

GAC Nerf Battle Games

1. Team Work

- a. Every player works to protect themselves and their teammates, game goes on until all players from either team are out.

2. Protect your Captain

- a. The referee picks a captain from each team, that captain gets the shield. The job of the team is to keep their captain safe. The team with the first captain to get to the opposite side wins. If a captain gets hit, the game is over immediately and that team loses.

3. Capture the Flag

- a. Each teams flag will be placed on the opposite team's side. First team to get their flag to their base wins. If you get hit with the flag, you must drop it in place and head to the dugout. Others can pick up the flag and continue on.

4. Raise the Flag

- a. 5 minutes on the clock, at the end of the 5 minutes or all players on one team are out, whichever teams flag is high in the air wins. No puppy guarding your flag!

5. Honk You're Horn!

- a. First team to honk their horn that is on the opponent's side wins!

6. Capture the opponent.

- a. The referee picks one play for each team that goes to the opponent's side and is "captured". That player must stay on the opposite side and not fire any shots until one of their teammates tags them. Once they have been tagged by a teammate, they can shoot their gun and make their way back to base. The team with the first captured player to make it back to their home base wins. If neither captured opponent makes it home, game is a draw.

7. All in and done

- a. Every player for them self (you can even shoot players on your own team), game goes on until all players are out. The last player left on the field wins.