

# Tank Rules:

---

## TANK REQUIREMENTS :

1. The Tank Driver must complete a Tank Orientation and have their tank approved by Operation: Loyal Serpent staff. Upon completion of the orientation, the Tank will be issued Kill Pigeons, Kill Cards, and a Chronograph Check Sheet. Receiving Kill Pigeons is the final step in the process of certifying the tank has passed orientation.
2. After orientation, the tank must go to the nearest Dead Zone (DZ) and await insertion into the game.
3. Tanks must have 360- degree visibility for the driver.
4. Tanks with visibility impairments will require Walking Guides. Walking Guides will be required to wear orange safety vests. The Walking Guide is NEUTRAL while guiding the tank and are NOT in play.
5. NO EXPOSED GLASS WINDOWS ALLOWED. ALL EXPOSED GLASS MUST BE REMOVED OR COMPLETELY COVERED WITH APPROVED NETTING.
6. Tanks must be mechanically able to get around the field. Brakes must work for all tanks.
7. Tanks must have a hard, flat, clean surface on all four sides that is capable of accepting an adhesive backed or magnetic mounted clay pigeon on all four sides of the chassis.
8. Tanks MUST have an official target system "KILL PIGEON". Kill Pigeons will be attached, as close as possible, to the centre most point of each side (measured horizontally and vertically). Kill Pigeons cannot be placed in random locations in an attempt to confuse AT Gunners.
9. Tanks must furnish their own 2 foot by 3 foot white flag to signal they are eliminated.
10. Tanks must furnish their own flag mounts. Two per tank (in order to signal elimination and team colour).
11. Tanks MUST furnish their own fire extinguisher.

12. Tank Drivers must furnish their own orange safety vests.
13. Tank crews MUST have an accurate watch or timepiece with them on the tank while in play.
14. Tanks must display their team colour (Yellow or Blue) by flying a flag in a visible area with a 360 degree field of view.
15. Tanks must furnish their own standard office clipboard for the Chronograph Check Sheet. When spot checked for velocity, the referee will fill out and sign the sheet. Chrono Check Sheet and clipboard must be kept with the tank at all times while in play. (Tanks are often incorrectly singled-out as "shooting hot" by players on the field because of the sheer volume of fire most tanks put out in play. This step will minimize disputes from players and offer the tank crew a clear record that shows they are playing fairly in this regard).
16. Tanks Chrono at 420 fps and must Chrono with refs before initially entering play and whenever spot checked.
17. At each tank entry point, a designated TANK REF will check the tank prior to them rolling onto the field to make sure that they have 100% of the required items and that their tank is 100% in compliance with the rules. Any tank that is not in compliance will NOT be allowed on the field until the proper corrections are made.

---

### **SAFETY GUIDELINES:**

18. All tank drivers, crew and passengers must wear approved Z287.1 ANSI rated goggles at all times while on the field, whether in or out of their tank.
19. Tanks must never go faster than 15kph (jogging speed) and no slower than 8kph (walking speed).
20. Players must yield right-of-way to tanks.
21. Players are not allowed to block any road, for any reason, in any way, shape, or form.
22. Players are to stay at least 20 feet away from ALL SIDES of tanks at ALL TIMES!

---

## **TANK RULES OF PLAY**

23. A Tank driver has the authority of a ref in matters regarding player safety and during tank reinsertions. The Driver is neutral outside of the tank, provided they are wearing the required orange safety vest.
24. Tanks can only be killed by Land Mines, Rocket Launcher, Grenade Launcher or destruction of all four Kill Pigeons.
25. Hits that break all four Kill Pigeons count as an elimination. In addition, any single hit on to a tank with anti-tank land mines, rocket launcher, grenade launcher will count as an elimination.
26. The clay Kill Pigeons are the targets, not the Drivers/Gunners/passengers inside. Only shoot at designated the clay pigeon targets affixed to the tank. Players observed deliberately shooting the Driver/Gunner/Passengers will incur a penalty.
27. Tanks may be used as troop carriers. If the tank is eliminated, so are all the troops being carried.
28. Players inside tanks are immune to BB hits, however players riding on the exterior are fair game
29. Only 3000 rounds of BBs per tank, per run.
30. **Exceptions to the above rules >>>>>**
  - A. For re-supply purposes, players may approach a legally parked tank flying its white flag.
  - B. Players may approach or debark from a legally parked tank when the tank is used as a personnel carrier, flying its white flag.
  - C. In some playing fields, buildings and bunkers are closer than 20ft to the road. Players may still use these obstacles for cover if the player is already in that cover before the tank approaches.

---

## **TANK MOVEMENT RESTRICTIONS:**

31. Tanks are not allowed to freely roam the field. A tank must be following a designated tank route. Tanks cannot move back and forth from an off-road position.

32. Tanks have specific rules that govern when and where they may drive based on the flow of the game. Certain criteria must be met before tanks may roll into, or past a given area - IE: **WAY POINTS**

33. **THERE ARE NO TANK PARKING SPOTS ON THE PLAYING FIELD. TANKS MUST REMAIN IN MOTION AT ALL TIMES UNLESS:**

- MECHANICAL BREAK DOWN AND UNDER A WHITE FLAG
- AT A TANK DEAD ZONE
- VERIFYING AT HIT UNDER A WHITE FLAG
- DROPPING OFF TROOPS UNDER A WHITE FLAG
- RESUPPLYING TROOPS UNDER A WHITE FLAG.

---

### **TANK KILL PROCEDURE:**

34. Any player legally disabling a tank will be referred to as an AT (Anti-Tank) Gunner.

35. Tanks will be issued 15 **KILL CARDS** prior to the start the game. The numbers 1-15 will be printed on them (15 is the maximum number of times that a tank can legitimately be disabled in an 8 hour game).

36. Each time a tank is disabled, the Tank Driver will confirm the kill and then hand the AT Gunner, or rival player, a **KILL CARD**. The disabled tank then heads to a designated DZ.

37. The AT gunner's name should be recorded on the back of the card so proper credit is given to the AT gunner. The AT Gunner may do this with a marker that he is required to carry (as per mandatory gear list).

38. Players receiving a **KILL CARDS** should turn it in to their Team Commander ASAP.

39. The **KILL CARDS** will be awarded points. Any cards not turned in will not count for points.

40. **KILL CARDS** will be collected by the Game Master at 5:00 pm.

41. A disabled tank must hoist its required 2' x 3' white flag.

42. A disabled tank must lower its team coloured flag to reduce confusion whether or not it is in play.

43. A disabled tank must immediately report to a Tank Ref
44. After reporting a disabled tank, a Tank Ref will designate which DZ to go to. The tank will wait at the DZ for the next tank reinsertion.
45. DISABLED TANKS MY NOT RETURN TO REGULAR GAME PLAY UNTIL GIVEN PERMISSION FROM A TANK REF.
46. Only 3000 rounds of BBs per tank, per run.
47. Tanks engaging in reckless, dangerous or dishonourable behaviour will be ejected from the playing field. All Kill Cards from an ejected tank will go to the opposing team.

(Game Master insert movement restrictions as see fit)