

# CARTEL

## A scenario by Dom "Sharp" Beaudoin - Sudden Harm

Cali, Colombia, circa 1970 - The brothers Gilberto and Miguel Rodríguez-Orejuella begin a 35-year reign of terror that would eventually end in the arrest of all known member of what was to become known as the Cali Cartel. Funded by their kidnapping of wealthy foreigners, the gang took advantage of the DEA's disregard of methylbenzoylcgonine traffic as an important issue (whereas at the time, the control of diacetylmorphine was the primary concern) and established an empire of contraband growth, sale and distribution that could only be rivaled by villains portrayed by Hollywood actors.

June 9 1995 - The Colombian National Police arrest Gilberto in his home; there they discover a classified DEA report titled "The Kings of Cocaine", translated into Spanish. He is sentenced to 13 years in jail. August 6 1995 - The CNP breaks down the door of Miguel's apartment to find him hiding in a secret closet in his bathroom. He is sentenced to 21 years in jail.

The DEA and US Customs Services actively search for the remaining kingpin of the Cali Cartel; Helmer Herrera-Buitrago aka "Pacho" and his remaining operatives. Pacho orders his henchmen to load what is left of the their contraband, some 1300 pounds of contraband, to be loaded on his Cessna 210 and flown to his safe house in Bolivia.

Hearing of the Cali Cartel flying over Peruvian air space, Peruvian contraband kingpin Fernando Zevallos orders an attack on the aircraft, causing the Cessna to fall apart in the air and lose its precious cargo all over the Peruvian jungle. Three forces converge to find the contraband; the Cali Cartel who want their contraband back, the DEA who is hot on pursuit and the Zevallos Cartel who seek total domination of contraband distribution in the area.

### **Teams:**

United States Drug Enforcement Agency (DEA)

Cali Cartel

Zevallos Cartel

### **Game Objectives:**

All Teams -

- To collect and return packages of contraband back to individual bases.
- To hold and defend contraband packages in individual bases.
- To attack and raid enemy bases and obtain contraband packages therein.
- To harass the enemy and inhibit their ability to collect contraband packages.

### **Game play:**

## **STARTING POINTS AND BASE LOCATIONS:**

Starting locations will be randomly drawn before the game starts and will yield one of three possible areas:

### **Start Point Base**

Team 1 Sat 10:00-13:00 USA Hamburger Hill

Sat 14:00-17:00 Sugar Shack Barracks (Above Bus)

Sun 11:00-14:00 The Pines The Pyramids

Team 2 Sat 10:00-17:00 The Pines The Pyramids

Sat 14:00-17:00 USA Hamburger Hill

Sun 11:00-14:00 Sugar Shack Barracks (Above Bus)

Team 3 Sat 10:00-13:00 Sugar Shack Barracks (Above Bus)

Sat 14:00-17:00 The Pines The Pyramids

Sun 11:00-14:00 USA Hamburger Hill

At game start, all teams must go out and find contraband packages and return them to their designated bases. Every 30 minutes, referees will count how many packages the team holds in their bases and award points for each. Although harassing the enemy awards no specific points, it will help to collect contraband packages more safely. As teams amass contraband packages, enemy teams may elect to raid bases to steal contraband for their own. As raids are inevitable, bases must be defended with an appropriate amount of defensive forces. Although bases may be raided, they cannot be "held" or occupied by enemy forces - they are awarded no points for such an act. Raiding players must evacuate an enemy base devoid of contraband packages.

At 13:00, all teams will leave the playing field to pause for a period of one hour. All contraband packages will be removed from bases and re-dispersed onto the playing field. At 14:00, all team will then adopt their new start points and observe their new base locations.

### **Particularities:**

**Killed Player** - Any player that has been declared killed as per rules must immediately drop any contraband bag on their person, on the exception of the Mule.

**Mules** - The players who choose to wear **backpacks** to collect contraband packages who are declared killed must remain in place and surrender to an enemy player. Only 10% of the total team may be a Mule (ex: 100 player team, allocation is 10 mules). When such a player is shot, he will remain where he is killed with his hands in the air.

Enemy players may advance upon him to collect his contraband amassed in his bag. The Mule may then return immediately to his re-spawn point without returning to a dead-box or suffer any time penalty. If a killed Mule is not advanced upon within **5 minutes**, he may immediately continue to play. Such a player must also be equipped with a watch and **must respect the 5 minute rule and obey this rule to the letter.**

**Re-Spawning Player** - Referees will collect dead players and return them to their re-spawn point. Re-spawning players must follow the ref in a single file with their hands up until they return to their base. No enemy player may harass the re-spawning player.

**Points:**

1 point per bag of contraband in base

5 bonus points if base has more than 33% of all contraband in play

Saturday schedule

10:00	1st Period Starts
10:20	1st Re-Spawn
10:30	1st Contraband Count
10:40	2nd Re-Spawn
11:00	2nd Contraband Count & 3rd Re-Spawn
11:20	4th Re-Spawn
11:30	3rd Contraband Count
11:40	5th Re-Spawn
12:00	4th Contraband Count & 6th Re-Spawn
12:20	7th Re-Spawn
12:30	5th Contraband Count
12:40	8th Re-Spawn
13:00	6th Contraband Count & Break Period
14:00	2nd Period Starts
14:20	9th Re-Spawn
14:30	7th Contraband Count
14:40	10th Re-Spawn
15:00	8th Contraband Count & 11th Re-Spawn
15:20	12th Re-Spawn
15:30	9th Contraband Count
15:40	13th Re-Spawn
16:00	10th Contraband Count & 14th Re-Spawn
16:20	15th Re-Spawn (Final)
16:30	11th Contraband Count
17:00	12th Contraband Count & Game End