

DEFCON

Scenario

You are part of an elite black-ops force whose mission is to locate and steal a top secret disk which contains the names of all enemy spies working in your country. If this disk is recovered your country will win the war.

Objective

To locate the disk and bring it back to your own territory. The disk location can only be discovered (unless you get really lucky and just find it) by capturing the opposing force's general.

Game Play

Starting Positions: A new game is started with teams on opposite sides of the field and standing out of bounds.

Fighting: In order to fight someone you must first tag them. Both players (or a group of players) then show their cards and the highest total fighting value wins the fight. Also, if someone thinks they know who the double agent is on their team and tags them the person tagged must show their true card. However if the person tagging is incorrect in their assumption they are out of the game.

Life Cards: Each player receives 2 Life Cards at the beginning of each game. Each time a player loses a fight they are to surrender a Life Card to the opposing team. When a player loses a fight and has no more Life Cards they are eliminated for the remainder of the game.

Team scoring: many times it will be necessary to fight as a team rather than individually. When you fight as a team your fighting values are totaled together. To do this the team must all be holding on to the team tank when the tag is made.

Positions

- Sniper (4 fighting value): The most powerful fighting force in the unit.
- General (3 fighting value): second most powerful fighting force, has vital information about location of disk. Can't be Double Agent's false cover.
- Sergeant (2 fighting value): a mid-level fighter
- Infantry (1 fighting value): the main group of fighters.
- Double Agent (0 fighting value): An undercover spy for the opposite team. Can be the most important position if used correctly. When tagged the DA must show their DA card not their false ID.

Weapons

- Sniper Rifle (adds 1 to fighting value)
- Pistol (adds 2 to fighting value)
- Rifle (adds 3 to fighting value)
- Machine gun (adds 4 to fighting value)

Other Rules

- Ref whistles: 1 blast=game start/resume game; 2 blasts=timeout (stay where you are); 3 blasts=game over (return to staging area)
- Radios: you can try to pick up on the other team's frequency. Channel 1 is reserved for referees, only use it to contact referees.
- Equipment/position swapping: switching positions or equipment is not allowed.
- Boundaries: no going outside of the assigned boundaries.
- Each team gets 1 team tank. 2 if there are more than 11 players on a team.
- The only time a Double Agent must show their true card (the double agent card) is if they are tagged by their own team (see Game Play above).
- When a player is eliminated for the game they may give their weapon card to another player on their team although that player can only use one weapon at a time.
- Referees have the right to penalize cheating by taking one or more Life Cards from a player.

Hints/Strategy

- Consider breaking into at least two squads with a radio in each squad.
- Watch for people running off on their own— they might well be the double agent trying to make contact.
- Pick one person to coordinate the entire team.
- When team tagging try running without holding onto the rope until the moment before the tag. This will increase your speed.
- When team tagging, have the lower value players show their cards when a tag is made. This way if you may not have to show all your cards in order to make the capture thereby allowing the ID of some of the more powerful players to not be known to the opposing team.
- Consider having someone write down the fighting values of the opposing team's players as they become known. This will allow for you to calculate if you can win a battle and perhaps even who the general is by process of elimination. Announce your findings over the radio.
- Have one radio operator monitor different frequencies in order to intercept enemy transmissions.
- The general is the only guaranteed safe person on any team (anyone else could also be the double agent).
- Consider hiding the general.
- Use the tank to create a "base" where you can meet as a team without concern for being captured.