

# Nerf War Games

by Joshua Forester

## Rules

- Don't throw or drop the guns.
- Don't move barricades.
- Don't try to take someone else's gun.
- Guns are NOT melee weapons.
- Don't overload guns.
- Only use the correct ammo and magazines.
- Don't aim for the face.
- Don't hoard ammo.

## Battle Royale (Free-For-All)

- Weapons are spread across the arena, players must acquire a weapon and be the last one standing.
- You can swap out your weapon for any other weapon laying around, or any weapon from a fallen enemy.
- **OPTIONAL**: Duos, trios or squads. Downed players can be revived by teammates and cannot shoot or move while they are down. Downing a whole squad eliminates the team.

## Battle Royale Capture the Flag

- BR rules with one flag on the field to capture.
- Eliminated players respawn and continue fighting for the flag.
- First one to capture the flag and take it to the scoring zone wins.
- **OPTIONAL**: Same rules with duos, trios or squads.

## Team Deathmatch

- Split players into teams.
- One-shot eliminations, last team standing wins.
- **OPTIONAL**: Players can respawn once; killed players must go to the respawn box and wait out the time limit before jumping back in the game.
- **OPTIONAL**: Players can only respawn when an enemy is eliminated. Players respawn in the order they were killed.

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## Traitor Team Deathmatch

- TDM rules, except no respawning. Eliminated players join the other team. Game ends when all players are on one team.

## Fireteam Deathmatch

- TDM rules with a twist: teams are subdivided into 2, 3 or 4-person squads, or fireteams.
- When one member of a fireteam is hit, they are “downed”. They cannot shoot or move.
- Downed players can be revived by their squadmates **ONLY**. If both fireteam members are down, that squad is eliminated.
- Last team with living players wins.
- **OPTIONAL**: Each team has one medic, and only medics can revive.

## Capture the flag

- Flags are placed at opposite ends of the arena in each team’s starting area.
- Teams try to capture the other team’s flag.
- **OPTIONAL**: players can respawn after going to the respawn zone and waiting out the time limit. Respawn zone **MUST** be located away from each team’s flag.

## Infected

- Small fireteam of Survivors with weapons. Other team is much larger with no weapons, or melee weapons only.
- Zombie team respawns indefinitely. Survivors don’t respawn. When killed, Survivors go to the zombie respawn and join the zombie team.
- Survivors must hold out until time runs out to win.
- **OPTIONAL**: Survivors hold out until time expires, then must run to the extraction point without dying.
- **OPTIONAL**: Survivors cannot shoot while heading for extraction.

## Tower Defense

- One team must line a pathway to the “base”, sitting in chairs with weapons and ammo. They cannot leave or move their chairs once the game starts.
- The other team has no weapons. They must run the path and reach the “base” to win.
- If the time limit expires before the base is reached, the defending team wins.