

WAR OF NEANDROS

Neandean Battle Realm

www.TacticalLaserTag.com

Battle Realm Rulebook

General Rules

As Battle Realm is an exciting new program offered by Tactical Laser Tag the development of the rulebook should be an ongoing process through collaboration of staff and players. Revised rulebooks will be posted online and distributed at the Battle Realm sessions.

1- Factions

Each player joining Battle Realm will join a faction. Currently Battle Realm has 2 factions: the Neandean Empire and the Commonwealth Horde. Each have background stories and unique characteristics for play. Legion of Logos and Ares Kingdom will be added in the future as the number of participants grows. These new factions may be formed by groups of players joining or by players breaking away from their existing faction to form a new one.

Once a player has joined a faction they will remain with that faction each session that they play. Players will have their choice of faction when joining but it is imperative that the factions are somewhat competitive for Battle Realm to be successful. Tactical Laser Tag staff reserves the right to introduce "equalizers" to obtain this goal.

2- Registration

Players will need to register with Tactical Laser Tag to become a member of the Battle Realm Universe. See online for membership rules and fees.

3- Event/Session Fees

The cost for each Battle Realm session will vary depending on a several factors, including cost of venue and length of session. See online for event/session fees.

4- Battle Map

A Battle Map will show the current state of affairs in the War of Neandros and each mission will effect the map. Factions will battle for possession of territories and zones. Control of territories and zones will earn your faction abilities and privileges. The Map will be posted online and revised with the outcomes of each sessions missions. Maps will also be distributed at the Battle Realm sessions as a current state of affairs.

5- Schedule

Battle Realm sessions will be scheduled with as much advance notice as possible. See online for a list of scheduled events and how to sign up for each.

6- Ranks

Players will rank up as they continue play in the War of Neandros. The current structure of ranking is listed below with the number of sessions completed to obtain that rank. Ranked players may receive special privileges and will act as leaders for their faction. Tactical Laser Tag staff will communicate with the faction leaders when determining and announcing upcoming missions, etc.

1- Recruit (New)

2- Grunt (1+ Sessions)

3- Elite (4+ Sessions)

4- Officer (7+ Sessions)

5- Commander (15+ Sessions)

When a player ranks up they will be eligible to wear the apparel of that rank. Rank apparel will have a unique appearance and include the rank. These items of apparel will be available for purchase by the players of that rank: T-Shirt = \$10, Sweatshirt = \$20, Hooded Sweatshirt = \$25, Ball Cap = \$12

7- Weapon Choices

Players will choose their weapon before each mission. Weapon choices will be limited by rank, mission type, and availability. This is the current detailed weapon list:

Faction	Weapon Type	Rank	Health	Damage	Range	Rounds	Reload Time	MuzlFish	Sound	Rate Of Fire
Common	Assault Rifle	Recruit	100	20	1000	30	2 seconds	Yes	Military	400 Auto
Common	Machine Gun	Recruit	100	15	500	80	4 seconds	Yes	Military	600 Auto
Common	Sniper Rifle	Grunt	100	50	1000	1	2 seconds	No	SciFi	NA
Common	Battle Rifle	Grunt	100	30	1000	15	4 seconds	Yes	Military	300 Burst
Special	Commander Gun	Elite	250	40	500	UNL	NA	Yes	SciFi	500 Auto
Empire	Imperial Blaster	Elite	100	30	500	40	10 seconds	Yes	SciFi	500 Semi
Empire	Pulse Rifle	Officer	100	40	1000	20	4 seconds	Yes	SciFi	300 Semi
Horde	Chain Gun	Officer	100	15	500	500	10 seconds	Yes	Military	800 Auto
Horde	Berzerker Blaster	Elite	70	25	500	UNL	NA	Yes	SciFi	500 Auto

8- Missions

A list of missions has been selected to provide an absorbing atmosphere, competitive play and enjoyment by the players. The mission list will likely expand as more variations are introduced.

Team Battle

Team Annihilation

Command & Conquer

Attack/Defend

9- Recruiting

To keep Battle Realm engrossing and competitive Tactical Laser Tag has placed some requirements for new recruits:

Age 15+ = Some Tactical Laser Tag or Pursuit Gaming (paintball, airsoft) experience suggested.

Age 11-14 = Some Tactical Laser Tag experience required. This could be from participation in leagues, camps, parties, youth group events, etc.

All players should be serious gamers that will always put forth due effort in the missions.

Game Play Rules

1- Territories

Each territory will either be controlled by a specific faction or “disputed.” Disputed territories have 2 factions currently warring over control of that territory. Which ever faction wins the next mission in that territory will gain control. When a faction attacks a controlled territory and wins, that territory becomes disputed. So, it takes two consecutive wins to gain control of a controlled territory.

Disputed territories must have at least one mission played at each Battle Realm session (if time allows). Disputed territories missions will be played before undisputed territories. Undisputed territories can only be attacked once during a session.

2- Zones

Zones are a group of territories. Controlling an entire zone grants your faction additional privileges. See online for more details.

3- Movement

Each faction has the right and responsibility to battle in each disputed territory. Your faction may attack an undisputed territory if your faction controls a neighboring territory at the time of the attack. This territory that you are attacking from cannot be one that was obtained in the previous mission.

4- Mission Selection

Factions will take turns selecting the territories for battle and the mission type used when not dictated by other game rules. We will try to use all available mission types whenever possible. Some circumstances may limit the availability of certain missions and/or grant special selection privileges to one faction.

5- Abilities

Abilities will be listed for each territory on the Battle Map. Factions must have full control of the territory to use the ability. Below is a brief description of each ability:

Infiltration = 50% of the attacking force can start with advanced positions.

Juggernaut = one supersoldier for your faction in the mission.

Special Ops = Sniper has 5 round clips.

Garrison = Defending team starts with an advantage.

Field Command = select a mission type out of turn.

Ambush = your faction has multiple bases for the mission.

Reinforcements = special respawn privileges during Team Annihilation.

Horde Attack = advanced break at start of mission. 1 per session.

Imperial Troopers = more special class players for the Empire. 1 per session.

6- Scoring

Team Battle is kills vs kills.

Team Annihilation is won when one team is eliminated before the respawn time.

Command & Conquer is won when the opposing team's commander is eliminated.

Attack/Defend has different objectives for each team. These vary by battlefield used.