

# MODERN WAR

This all day event is full of all kinds of missions and objectives. Which team will score the most points and win? We at Ambush wish you have a great time and find Modern War a great event. Good luck!

## HOW CAN YOU SCORE POINTS FOR YOUR TEAM?

- Eliminations:** 1 Point if eliminated player returns to picnic area.  
2 Points if eliminated player returns to POW camp.
- Flag Captures:** Return flags back to main fort your team starts at:  
25 Pts. for Gold Flags  
15 Pts. for White Flags  
10 Pts. for Red Flags
- Stretchers:** Return to main fort your team started at:  
50 Pts. each – Have to be same color arm band – your wounded team (stretchers have dummy players on them).
- Ammo Boxes:** Found at Ammo Dump site – Return your team boxes to your main fort and a referee will unlock the box. Boxes have prices and ammo for you and your team.  
25 Pts. for each box returned
- Hidden Cases:** Cases hidden throughout playing field – What is inside? – Pods full of paint, grenades, points, or it could be a bomb. Leave case where you find it. Please close back up if you have time.
- Spies:** Each team will have two spies. Spy can switch teams at any time. If spy is eliminated, he or she must tell referee at return to POW camp or picnic area.  
25 Pts. for eliminating a spy
- General:** Each team has one general – protect your general because each eliminated is 100 points for the opposite team (Don't forget general will be needed at some point in the game for a mission worth 500 pts.).

- Area Flag Captures:** This is a mission for your team. Area Flag Captures are worth 150 pts. If held for half hour time limit. Your flag must be raised and stay raised for a half hour. If that happens, you will get tank or hummer for 15 minutes. That vehicle will have your flag raised on it and will be eliminated other team. The other team can only take it out with a bazooka.  
Area Flag Captures include: Missile Silo Area, Communication Towers (2 of them) and several other sites where flags can be raised.
- POW Escort:** At announced time, POW Escort will take place. This mission is for a team mission to return POW's to main fort. If successful, team is rewarded 25 pts. for each POW. Other team is awarded 25 pts. for each POW eliminated during mission. Bonus of 150 pts. will be awarded if all POW's are returned safely to main fort.
- Bazookas:** Only way to destroy a hummer or tank. Each team has 3 bazookas. If you destroy a hummer or tank, it is worth 100 pts. You cannot take other teams' bazookas. After use, get a referee for reloading.
- Nuclear War Head:** Each team will have 2 bomb experts who are the only players that can set Nuclear-War-Head – takes time to set – that once set you must raise your flag and hold for 3 more minutes. If flag is not taken down from other team within that time, 20 players are eliminated from other team who set the bomb. This mission can make a big difference in the game. You can set war-head once every hour.
- Ammo Sled:** This mission will take many teammates. If successful, your team will receive 4 cases of paint and other awards. This sled must return to your POW camp. Once successful, the ammo sled will be opened for POW use only. Each team has an ammo sled. This will give you ammo to help your team and is also worth 200 pts. if successful.
- POWs:** POWs can be released every 10 minutes or once a live player releases them. One live player can release all POWs.
- Missions:** Missions will be announced on game day. Each team will have missions throughout the day worth points.

# MAP OF FIELD

