and return to the game. After the first 25 minutes re spawning will not be allowed and if you are hit during the last 20 minutes of play you are eliminated and must leave the field to the safety zone. Once the round time limit has expired or all missions have been completed then play will be stopped and every one will come off the field of play, rest and relax for 30 minutes. During this break you can reload, fuel up and mingle, get to know your mates until the next round begins. Also during this break time we will be setting up for the next round of missions. Before the beginning of each round both commanders will be given a sealed envelope with the next round mission objectives in them and their point values.

TEAMS:

The teams will be split evenly from the number of registered players. All game planning and scoring will be done by the game operations director. Teamwork is an important factor in these events. Planning strategies will be carried out by commanders with the respective squad leaders. It is important to note that you should concern yourself with how to defend as well as how to attack an area. Objectives and missions will be assigned by the game operations director and relayed via sealed envelope. These envelopes are not to be opened until the indicated time. Objectives will be assigned and unit size may also be assigned. Field referee staff will make the determinations of control of an area.

TEAM OBJECTIVES:

Maintain your base of operations: Protect and defend it at all times.

Complete assigned missions; hold the objectives.

Take action to harass and interdict the opposing team's objectives and missions.

Score as many points as possible in the allotted time frame.

Keep your commander alive.

Above all, have as much fun as possible and experience the friendship, camaraderie and good will that these types of events inspire among the players of your caliber.

VERBAL MISREPRESENTATION OF SIDES:

Is allowed. You are NOT required to tell the truth about which side you are playing for.

EXAMPLE: (Player 1 sees Player 2 in the bushes 20 yards in front of his position)

Player 1: "Hey, what color are you?"

Player 2: "I'm Red, what color are you?"

Player 1: "I'm Red too."

(Player 1 then steps out from behind cover and gets marked by Player 2.)

Player 1: "Hey buddy! You said you were Red!!!"

Player 2: "I lied...."

Player 1: "Good shot. Man, I should have read the rules of play better... they told me not to always trust what I hear. I should have gotten a visual on your arm band tape."

Moral of the Story: If they are not wearing your color arm band tape, consider them the opposition, or at the minimum, be leery of them. Always use caution until you get a visual ID on their ABT. As in the real world (a real world conflict) seeing is believing, or, believe half of what you see and a third of what you hear. Not everything is always as it appears in a scenario game.

COMMANDERS & COMMANDER ELIMINATIONS:

Each team will have a commander and team leadership structure. The commander is in complete control of the side. Follow your commanders; they have the overall picture and information of how the game is going and what is happening. Check in with them often and let them know what you did, saw or completed. This information is valuable and vital to your team. The commander can also assign Demolitions, Engineers, so if you need to play one of these roles, immediately notify your commander if you have not been given one of these roles.

Playing Tip: These missions are what earn points and wins or loses the game for your team. Go out on them... they're fun. Most of the time you will get into some very good action, and remember, at the end of the game if your team wins and you didn't go out on any missions, how much did you contribute to the win? If your team loses, then how much did you contribute to this loss?

The commander may be worth bonus points each time he/she is eliminated. Thus, you can earn your team bonus points by eliminating the opposition's commander and save your team points by keeping your commander alive. This is not a one-time objective! Each time the commander is eliminated, all rules pertaining to players pertain to him: he must walk to the re spawn location, then he/she can reinsert into the game and is a free agent to resume play in any fashion they choose. Side note: the commanders can go anywhere on the field they choose. They are not required to stay in their command bunker, but it's a good idea to keep an eye on your troops.

Playing Tip: Commanders, stay alive.

SPECIAL ROLES DEFINED

During the course of this event you will notice individuals on the field who have special abilities and are identified by unique arm band tape. These individuals requested in advance to the event director to play the special roles described below. Only players carrying the appropriate credentials for their assigned Special Role characters may carry, utilize or display associated game props / operations equipment (bombs, aircraft, etc).

DEMOLITIONS EXPERT:

These players have the ability to use LAW rocket launchers and special demolitions satchel charges. Laws can be used to blow up command bunkers, bridges and buildings and groups of people within or on these structures, and to down helicopters. The satchel usually contains an explosives card to be operational. An explosives card alone will not work - it must be inside a satchel. The explosives card defines what type of explosive it is and how it may be used. The satchel must be approved or provided by the scenario producer.

ENGINEER:

These players have the ability to rebuild structures which have been previously blown up. These players may tow a downed aircraft back to their command bunker. Aircraft are considered props.

INTELLIGENCE OPERATIVE:

Perhaps the hardest role to play, but one of the most rewarding. Your job is generally defined as to gather intelligence from the opposing team and relay it to your commander to help further your teams objectives.

GATHERING INTELLIGENCE:

How helpful is it? Incredibly so.

1. Reporting outgoing missions to your commander is of great importance. You can sit on the outskirts of the enemy base and report to your commander where missions are headed and troop strength.
2. Is your team mounting an attack on the base? Are there 100 players in base at the time? Would this be a bad idea at the moment? Might it be better to inform your commander when only 5 or 10 players are in base, when a raid would be more likely to succeed?
3. Having radio com with your real commander or XO is a big help. Real time intel is the best intelligence there is.

NOTE: Any time you're dead or eliminated, YOU'RE DEAD. Shut up at this point; zip the lip. No matter how bad you want to talk to your commander or other players - no passing of information while you're eliminated. Dead men don't talk, period!!! Only thing a dead man says is, "Dead man walking." Once you have re-inserted onto the field of play, then it's game-on again.

MISSION TYPES

The teams will start the game occupying their respective bases. Many objectives will be strategically located throughout the playing field. Missions may require a specific unit or numbers of troops to go out to a specific location. At each mission objective a referee will be in the vicinity. The referee staff will validate the mission once you reach and complete your objective with your assigned force. To earn points you must complete the mission at its designated area. Some missions will require you to HOLD a specific area for a period of time, others will require an action to be taken within a specified time period (Example: "Snipe the enemy base," i.e. put a paintball on the enemy's command bunker). Referee must sign the completed mission card and return it to the game operations director for you to receive points.

ASSAULT:

Means just that - to assault the objective for the length of time specified. Whether all your troops are eliminated does not matter, but you must mount an assault on the objective. At least one player must remain alive to present the completed mission card to a referee. This is the exact opposite from snipe. Generally, this mission will be allotted a specific troop strength to be sent out. Example: Send 15 players to assault the enemy base camp. One player must live to turn in the mission card to a referee.

DEFEND:

Means to defend the objective from enemy troops for the duration of the mission. At the end of the time specified, you must still be in control of the objective to have defended it. Example: Defend your base of operations (command bunker).

DEMO:

You will have a specific mission where you need to destroy the objective within a time frame. Either blow it up with a LAW or a satchel charge. A Demo expert must complete this mission. Example: Destroy the bridge/building/tower/bunker located at coordinates XYZ. Once this is done, a mission player gets the card signed off and handed into a referee. The Demo player must advise a ref of the blown structure and hand the ref a roll of demolition tape. The ref will tape off the building, indicating it is unusable, and return the roll of tape to the player.

REPAIR:

You will have a specific objective which you need to rebuild within a specific time frame. An Engineer must go on this mission and rebuild the specified structure at the given coordinates by removing the Demo tape from the destroyed objective. Example: Rebuild the bridge at ZZXY. Once the objective has been rebuilt, hand in the mission card to a referee.

PATROL:

In these missions two (2) objectives will be given. Your troops are to actively patrol from location A to location B for the designated period of time. They can not go out and lay down in an area; they must be patrolling from point A to point B to complete the mission.

AMBUSH:

Usually, but not always the counter mission to a Patrol mission. You are to go out and set up a static ambush at the coordinates specified and wait the prescribed time period, while eliminating as many enemy troops as possible.

SWEEP:

Similar to a Patrol in that you move between two locations for a designated period of time - as well as actively engaging to eliminate any and all enemy forces.

TAKE & HOLD:

To gain control of the objective and hold it for the amount of time specified. If it's a building, it means to actually have a player inside the building in complete control of it. Example: Take and Hold the enemy's base of operations

LISTENING POST:

Much like a Recon mission with the addition of inserting personnel into an area to remain undetected for the duration of the mission while obtaining intelligence information.

RECON & REPORT:

For your players to physically go out and VIEW the area in question for the specified amount of time and obtain the intelligence. They must report back to the base commander with the information (what they viewed) before they will receive the requisite mission point. This can be done in person or by radio. Example: Recon the enemy's base of operations.

RETRIEVE:

Locate, secure and return the object (the mission objective) to your commander within the time frame specified. Example: Go to the center of the field and retrieve the object (an orange drop box) and return this box to your commander.

SNIPE:

To snipe or, in simplest terms, have a player infiltrate the area and fire a paintball ONTO the assigned objective within the specified amount of time. (Opposite of horseshoes, close does not count.) Example: Send X players to snipe the enemy base. Eliminate the opposition's commander for bonus points!

SCORING & WINNING:

Missions are how each team accumulates points for their side. The harder type of mission, and the further away it is, the greater the point value. Eliminating the opposing team's leadership may be worth points. Game props may be worth points as well. At the end of the event, all completed mission cards will be tallied and scored, all props and/ or items that may be worth extra points must be collected and handed into the game ref. The team with the highest point total will be declared the winner.