

Firing Squad

Live ammo – live targets. One team lines up to be shot by the other, for the experience. Ready, aim, fire – 1 shot only. Three times. No head shots. Targets may face the squad, or turn their backs to it. If facing the squad, they are allowed to position their weapon in order to protect strategic body parts...

Team Deathmatch

Take out as many of the other team as possible before the horn blows. Go to Hospital if you're hit, and count to 100 before re-spawning. Head shots count. Each team starts at their team base

MARSHALS – A marshal joins each the team, as a player, not a leader. One marshal at the Hospital, keeping a body count

Next game – Teams change bases

CTF – Capture the other team's flag. The winning team must have both flags at their base.

You are not allowed to hide flags at your base. Where your flag is now, is where they reside. Captured flags must be displayed in the same place

You must not touch your own flag, except to return it to your base if it's captured

Only one person is allowed to hold a flag at a time. If you want to take it from them, you must take out the flag bearer; and not fight over the flag

The flag is not a weapon. There is no contact in this game

If someone carrying a flag gets hit, they must drop it immediately, in an open area. No throwing it into nettles!

A player cannot carry more than one flag at a time

If you're hit, go to the hospital

MARSHALS – One marshal monitoring, and defending, each base. If hit, do a standard re-spawn, but without leaving the base. One marshal at the Hospital

Next game – Teams change bases. Take your flag with you!

Platoon - A team must get from one base to another, through heavy jungle; aware that enemy guerrillas are stationed within

Guerillas are not allowed inside the bases, nor can they shoot into the heavily-defended bases; but they are experts at concealment and jungle warfare

No re-spawning. If hit, return to the start point and stay there

Players who reach the base can fire from, or leave, the base. However, they must be at the base for their score to count

MARSHALS – One marshal at the destination base effectively mans a gun turret, and so is indestructible while defending the base. Another marshal monitors the start point, and decides when a team is totally out, and ends the game

Next game – Teams change responsibilities. The winning team is the one with the most players at the destination point

Siege

A team of freedom fighters are making their last stand, at the North Base; defending it against an entire extermination squad

They have just three minutes to prepare, before the squad arrives to wipe them out. Exterminators are heavily armoured, and can take 3 hits to the body before going down, or one head shot

Only one hit is necessary to take out a Defender

Defenders must nominate a Commander who must identify themselves to the marshals, but not to the exterminators. While Defenders are allowed to leave the base, the Commander must remain at the base. The Commander may defend; but if hit, the game is over

No re-spawning. If killed, leave your guns here, and go to the Safe Zone

MARSHALS – Time the game, and monitor the Commander. They will also join in the defence, but can be taken out with one hit

Next game– Teams change responsibilities. The winning team is the one that defended the longest. Killing all the exterminators wins the whole game by default

Endzone – Somewhere in the jungle is a nuclear warhead from a downed plane. The first team to plant the warhead at their opponents' base wins the game

The device is not a weapon. There is no contact in this game. Only one person may hold on to the device at a time, so fighting over it is not allowed

If the one carrying the device gets hit, they must drop it immediately, in an open area. Throwing the device is not allowed at any time

If you're hit, go to the hospital, and count to 100 before re-spawning

MARSHALS – Monitor, and defend, each base. If hit, they do a standard re-spawn, but without leaving the base. One marshal at the Hospital

Next game– Teams change bases

Ground Clearance – After creating havoc at a local military base, one team of guerrillas is escaping capture by hiding in a jungle. The other is sending a large squad into the area, to systematically clear them out

The squad will work in small groups, each with a radio for communication with the others

Guerrillas can work individually, or with buddies. Their job is to find a hideaway, and take down as many soldiers as possible from it. Once they have hit someone, they can move to another spot if they feel compromised

Guerrillas cannot re-spawn, and must go to the Safe Zone when hit

Soldiers go to the Hospital to re-spawn

The game ends when all the guerrillas are out

MARSHALS – One to monitor the Hospital, and do a body count. One to monitor the Safe Zone, count the guerrillas, and end the game. Spare marshals may join either group, but must do the same in both games, to keep a balance

Next game– Teams change responsibilities. The winning team is the one whose guerrillas took out more of the enemy squad