

# MILSIM PAINTBALL LEAGUE

## MISSION OBJECTIVES

The MilSim Paintball League offers players a unique experience where each event is a different game with a different main mission objective. This form provides information on the main objectives for each event.

<b>EVENT 1</b>	<b>Capture and Hold Mission</b>
<b>Scenario</b>	Your team has been orders to capture an enemy position and hold until reinforcements arrive.
<b>Objective</b>	The attacking team must have at least one live player standing next to the Main Objective sign at the end of the game.
<b>Setup</b>	Place the Main Objective sign in the field.
<b>Notes</b>	none

<b>EVENT 2</b>	<b>Prisoner Transport Mission</b>
<b>Scenario</b>	Your team has orders to transport a prisoner to a rendezvous point where you will transfer the prisoner.
<b>Objective</b>	The attacking team must transport the dummy from the Reinsertion Point to the Main Objective sign.
<b>Setup</b>	Place the Main Objective sign in the field. Provide a dummy to the attacking team at the Reinsertion Point at the start of the game.
<b>Notes</b>	<ol style="list-style-type: none"><li>1) If the dummy is shot, the player carrying the dummy is not eliminated.</li><li>2) If a player carrying the dummy is shot, the player must drop the dummy where the player was shot immediately. The player may not hand the dummy to another player.</li><li>3) The defending team can take possession of the dummy.</li></ol>

<b>EVENT 3</b>	<b>Hostage Rescue Mission</b>
<b>Scenario</b>	Your team has orders to infiltrate enemy territory, locate a hostage and transport the hostage back for a medic helicopter evacuation.
<b>Objective</b>	The attacking team must reach the location of the dummy, grab the dummy and bring back to the Reinsertion Point.
<b>Setup</b>	Place the Main Objective sign in the field. Place the dummy underneath the Main Objective sign.
<b>Notes</b>	<ol style="list-style-type: none"><li>1) If the dummy is shot, the player carrying the dummy is not eliminated.</li><li>2) If a player carrying the dummy is shot, the player must drop the dummy where the player was shot immediately. The player may not hand the dummy to another player.</li><li>3) The defending team cannot move the Dummy from the location of the Main Objective sign. Once the attacking team moves the Dummy from the Main Objective sign, the defending team can take possession of the Dummy during the battle.</li></ol>

<b>EVENT 4</b>	<b>Hunt and Destroy Mission</b>
<b>Scenario</b>	Your team has orders to secure a hostile location and eliminate enemy forces in the area.
<b>Objective</b>	The attacking team must eliminate the defending team Gunner role player.
<b>Setup</b>	Place the Main Objective sign in the field. The defending team Gunner role player must remain at the Main Objective sign for the first 10 minutes of the game.
<b>Notes</b>	<ol style="list-style-type: none"><li>1) The Gunner role player may move no further than 5 meters from the Main Objective sign for the first 10 minutes of the game.</li><li>2) After 10 minutes, the Gunner role player may move anywhere in the field.</li></ol>