

TOP SECRET

OPERATION URBAN ANGEL

Location:

Juarez, Chihuahua Mexico. One of the most violent and deadly cities on the planet. This location is well known for its high murder rate, drug related deaths, and kidnapping for ransom.

Back Story:

The Sinaloa Cartel captured the municipal president for ransom. The ransom was going to be met but the drop didn't go as planned. Members of the vigilante group Juarez Citizens Command took it upon themselves to attack the cartel at the time of the drop. President Escobar escaped, presumably unharmed, and is held up in the city waiting extraction.

Mission Brief:

Your team's mission is to extract Juarez City Municipal President Enrique Serrano Escobar ALIVE. President Escobar has been located via surveillance satellite and his location will be given prior to departure. President Escobar's safety is of the utmost priority. The Sinaloa Cartel will be attempting to assassinate the president once he has been recovered.

Additionally, there are three pieces of critical intel about the Sinaloa Cartel that the President has hidden in the city that must be retrieved if at all possible. Bonuses will be paid for the retrieval of this intel. All must be returned to the rendezvous point for extraction from the city.

This area contains both hostile cartel and innocent civilians. Civilians must not be targeted. Any civilian deaths or injury could cause an international incident and potentially lead to war.

If you are shot, captured, or killed, the US government will deny any knowledge of your mission. All passports, ID's and personal items must be surrendered before departing.

Rules of Engagement:

Civilians in the vigilante group Juarez Citizens Command and members of the Sinaloa Cartel will all be visibly armed. You will not engage any armed persons until one of the following happen.

- You are fired upon. Only engage the attacker.
- You have positive confirmation of a firearm being pointed at you or a team member.
- If a firearm being carried by a civilian is in a "low ready" position you can count that as an aggressive move and discretion will be used to prevent shooting an innocent civilian.

It is strongly recommended that your team stays together. Both members of the Juarez Citizens Command and the Sinaloa Cartel may feel the need to attack as neither group trusts any paramilitary operators. There can be no retaliation on such attack.

Also, watch out for "booby traps".

Your team will have 15 minutes to complete these tasks.

Good luck!

Game Rules:

1. Field paint only.
2. 15 Minute time limit.
3. Magazine maximum capacity is 30 rounds.
4. No drum, box magazines, tubes, or tac caps.
5. No stock class markers.
6. 285 FPS
7. Any shooting mode or Rate of Fire is allowed.
8. No loadout capacity restrictions.
9. Paint must be loaded into a magazine that is legal to be brought onto the field. Paintballs cannot be loaded into tubes, pods, bags or loose in any way.
10. Clothing must not be absorbent or induce bouncing.
11. Fake / training / simulation weapons cannot be carried on the field. This includes, but is not limited to, knives, swords, blue guns, nunchucks, throwing stars, tonfas, shields, etc.
12. No homemade smoke or grenades allowed. Only grenades and smoke purchased at the field may be used.
13. Radios are permitted.
14. Any equipment carried on to the field may be discarded at any time without penalty.
15. Teams will have no more than 5 players.
16. No physical contact between opposing players is allowed.
17. Surrendering is optional. (Don't count on it.)

18. Barrel tags (shoulder tap) of any kind are not allowed.
19. Paint breaks on a marker makes the marker disabled but the player is still active.
 - i. Use of a disabled marker will result in a playing on penalty.
20. Any breaks below the ankle and below the wrists are not eliminations. Any other hit is an elimination.
21. Eliminated players must raise their hand to signal their elimination. Once out of the way, the barrel blocking device must be placed on the marker.
 - i. Failure to follow elimination procedure after receiving an obvious hit, a hit that a player should have felt or could be easily verified by themselves, will result in a playing on penalty.
 - ii. Failure to follow elimination procedures after receiving an unobvious hits, a hit that a player would not have felt or couldn't be easily verified by a teammate, will result in the elimination of the player.
22. Multiple markers are allowed to be carried at one time.
23. HPA fills only. CO2 will not be available. You may provide for your gun.
24. No sideline coaching.

Additional Information:

There will be no more than 2 Cartel members on the map at any given time. Eliminated Cartel members will respawn after being killed.

Cartel members cannot attack the president until after he has been recovered.

Scoring:

Each team's run through the mission will result in a final score depending on how well they completed all the tasks in the mission. Each team will run through the mission 3 times. Each run through will be slightly different with regards to the location of the "president", hostiles, civilians, and other small aspects of the field layout.

If at any point in the mission a team is completely eliminated their points accumulated will be totaled and the mission will be over.

Each team's top two scores will be added together for a final score to determine the winner. In the result of a tie score for first place, the tie will be broken by adding in the lowest scores for each team. If a tie still is the result, the teams will playoff for the win. The playoff will be a 1v1 of each team. Each team will select a player from the opposing team to play in the 1v1. 3 flag stations will be in play. The first player that successfully pulls the flag for two of the three stations first, will win for their team.

Points:

1. 100 points for recovering the "president".
2. 200 points for evacuating the "president" to the main extraction point.
3. 100 points for evacuating the "president" to the secondary extraction point.
4. 75 points for one flag pull.
5. 250 points for two flag pulls.
6. 500 points for all three flag pulls.
7. 10 points per confirmed kill.
8. 1 point per second of remaining game time left if the "president" is successfully extracted.

Point Deductions:

1. 100 points for shooting a civilian.
2. 50 points per penalty.
3. 5 points for each teammate eliminated.