

TANKS & VEHICLES:

PAVs, Tanks, APCs, scout cars, modified golf carts, et al. must be constructed from the chassis of an off-road vehicle only (example: No van, car or truck chassis unless the tank was built on one of these chassis prior to December 1998). Contact host field and event promoter on insurance regulations a minimum of 21 days prior to the event. A copy of proof of insurance of at least \$100,000 and naming CPX Sports and the promoter as additionally insured must be on file with host field no later than 2 weeks prior to the event.

All vehicles must meet the following conditions:

- Max Speed: Limited to 5 mph or a fast walking speed.
- Fully functional headlights only if the tank is used during nighttime play.
- ASTM approved paintball goggle system is mandatory. It must be worn at all times by all players inside the vehicle.
- Dead /Eliminated Indicator: Much like the old fiberglass antenna or fiberglass bicycle pole that can be flagged and positioned either up or down, alerting all players to the vehicle's status. Pole in up position indicates vehicle is eliminated; in down position indicates vehicle is in play.
- Team Indicator: The vehicle must be readily identifiable as to which side or team it is on. Tape the two opposite corners of the tank with 24 inches of team arm band tape so that at least 12 inches of tape can be seen from all sides.
- Viewable area of 360 degrees: Means the occupants must be able to see all around the vehicle with no blind spots.

Rate of Fire – FPS Requirements

- Vehicle Contained – Static Mounted or Personal Paintball Markers Chronograph Speed: **260 FPS daytime, 240 FPS nighttime**. Chronograph speeds are lowered slightly because these vehicles close distances quickly (it's hard for a person inside a vehicle to hear a person outside yelling "hit"). Maximum of **Eleven (11) BPS** Semi-Auto Firing Mode ONLY.
- Vehicle Main Gun: Firing a Nerf Rocket Round - **230 FPS** maximum velocity.

Vehicles can also: Transport people and props, destroy structures and bunkers, or act as a stationary bunker.

Even if a vehicle / tank meet all of the above conditions, it may only be used with 3 weeks prior approval, as well as immediate pre-game approval of the scenario director. After approval, the vehicle may be required to be escorted by a full-time ref, judge, or a non-player tank support person. Additionally, you may be required to bring your own tank support person, depending on the number of motorized vehicles on the field and availability of extra staff.

Ways to eliminate vehicles

These may vary, depending on the theme of the game/event:

- SRPLs, PACs & LAWS: One impact from a Nerf Round eliminates the vehicle.
- Satchel charge – Dependent on scenario producer's specifications.
- Paint Grenade – A distinctive paint splatter will disable the vehicle's movement only for 5 minutes. Be advised that paint markers inside the vehicle are still fully functional, as well as the main gun.

Once a tank has been eliminated, it must proceed to the hospital zone or insertion area and wait for the next insertion window before re-entering the field. The same insertion rules which apply to players may also apply to vehicles and will be announced at the pregame meeting/briefing.

IMPORTANT NOTES TO PLAYERS: There is a safety space of 20-FOOT distance around all tanks. If a tank or a live player intentionally comes within 20 feet of each other, the aggressor(s) will be called eliminated. Furthermore, tanks and/or players who intentionally violate this 20-foot boundary are subject to ejection from the event. This is a serious safety issue. Tanks may not encroach within 20 feet of a live player behind a bunker (i.e. – do not chase players around - or from their cover). Players may not hide and use this rule to eliminate a tank. There is no reason for any player – live or dead – to be within 20 feet of a live tank! Players may NOT approach any tank, insert a marker barrel into an opening and shoot the occupants. You will be ejected from the field! All tanks are the personal property of the owner. It is considered the same as your marker, mask and pack. Players may not touch, take, disable and or in way intentionally damage or destroy the tank or its contents. If you do, you will be ejected from the event, field and subject to arrest by local law enforcement.