Objective of Assaulting Army

Advance across “no-man’s-land” and capture the enemy trenches.

Rules for Assaulting Army

1. Follow your General’s orders. You will be shot if you do not follow orders.
2. The General’s orders are:
	1. to start the artillery barrage (teacher will play battle sounds)
	2. once the artillery barrage has stopped; teacher will blow the whistle to start the assault by saying “*over the top*”
3. To assault, crawl through the spaces in between the desks, cross “no-mans-land,” and defeat the enemy by throwing as many paper balls and killing as many of the enemy as you can.
4. You cannot fire until you are in “no-mans-land.”
5. If you do not leave the trench you will be considered a coward and will be shot by your own General. Therefore, the only chance you have at surviving is to safely cross “no-mans-land” and take the enemy’s trench.
6. Battle has ended when the teacher blows the whistle twice and the General shouts “*cease fire*”
7. Casualties: If you are hit with a paper ball, you become a casualty and must lie down until the assault is over.

Objective of Defending Army

Stop the assaulting army from taking your trench by hitting them with paper balls.

Rules for Defending Army

1. All are to be in the “cover trench.”
2. After the assaulting army begins its artillery barrage, your General has the option of either returning artillery fire right away or waiting until the assault begins.
3. After the enemy artillery barrage ends you will be commanded by your General to go to the “firing trench” and wait for the assault that will be coming.
4. You CANNOT fire on the enemy until you are commanded to do so by your General or you will be disqualified.
5. Casualties: If a paper ball hits you, you are considered a casualty and must lie down until the assault is over.