

SIDE NAME	ALIENS	PREDATORS	MARINES
GENERAL	BEA YOUNGS	MIKE PAXSON	ROCKY CAGNONI
SECOND IN COMMAND	SCOUT - SECTION 8	???	ATL PHEONIX
CLOTHING / TAPE	LIGHT- TO MEDIUM-GREY, EXCEPT URBAN CAMO	BLACK	CAMO (ANY)
% OF PLAYERS	25%	25%	50%
MAIN OBJECTIVE	INFEST FIELD WITH EGGS / PROTECT QUEEN	COLLECT DEAD ALIEN/MARINE SKULL CARDS	MISSIONS ONLY
HEADQUARTERS / REINSERTION POINT	#16 & ANY LIVE EGG*	#9 ONLY	#4 AND #25
*EGGS	<b>KEY COMPONENT!</b> UP TO TWO TETHERS WITH THREE EGGS PER TETHER CAN STRETCH OUT FROM #16. TETHER ALLOWS EGGS TO BE PLACED ANYWHERE WITHIN 200 FEET OF HQ OR LAST EGG IN THE CHAIN. IF FIRST EGG IS DESTROYED, ALL SUBSEQUENT EGGS ARE DEAD, AND SO ON. REF GOES WITH EACH TETHER.	<b>STOP THE SPREAD OF ALIEN EGGS!</b> KILL ANY EGG, AND ANY SUBSEQUENT EGGS ALONG THE TETHER, BY DETACHING TETHER FROM ANY EGG IN THE CHAIN. ONE REF WILL BE WITH EACH TETHER AND WILL BE WATCHING EGG #1, #2 AND #3 IN THE CHAIN. REF WILL PULL EGGS BACK IN UPON DESTRUCTION.	<b>STOP THE SPREAD OF ALIEN EGGS!</b> KILL ANY EGG, AND ANY SUBSEQUENT EGGS ALONG THE TETHER, BY DETACHING TETHER FROM ANY EGG IN THE CHAIN. ONE REF WILL BE WITH EACH TETHER AND WILL BE WATCHING EGG #1, #2 AND #3 IN THE CHAIN. REF WILL PULL EGGS BACK IN UPON DESTRUCTION.
REINSERTION TIME	ONE MINUTE WAIT. TAG AND GO FROM #16 OR ANY LIVE EGG.	ONE MINUTE WAIT. TAG AND GO AT #9.	10 MINUTE WAIT. TAG #4 OR #25 AND GO
POINTS	SEE MAP ON REVERSE SIDE. TAKE EGG TO ANY AREA WITHIN THE +10, +15 OR +20 RINGS AND HOLD AT XX:15, XX:30, XX:45 AND XX:00 FOR CORRESPONDING POINTS. MAX POINTS = 360. PROBABLE PTS = 200	+1* FOR EACH ALIEN/MARINE SKULL CARD RETURNED TO YOUR HEADQUARTERS BY THE END OF THE GAME. THIS IS YOUR DAY AND NIGHT ASSIGNMENT ONLY. *WILL ADJUST POINT BASIS PRIOR TO START, IF NEEDED, BASED ON ATTENDANCE & PROJECTED DEATHS/HOUR	MISSIONS ONLY. BEING SEPARATED ON THE FIELD, MISSIONS WILL BE A MIXTURE OF "CLOSE" OBJECTIVES FOR LONGER TIME PERIODS AND CROSS-FIELD MISSIONS. MINIMUM POINTS PER HOUR = 200. MAXIMUM POINTS PER HOUR = 300
BASE KILLS	<b>NONE.</b> ATTACKERS CAN SURROUND BASE FOR UP TO FIVE MINUTES. AFTER THAT, REFS WILL PUSH ATTACKERS BACK 200 FEET.	<b>NONE.</b> ATTACKERS CAN SURROUND BASE FOR UP TO FIVE MINUTES. AFTER THAT, REFS WILL PUSH ATTACKERS BACK 200 FEET.	<b>NONE.</b> ATTACKERS CAN SURROUND BASE FOR UP TO FIVE MINUTES. AFTER THAT, REFS WILL PUSH ATTACKERS BACK 200 FEET.
GENERAL KILLS	25 POINTS PER KILL, IN OR OUT OF BASE. YES, YOU CAN DESTROY BASE & GENERAL INSIDE OF BASE, BUT NOT THE BASE'S ABILITY TO BE A REINSERTION POINT	25 POINTS PER KILL, IN OR OUT OF BASE. YES, YOU CAN DESTROY BASE & GENERAL INSIDE OF BASE, BUT NOT THE BASE'S ABILITY TO BE A REINSERTION POINT	25 POINTS PER KILL, IN OR OUT OF BASE. YES, YOU CAN DESTROY BASE & GENERAL INSIDE OF BASE, BUT NOT THE BASE'S ABILITY TO BE A REINSERTION POINT
SKULL CARDS	ALL PLAYERS WILL BE ISSUED A "SKULL CARD" AT THE GAME START AND AFTER EVERY REINSERTION (AT HQ)	N/A	ALL PLAYERS WILL BE ISSUED A "SKULL CARD" AT THE GAME START AND AFTER EVERY REINSERTION (AT HQ)
ELIMINATIONS	<b>DROP SKULL CARD WHERE YOU GET SHOT, WHEN YOU GET SHOT.</b> ANY QUARTER-SIZED HIT TO BODY OR EQUIPMENT IS AN ELIMINATION.	RETURN TO HQ (#9) AND DROP OFF ANY SKULL CARDS YOU'VE COLLECTED	<b>DROP SKULL CARD WHERE YOU GET SHOT, WHEN YOU GET SHOT.</b> ANY QUARTER-SIZED HIT TO BODY OR EQUIPMENT IS AN ELIMINATION.
GUNS / MODES	ANY	ANY	ANY
PROPS	NONE	NONE	NONE
NUKES		AVAILABLE ONCE PER HOUR. PREDATOR MUST DECLARE AREA TO BE NUKED TO BASE REF. FORWARD REF IN AREA WILL CALL ALL DEAD AND 200' DIAMETER WILL BE UNABLE TO HOST AN EGG FOR NEXT 15 MINUTES.	
INVISIBILITY CLOAK	NONE	AVAILABLE TWICE/HOUR. BASE REF ISSUES PONCHOS TO SIX PREDATORS. CLOAK IS GOOD FOR 10 MINUTES..	NONE

24HG - AvPvM 2 RULES

TANKS	ALLOWED. TANK MUST HAVE FLAG/SHIRT TO SIGNIFY IT IS ALIVE, AND WHITE FLAG TO SIGNAL IT IS DEAD	NOT ALLOWED	ALLOWED. TANK MUST HAVE FLAG/SHIRT TO SIGNIFY IT IS ALIVE, AND WHITE FLAG TO SIGNAL IT IS DEAD
LAWNS ROCKETS	ALLOWED. TAKE OUT ANY HQ WITH TWO SHOTS WITHIN TWO MINUTES, TAKE OUT TANK W/ ONE SHOT	NOT ALLOWED	ALLOWED. TAKE OUT ANY HQ WITH TWO SHOTS WITHIN TWO MINUTES, TAKE OUT TANK W/ ONE SHOT
DEATH DISK	NONE	ALLOWED. ONLY METHOD FOR BLOWING UP ENEMY HQ OR EGG FROM A DISTANCE. ONE DIRECT HIT = BASE KILL	NONE
SHIELDS	NONE	ALLOWED 26" DIAMETER SHIELD. SHIELDS DO NOT COUNT AS EQUIPMENT. SHIELD HITS DON'T COUNT AS ELIMINATIONS	NONE
YELL "HIT" OR "MEDIC"	<b>IF YOU GET SHOT, YOU MUST YELL <i>EITHER</i> "HIT!" OR "MEDIC!" IF YOU YELL HIT, YOU'RE DONE. REINSERT.</b>	<b>IF YOU GET SHOT, YOU MUST YELL <i>EITHER</i> "HIT!" OR "MEDIC!" IF YOU YELL HIT, YOU'RE DONE. REINSERT.</b>	<b>IF YOU GET SHOT, YOU MUST YELL <i>EITHER</i> "HIT!" OR "MEDIC!" IF YOU YELL HIT, YOU'RE DONE. REINSERT.</b>
MEDICS	TOTAL OF SIX MEDICS. MEDIC HAS 90 SECONDS TO GET TO YOU. <b>ONLY A MEDIC CAN HEAL YOU!</b>	EVERY PREDATOR IS A MEDIC. PRED_MED HAS 90 SECONDS TO GET TO YOU. PREDATOR CAN BE HEALED UP TO THREE TIMES. <b>ONLY ANOTHER PRED_MED CAN HEAL YOU!</b>	TOTAL OF SIX MEDICS. MEDIC HAS 90 SECONDS TO GET TO YOU. <b>ONLY A MEDIC CAN HEAL YOU!</b>
ENGINEERS	THREE ALLOWED. ONLY PLAYER THAT CAN TAKE DOWN ORANGE FLAGGING TAPE ON BLOWN BRIDGES	THREE ALLOWED. ONLY PLAYER THAT CAN TAKE DOWN ORANGE FLAGGING TAPE ON BLOWN BRIDGES	THREE ALLOWED. ONLY PLAYER THAT CAN TAKE DOWN ORANGE FLAGGING TAPE ON BLOWN BRIDGES
DEMOLITIONS	THREE ALLOWED. MUST CARRY ORANGE FLAGGING TAPE AND C4/SATCHEL. CAN ONLY TAKE BRIDGES OUT OF PLAY. MUST CLEARLY TAPE OFF BRIDGES AFTER KILL	THREE ALLOWED. MUST CARRY ORANGE FLAGGING TAPE AND C4/SATCHEL. CAN ONLY TAKE BRIDGES OUT OF PLAY. MUST CLEARLY TAPE OFF BRIDGES AFTER KILL	THREE ALLOWED. MUST CARRY ORANGE FLAGGING TAPE AND C4/SATCHEL. CAN ONLY TAKE BRIDGES OUT OF PLAY. MUST CLEARLY TAPE OFF BRIDGES AFTER KILL
COMPLAINING	NONE	NONE	NONE