
CONFLICT
BATTLEFIELD
2027.04.02
SIMULATION EXPERIENCE
THETA
EVENTS
UNITED RICHMOND
EST. 2005
AIRSOFT
ROANOKE
AIRSOFT
REALTACAIRSOFT
TICKETS OPEN JAN 1ST

PLAYER SIGN UP REQUIRMENTS

- **TICKET PURCHASE:** **Pick your team and buy your ticket. Purchasing your ticket is your waiver for the event. Be sure to fill out all required fields accurately. If there are any discrepancies, you will have to fill out the Roanoke Waiver again.**
  - **NOTE:** **If you trade your ticket to another player, then that player will need to fill out a new waiver for the event. The link is on the event web page.**

- **PASS THE EVENT QUIZ:** **All players must take and pass the event quiz from the URA's Wildlands event web page. Take a screenshot of your passing score to show at check-in. You must score above 95% to pass.**

- **STUDY THE EVENT RULES:** **Be sure you read the event rules, missions and setup. Have all the required gear ready game day and be ready for two days of pew!**

CHECK IN PROCESS

- **URA BOOTH:** **Players just need to provide their name at the URA Booth to check in for the event. They will be given the following items and then need to head to Chrono.**

TEAM RFID WRISTBAND	TEAM TOKEN
	

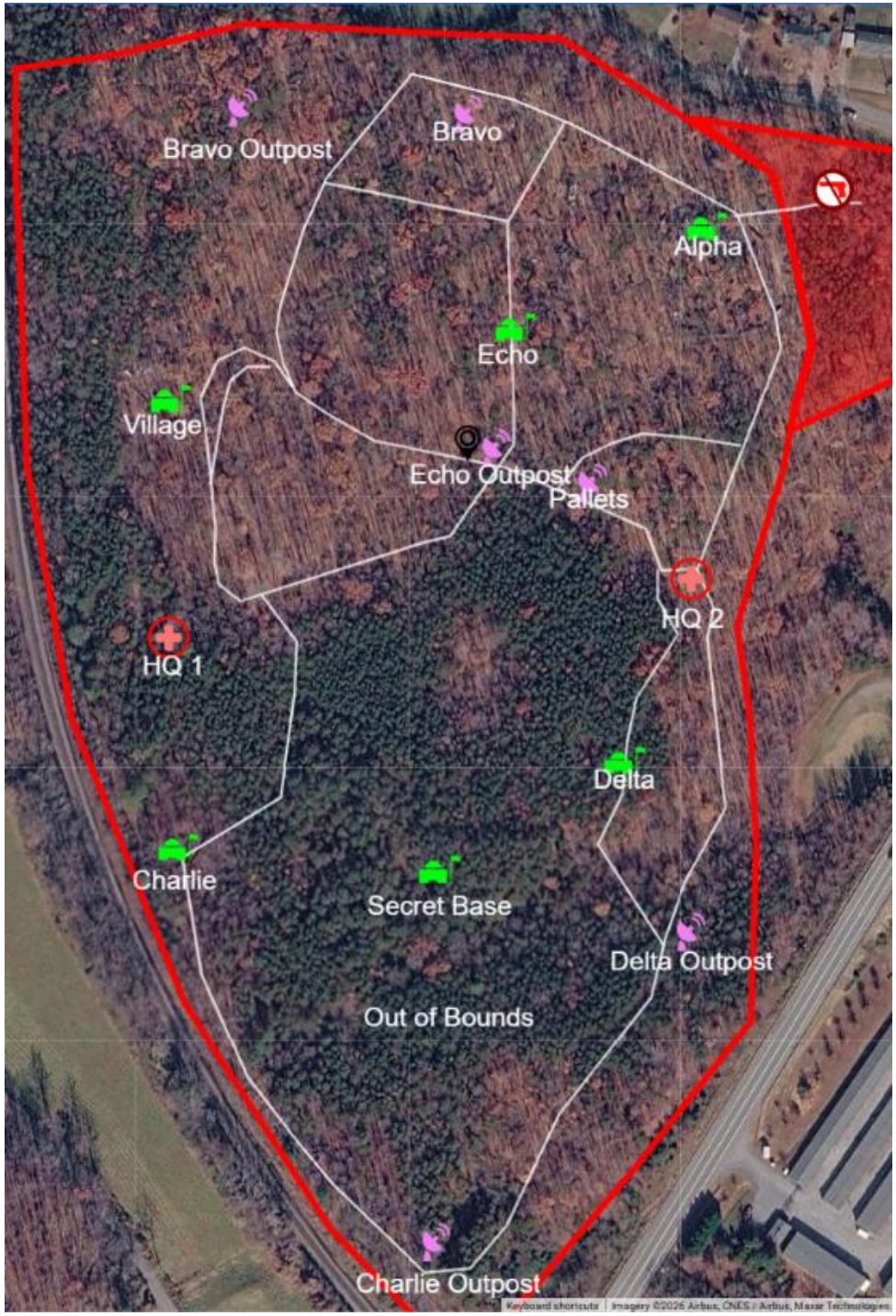
- **CHRONO:** **Once Players need to bring all weapons to the Chrono. All weapons are checked with .30s provided by URA. If you have a unique weapon bring an empty magazine with it. Once chrono is complete players will get the event patch. Then just wait for the briefing.**

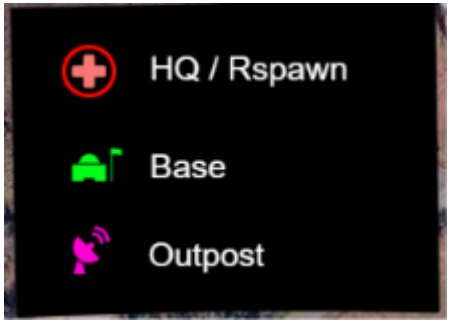
EVENT PATCH


SCHEDULE

Start Time	End Time	Activity
Friday		
3:00 PM	6:00 PM	Early Check-in, Chrono and field testing. Scheduled play for all players present. This will be a good test for players to be ready for the main event on Saturday.
Saturday		
8:30 AM	9:30 AM	Check-in / Chrono / Staging
9:30 AM	10:00 AM	Main Briefing, Players head into the field.
10:00 AM	**7:00 PM**	**GAME ON: No Dedicated Breaks**
1:00 PM		Teams Switch Spawn HQs
4:00 PM		Southfield Deactivates. CPs Activate for Night Play.
7:00 PM	**7:30 PM**	**End of Event Raffles**
Breaks		
While we do NOT have mandatory break times, players can feel free to break when needed at any SAFE HOUSE or off the field.		

MAP


Bravo Outpost
Bravo
Alpha
Echo
Village
Echo Outpost
Pallets
HQ 2
HQ 1
Delta
Charlie
Secret Base
Delta Outpost
Out of Bounds
Charlie Outpost


HQ / Rspawn
Base
Outpost

BASE 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.**
- **All players will need a Red or brightly colored rag to use as a DEAD RAG. For Night Ops players will need a RED LIGHT or may use a red glow stick.**
- **While in the staging area players must have a barrel cover, magazines out and safeties on.**
- **Friendly Fire is on. You call hit for any BB hit.**
- **Safety Kills and Melee kills are active. If you are in CQB range of a player and get the drop on them say SAFETY, BANG BANG or Melee them to kill them.**
- **When hit players have a 2 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 a SAFE HOUSE to respawn.**
  - **During your bleed out, you may crawl to cover or even crawl to a medic.**
  - **An enemy can tag you by hand during your Bleed Out to melee-kill you, which sends you directly to spawn and the enemy takes one LOOT item from you.**
  - **Medics: To revive a downed player, tap their shoulder for 60 secs.**

WEAPON RULES

Weapon Class	Joule limit	MED	Restrictions
Pistol	<1.10	0ft Semi	N/A
Assault	<1.56	0ft Semi, 50ft Full Auto	N/A
LMG	<1.7	75ft MED, Full Auto	Requires a secondary weapon aka Pistol class
DMR	1.56 - 2.05	75ft MED, Semi	
Bolt Sniper	2.05 - 2.81	100ft MED	

- All weapons are measured with .30s provided by URA.
- **Only LMG Class** magazines can exceed 500rds and use full auto.
- **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. (Examples: EG67s, Green gas grenades, pyrotechnic grenades, spring grenades, claymore mines etc.).
  - Those with the Anti-Tank Upgrade can use pyro grenades to destroy vehicles (EG67s, MK5s, TAGINNs).
- **YELLOW** Toxic Grenades kill anyone (friendly, enemy or the user) if touched by the smoke or if you are within 3 feet of the smoke cloud. Instant death; respirators are immune.
- **RED** Toxic Grenades hit anyone (friendly, enemy or the user) if touched by the smoke or if you are within 3 feet of the smoke cloud. Causes Bleed out; Respirators are vulnerable.

VEHICLE RULES



- Technical Vehicles will begin patrolling at 12:00 PM. They will target locations assigned by their COs.

- The Vehicle Gunners can be hit with toxic smoke (RED/YELLOW) but, after a 3 MIN cooldown, self-revive. After 3 successful Hits on the crew, the vehicle will “Reset” back at HQ and return to the fight after 15 MINS.

- Only **ANTI-TANK** Ticket holders can destroy a vehicle. Use a PRYO Frag or Taginn round to destroy the vehicle. Destroyed Vehicles have a 25 MIN cooldown before returning to the field. There is a limited number of Anti-Tank Tickets allowed per team.
    - Other ANTI-TANK weapons are allowed; clear it with ADMIN prior to the game.

FIELD PLACEMENT

- **GEAR CHECK: Players will be checked for all the required event gear before they can enter the field. Any player missing required gear will earn negative points for their team at the start of the event.**

FULL SEAL EYE PRO	DEAD RAG & DEAD LIGHT	TEAM RF WRIST BAND	BATTLEFIELD PATCH
-10	-10	-10	-10

BARREL COVER ON RIFLE	AMMO & MAG CHECK	TEAM COLOR ARMBANDS	NO INFRACTIONS
+10 Per Player	-10	-10	+10

- **STARTING POSITIONS: Each team will start at their starting HQ.**

OBJECTIVES

- **Your mission is to earn the most points at the end of the day by stealing enemy bounty tokens, completing missions and holding control points..**
- **<u>Team Tokens</u> will give you 10 points per token at the end of the day. Turn these in at the URA Booth before 3PM. 100 Available.**
- **<u>Mission Points</u> will give you XXX points per successful mission and are automatically applied to your score as you earn them. Some missions will grant COs Nukes to target and deactivate CP locations.**
- **<u>Control Points</u> will grant you 50 point per 30 mins held and are automatically applied to your score as you earn them. Teams are limited to earning 200 points per Control Point. This will reset at 1PM.**



CONTROL POINTS

- **CONTROL POINTS: Will generate points for whichever team holds it at the 30-minute check-in window. Teams are limited to earning 200 points per location. This resets at 1:00PM and 5:00PM**

CHECKPOINT INTERVAL (MINS)	POINTS EARNED	POINT CAP
30	50	200

- **Game Inputs:**
  - **Scan your team RFID wristband.**
- **Tips:**
  - **Every 30 mins the location will chirp to signal a checkpoint window. This is when points are rewarded to teams that own the location.**

