Basic Rules

Rules:

- All those over 18 years old only need **FULL SEAL EYE PRO**, no mesh.

- All those under 18 will need **FULL SEAL FACE PROTECTION** like a paintball mask.

- Eye Pro stays on while you are on the field. You can only defog in staging.

- All players will need a Red or White colored rag to use as a **DEAD RAG.**

- While in the staging area players must have a barrel cover, magazines out and safeties on.

- Friendly Fire is on. Check your targets before you shoot.

- Melee kills are active. All you need is a soft hand tab to Melee kill a player. These are instant deaths.

- Safety Kills are active. If you get the drop on a player and are within 6 feet say BANG BANG to safety kill the player. Safety Kill hits are instant deaths.

Schedule:

Start Time	End Time	Activity
Saturday		
09:00 AM	09:30 AM	Check-in / Chrono / Staging
09:30 AM	10:00 AM	Main Briefing
10:00 AM	01:00 PM	**Phase 1**
01:00 PM	02:00 PM	Lunch Break
02:00 PM	05:00 PM	**Phase 2**
05:30 PM		Raffles / Winners Declared
Breaks		
Take breaks as you see fit. We will have a mandatory lunch break.		
FREE Camping allowed on Friday and Saturday night.		

Medic & Spawning

Team HQ

- All Teams will have a <u>Team HQ</u> (Spawn point) marked by a RED FLAG and caution tape.

- Do NOT attack or spawn trap an enemy at spawn.

- TIP: Take your extra gear to spawn to minimize trips to staging.

- Spawns will rotate after lunch time.

Respawning & Bleed outs:

- When hit players have a **3 MIN bleed out** time. During this time you may talk as you are not dead yet. If a Medic does not revive you in this window you then die and must return to HQ to spawn.

- During your bleed out you may crawl any where and talk. Be warned players in bleed out make excellent lookouts.

- An enemy can tag you by hand during your Bleed Out to melee kill you; which sends you directly to spawn and the enemy is allowed to take 1 loot item from you.

- Medics: Everyone is a Medic

  - To revive a downed player; take the **players** ace wrap and tie it on one of their arms. A player can be healed once then they need to head to spawn.

  - Ace wraps are **<u>NOT</u>** provided, bring your own or buy one from the URA booth game day.

Required Equipment

Face Mask

(<18 Years old)

**Team Colored
Armband**

Full Seal Eye Pro

1X Ace Wraps

Radio

(Recommended)

Dead rag

Barrel Cover

REMOVE BEFORE PEW

Intel & Weapon Guide

Name	Frequency	Use
INTEL	422.220	field updates on objectives and intel on positions for players
BLUE (USA)	423.250	Dedicated Blue Team channel
YELLOW (SCAV)	423.300	Dedicated Yellow Team channel

Weapon Class	Joule limit	MED
Pistol	<1.10	0FT Semi
Assault	<1.56	0ft Semi
LMG	<1.56	50ft Auto
DMR	1.56 - 2.0	75ft MED, Semi Lock
Bolt Sniper	2.0 - 2.81	100ft MED

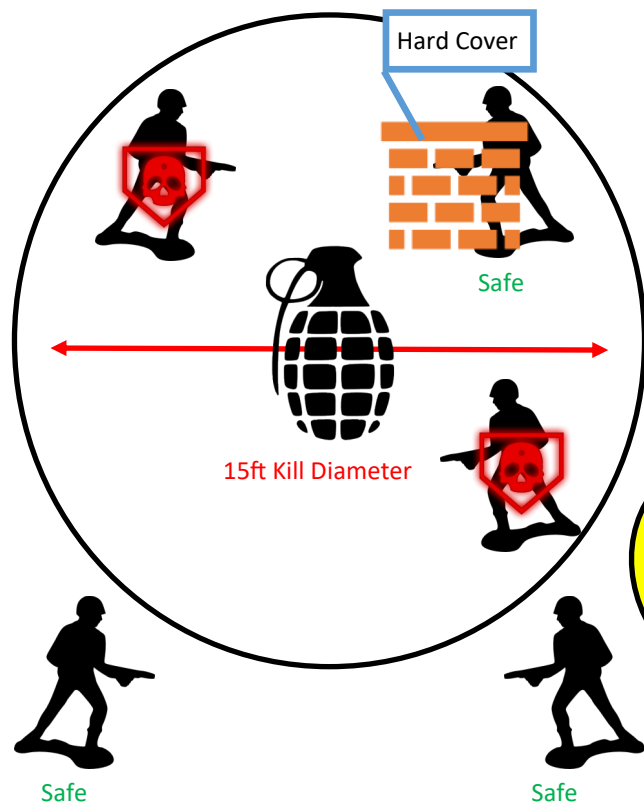All weapons are measured with .32s provided by URA.

- Only the LMG class is allowed full auto.

- LMG/DMR/Sniper Class require a pistol for <MED encounters.

- Gun hits and Ricochets do not count as a HIT. When in doubt call it out.

- No yelling "Call your hits", If you have hit issues contact an event Ref or Team Leadership.
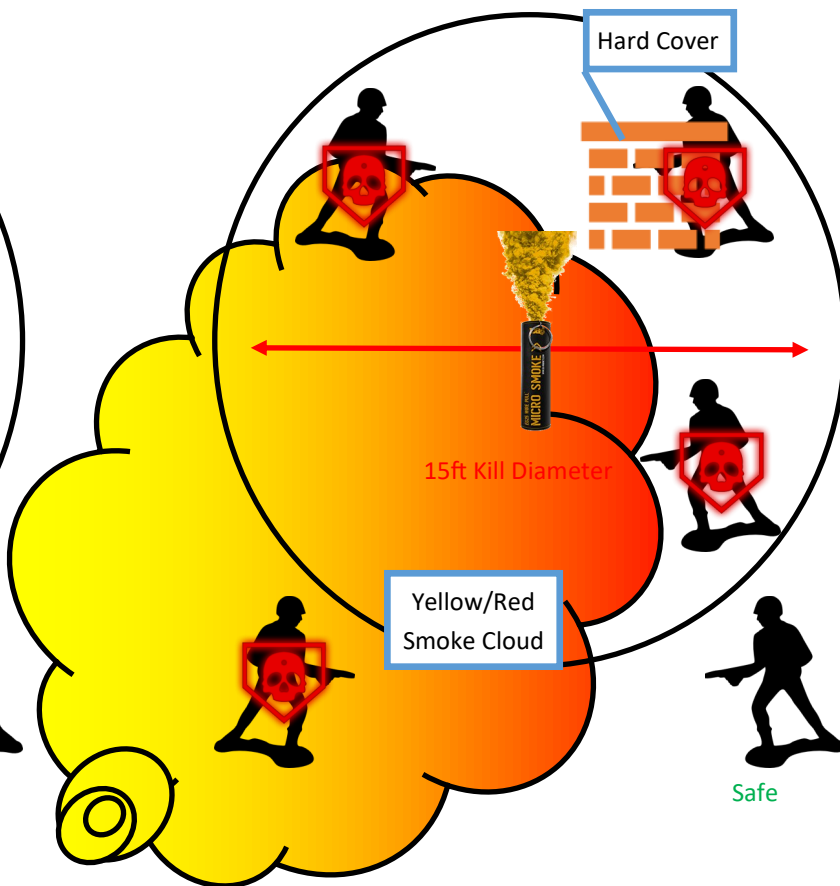
What do you wear?

- We will not be using camo based color restrictions to identify what team you are on.

- All players will bring an armband to match their team color. You will know which color to bring based on your pre-reg ticket. Bands will be available for purchase for $1 at the URA Booth.

  - Blue = Midnight Raiders

  - Yellow = Dawn Breakers

- Remember this is a 60 Player Capped event. Once a team is sold out no more slots will be opened.

Grenade Guide

Frag Rules

Hard Cover

Safe

15ft Kill Diameter

Safe

Safe

Smoke Rules

Hard Cover

15ft Kill Diameter

Yellow/Red
Smoke Cloud

Safe

- **Frag grenades** kill anyone within 15ft unless they are in cover. If thrown into a building it kills everyone on that floor of the building. Frags include EG67s, Thunder-Bs, Taggins, etc. These instantly KILL players.

- **Yellow & Red Smoke Grenades** kill anyone (friendly, enemy or the user) if a player is touched by the smoke or if you are within 15ft of the device. If you can smell it or taste it you are definitely dead. Radiation Masks are immune to this smoke. These Instantly KILL players.

CP: Capture Process

Raise your team flag. Flag must be raised to earn points.
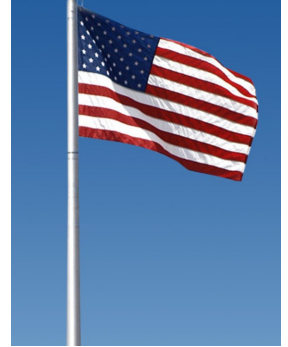
Press your team color button to generate points. NOTE: Be on the lookout for saboteurs who might turn your button off.

Make sure you turn the enemy button off or they will generate points too. Lights indicate who is generating points.

Be sure to close the Auto-ref lid.

Primary Objectives

**Primary Mission:**

Capture CPs

- 1-2 CPs will be active at any given time on the field. Every 30 mins it will rotate positions. The new location will be broadcast on the INTEL Channel.

- Each CP can only generate 1 Point every 5 mins.

Secondary Missions:

- Every 45-60 minutes your CO will be given a special mission. Complete this mission to earn 8 points.

- **Missions Include:**

    - Nuke Escort:

        - Grab the nuke and detonate it at a specific target.

    - Pickup Sticks:

        - Each team will have a goal and must score the most sticks.

    - Pilot Down:

        - Find the pilot and evac them to safety.

    - VIP Hunt:

        - Your team is given 3 specific VIPs to hunt down and kill confirm.
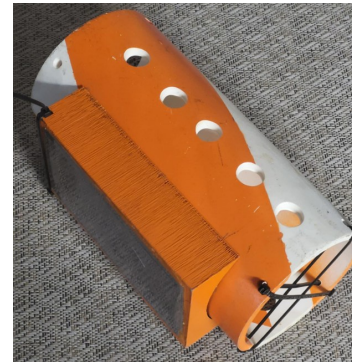
All Day Side Missions

Executioner

- ALL CO's & Squad Leaders have a bounty on their head. Tag them during their bleed out to capture a bounty for your team.

- When captured the CO or SL will take a selfie with you as evidence you executed them.

- The team with the most claimed bounties wins this objective.

- The player with the most claimed earns an event Trophy and 10x Raffle tickets .

Kill Confirmed

- ALL players will receive a Bounty Token. Your objective is to collect the most Bounty Token for your team.

- Tag a player during their Bleed Out to collect their Bounty Token.

- The player with the most claimed earns the Bounty Hunter Trophy and 10x Raffle tickets .

Juggernaut Rules:

- **<u>Immune to BBs</u>**

- Red Smoke disable for 1 minute

- During the Cool Down or Disabled period, tag the juggernaut to eliminate him. Will only has a limited life, then retires from the field

- Once ammo is empty he retires from the field. 2k rounds max per life.

- Will play loud music to be identified and a Team Colored Flag.