

Engineer rules. (Card)

Add /defusing mines	Two hands on the mine. Kneeling	2 min.
Build base/ spawn/ Checkpoint	Others can help.	5 min.
Tear down base/ spawn/ Checkpoint	Others can help.	5 min.
Repair car	Two hands on the hood. Standing.	5 min.
Blow up/ repair	2 hands on the object. Kneeling	2 min

No other player can perform what is in the above table. Inform your team. You must have a watch/mobile to measure time and a knife or multi-Tool. When an object is blown-up, tie-on barrier tape. Disarmed mines are put visibly on the side of the road. The mobile spawn lasts 1 hour. Make a note with the marker the time it was put up. Gamemaster will collect the spawn when the time is up. You may be handed bombs or explosives on some missions.

A vehicle has a burnout time of minimum 5 minutes and maximum 15 minutes. Vehicle spawn at base and it takes 15 minutes. Only a 40mm airsoft grenade type M203 or similar may be used to stop the vehicle. ATV or similar is out when the driver is shot. All mines on the road must be defused before a car can pass.

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