

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 **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 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	Ammo Restriction	Restrictions
Pistol	<1.10	0FT Semi	100	N/A
Assault	<1.56	0ft Semi, 35ft Auto	900	N/A
DMR	1.56 - 2.05	75ft MED, Semi Lock	450	Requires a secondary weapon.
Bolt Sniper	2.05 - 2.81	100ft MED	200	

All weapons are measured with .30s provided by URA.

- **NO** magazines can exceed 300rds.
- You can **ONLY** reload at the SAFE HOUSE or Staging Area.
- **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)
- **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. Cause Bleed out, Respirators are vulnerable.
- **BLACK** Smoke Grenades can affect vehicles. Land the grenade near the vehicle to disable it.
- **TAGINN** M203s can be used to disable vehicles and/or airburst to hit enemies (Frag rule applies).

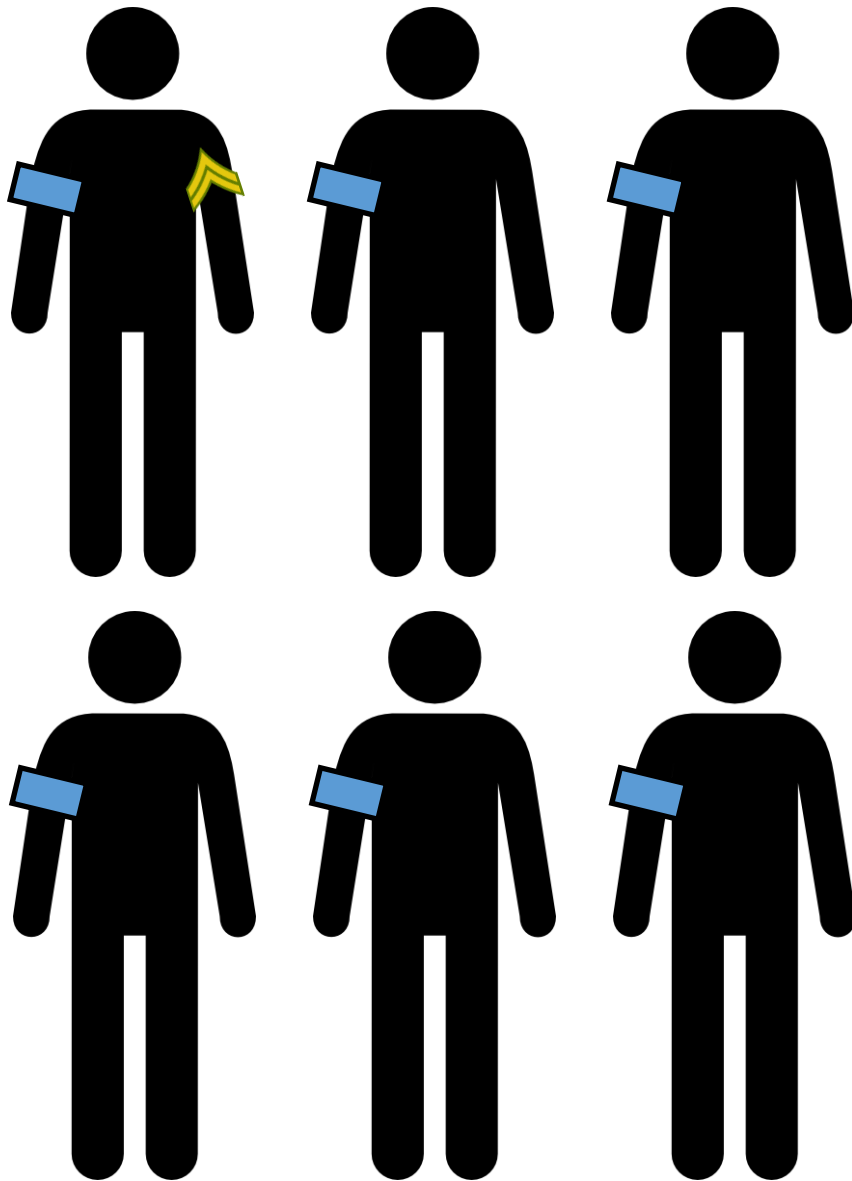
VEHICLE RULES

- **Vehicle Types:**
 - Technical: These are armored vehicles with mounted weapons and/or passenger gunners.
 - Support: Troop transports and in some cases they have passenger gunners.
- **When are they in Play?**
 - Will be granted during Tier 3 Missions, be used during evacs, gained through power ups or assigned by admins throughout the day.
- **Takedown Rules:**
 - Once Hit by an ANTI-VECHICLE weapon they will go into a repair mode for 120 secs. If no one has repaired the vehicle during the repair window the vehicle is destroyed and will return to "The Village".
- **ANTI-VEHICLE weapons:**
 - BLACK Smoke, TAGGINS, ANTI-Vehicle Power-Ups can disable the vehicle and send it to repair mode.
 - RED and Yellow Smoke can hit the vehicle crews with standard HIT rules. Be Warned some vehicle crews have anti smoke masks or medics on board.
 - The DRIVERS are immune to all HIT rules...some one has to drive after all.
- **Repairing Vehicles:**
 - Only by having an Engineer equipped with a "REPAIR KIT" can you repair a vehicle. Simply hand your Repair Kit to the driver and the vehicle is back up and running. By giving a repair kit to the driver anyone can capture the vehicle.
 - Repair Kits are earned by purchasing the upgrade from OPs and Engineers are limited to holding 2 at a time. There is a limit on how many are available from OPS.
 - Repair Kits are single use items and can be looted by enemy engineers.

SCHEDULE

Start Time	End Time	Activity
Friday		
5:00 PM	6:00 PM	Early Check-in. Waiver and Registration is open not chrono. Save time Saturday AM.
Saturday		
9:00 AM	9:30 AM	Check-in / Chrono / Staging
9:30 AM	10:00 AM	Main Briefing, Players head into the field.
10:00 AM	5:00 PM	GAME ON: No Dedicated Lunch Break
5:00 PM	6:30 PM	Dinner Break, Main Winner Declared, Some Raffles.
7:00 PM	9:30 PM	GAME ON: Night Ops.
10:00 PM	-	End of Event, Final 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.		

SQUAD MEMBER ROLES



TEAM COLOR BAND



SQUAD LEAD - Lead for the Team. Will be included in Planning meetings to understand the OP for team. Runs ARES and Radio for mission updates from GM.

OBJECTIVE

Your mission is to earn the most points at the end of the day. Earn points by extracting items off the field.

- ♦ **Standard LOOT items will give you 1 point per item extracted. Est. 150-200 Available.**
- ♦ **Irradiated LOOT items will give you 10 points per item extracted. Est. 10 Available.**
- ♦ **Team Tokens will give you 2(+) point per token at the end of the day. Hand these to the Admin at the URA Booth. Est. 60+ Available.**
- ♦ **Mission Tokens will give you 1(+) point per token at the end of the day. Hand these to the Admin at the URA Booth. Est. 100 Available.**



The team with the most points earned will win the event and all members of the team will get the event trophy.



LOOT CHEAT SHEET

ITEM	SCAVENGENABLE on the field	LOOTABLE from other players.	EARNED in MISSIONS	FOUND in SECRET CACHES.	PURCHASED from OPs	Kill Confirm a WARLORD
Standard Loot	YES	YES	YES	YES	NO	NO
Irradiated Loot	Yes, but requires HAZMAT Gear to be moved/looted.		NO	NO	NO	NO
Blue Prints	NO	YES	YES	YES	NO	YES
Hazmat Gear	NO	NO	NO	YES	YES	YES
Team Tokens	YES, Every player starts with one.	YES	YES	NO	NO	NO
Mission Tokens	NO	YES	YES	NO	NO	YES
Power-Ups	NO	NO	NO	NO	YES	YES
Sample Vials	YES	YES	NO	YES	NO	YES
CURE Vials	NO	NO	YES	NO	YES	NO

EXTRACTIONS & LOOT

- ♦ **LOOT** can be found while **scavenging** the field, looting from enemies, unlocking secret or by completing missions.
- ♦ Each **Player** can only carry **1 Loot item** at a time. Players will need a **carabiner** to quickly attach and carry loot.
- ♦ Loot can be stolen at any time until it is successfully extracted.
- ♦ IF a player is tagged by an enemy during their bleed out loot can be stolen. When a player dies they drop their loot where they died.
- ♦ Loot cannot be stolen while in a **SAFE HOUSE**. Loot cannot be stored in a **SAFE HOUSE**. Loot must stay on the field.
- ♦ When ready to Extract Loot call the **EXTRACT RADIO CHANNEL** and select an **EVAC SITE**. Hold that position until EVAC arrives.



LOOT



- ♦ This is a **LOOT** item.
- ♦ **ALL** Players are **required** to bring a **CARABINER** in order to carry loot.
- ♦ Dead men **DO NOT** carry loot.
- ♦ Some Loot might have higher value than others.
- ♦ Loot stays on the field.
- ♦ You can only carry **1** loot item at a time unless your Team Unlocks a **POWER-UP**.

IRRADIATED LOOT



- ♦ **Irradiated Loot (IL)** is larger than standard Loot and must be carried by hand.
- ♦ Only a player with game earned **Hazmat Gear** can carry IL.
- ♦ **Hazmat Gear** can be earned from **Secret Caches** or **purchased from OPs**.
- ♦ When extracted you will earn **10 points** per IL Piece and the Evac zone will deactivate for **30 mins**.
- ♦ There is a limited number of these on the field.



SECRET CACHE



- ♦ **8X SECRET CACHES** are hidden through out the field and require a **3-Digit code** to be unlocked. The **Combination** is hidden on the field.
- ♦ **DO NOT** move or damage a **SECRET CACHE**.
- ♦ Each **SECRET CACHE** can have **Raffle Tickets, Blue Prints Hazmat Gear, Trophies, Anti-Vehicle Weapons** and other special items.
 - ♦ **TIP: Blue = Passive upgrade, Red = Aggressive Upgrade.**

STRAIN SKULL

- ♦ **A new outbreak “The Strain” has been identified. Avoid this at all costs.**
- ♦ **The Strain Skull is a virus that will infect 1/6 players at the start of the event. Players who are kill confirmed by WARLORDs will also be infected.**



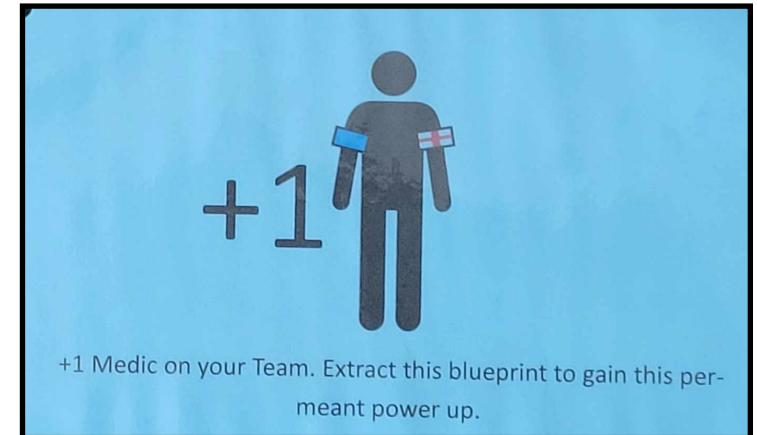
- ♦ **When infected, players are unable to carry loot items or be healed by a medic.**
- ♦ **The only way to be rid of the Strain Skull is to kill confirm another player and give it to them. It's a game of hot potato.**
- ♦ **Players who are infected at the end of the day will get extra raffle tickets and be able to keep the skull as an event memento.**
- ♦ **For a price, Ops can heal a team from Strain Skull infections, but it will cost you.**

THE CURE

- ♦ Your mission if you choose to accept it is to find **THE CURE** of this deadly outbreak.
- ♦ The first 3 teams that complete a TIER 3 mission will be given the choice to accept this mission. Upon accepting your Squad leader will be given the **CYRO CAPSULE (CC)**. Use this to store your found **CURE VIAL SAMPLES**. NOTE: CC is not a lootable item.
- ♦ **CURE VIAL SAMPLES (VIALs)** are located all over the field in a limited number. Once your team claims one place it in the **CYRO CAPSULE** for safe keeping. NOTE: VIALs are lootable by all players and do not count against your Loot Carry Limits.
- ♦ Teams that fill their CC completely can turn it in at Ops to get:
 - ♦ Immunity From Strain Skulls
 - ♦ X12 raffle tickets
 - ♦ X20 extra points

BLUE PRINTS

- ♦ **BLUE PRINTS** can be found in **Secret Caches**.
- ♦ **BLUE PRINTS** follow the same ruleset as a **LOOT ITEM**.
- ♦ **BLUE PRINTS** will give your team instant **POWER-UPS** when extracted.
- ♦ **Instant Bonus Examples:**
 - ♦ **Faster Heal Time for Medics**
 - ♦ **Longer Bleed Outs**
 - ♦ **Increased Ammo Restrictions**
 - ♦ **Carry more Loot.**
 - ♦ **Steal more Loot.**
 - ♦ **Gain an Engineer.**
 - ♦ **Gain a Medic.**



POWER-UPS

- ♦ **POWER-UPS** can be found earned by extracting a **BLUE PRINT** or purchasing it from **OPs**.
- ♦ **POWER-UPS** fare permit abilities for your team and cannot be stolen. When earned your will be a **POWER-UP card** to add to your dog tag chain.
- ♦ **POWER-UP List:** Some can be stacked to MAX out the ability.
 - ♦ Gain an Engineer - Enables 1 teammate to be an engineer.
 - ♦ Gain a Medic - Enables 1 Teammate to be a Medic (2 MAX).
 - ♦ Faster Heal Time for Medics - Minus 20 seconds to revive tap (2 MAX).
 - ♦ Longer Bleed Outs - Increase your bleed out 1 min (2 MAX).
 - ♦ Shorter Bleed outs - Decrease your bleed out 1 min (2 MAX).
 - ♦ Increased Ammo Restrictions (AR) - Increase your AR 100% (2 MAX).
 - ♦ Carry more Loot - You can carry +1 item (3 MAX).
 - ♦ Steal more Loot - You can steal +1 item (MAX).
 - ♦ Vehicle Repair Kit - Use this to repair a disabled vehicle. Only Engineer can use this item (2 MAX).
 - ♦ Anti-Vehicle Weapon - Use this reusable item to disable vehicles (1 MAX). This can be looted from enemies.
 - ♦ And more...

MISSIONS

- ♦ **MISSIONS** can be activate by teams from the Operations Center (Ops) after **11:30PM**. Successful Missions will earn Teams **MISSION TOKENS (MT)**. When active these missions will involve your team vs the world.
 - ♦ **MISSION TOKENS** are lootable and must be turned in at the end of the day to count toward your teams points.
- ♦ During your mission a **WARLORD** will join you to monitor the mission for completion and give your team a small tactical edge.
- ♦ **MISSIONS** are TIER based giving your increased difficulty and increased reward. Teams must complete lower tier missions to unlock higher tiers.
 - ♦ **TIER 1 Missions: 6 MT Earned**
 - ♦ **STRONGHOLD, BOMB Escort, CLEANER in under 30 Mins.**
 - ♦ **TIER 2 Missions: 12 MT earned**
 - ♦ **STRONGHOLD + BOMB, VIP Extract**
 - ♦ **TIER 3 Missions: 18 MT Earned.**
 - ♦ **SUPPLY EXCORT, CONVOY ASSAULT**
 - ♦ **More missions to come...**

WARLORDS

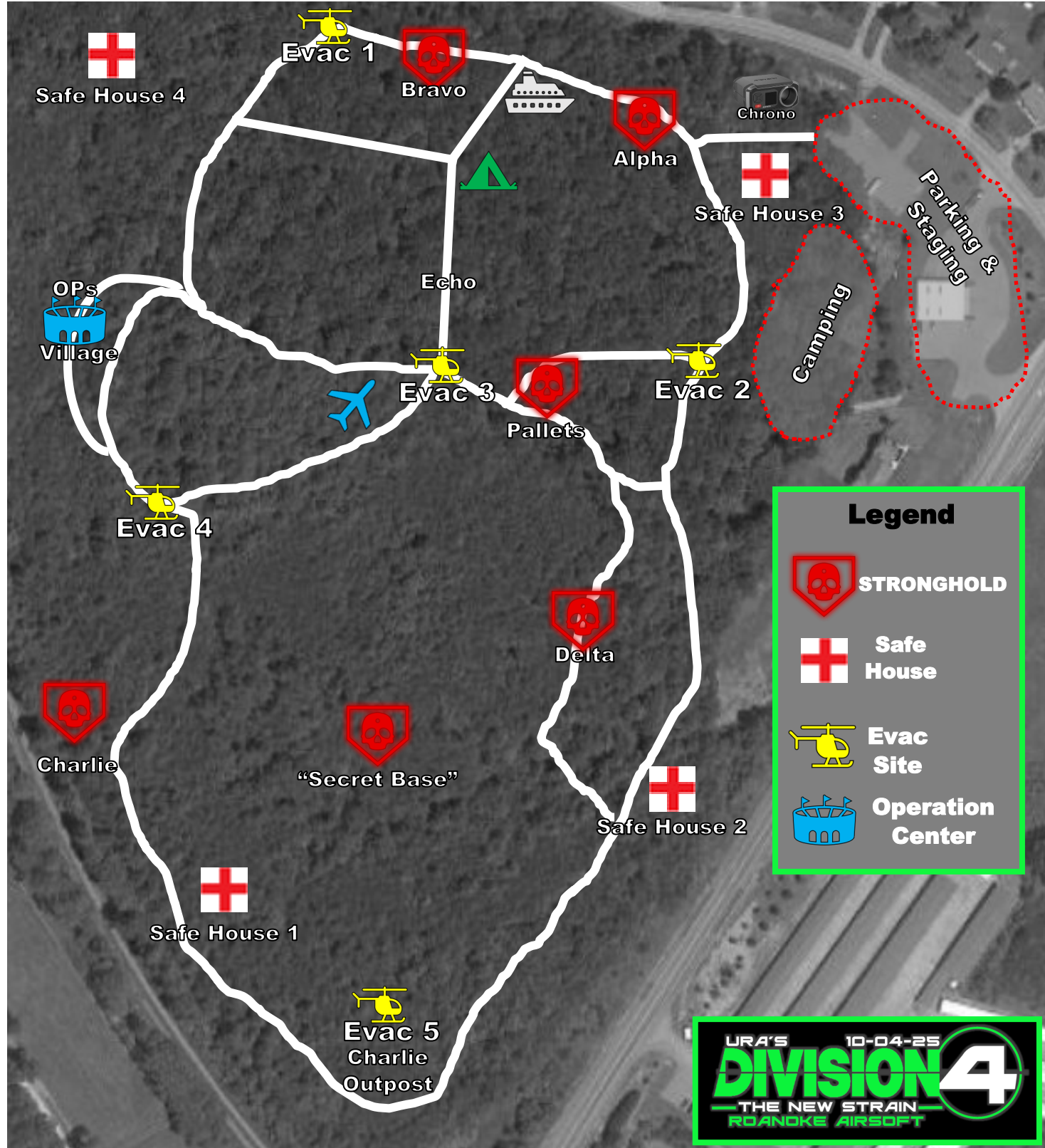
TAKE DOWN RULES:

When **HIT** the **WARLORD** will have a 60 sec bleed out and will self revive.

- ♦ **TAG** the **WARLORD** during a **BLEED OUT** to eliminate them. You will also get a selfie for the take down and x1 Vial of the **CURE**. Each Warlord only carries 1 vial.
- ♦ The Player with the most **WAR-LORD** Selfies earns the **BOUNTY HUNTER** award.

SPECIAL PERKS:

- ♦ **SUPER MEDIC** - Can revive their teammates and be healed by medics with a **15 sec revive**.
- ♦ **IMMUNE** to all Grenade Types.
- ♦ **SELF-REVIVE** after 60 secs.
- ♦ Are allowed **HEAVY WEAPONS**.



Safe House 4

Evac 1

Bravo

Alpha

Safe House 3

Parking & Staging

Camping

OPs
Village

Echo

Evac 3

Pallets

Evac 2

Evac 4

Delta

Charlie

"Secret Base"

Safe House 2

Safe House 1

Evac 5
Charlie
Outpost

Legend

-  **STRONGHOLD**
-  **Safe House**
-  **Evac Site**
-  **Operation Center**

BASE RULES - NIGHT OPS

- ♦ 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 LIGHT or glow stick to use as a DEAD RAG.
- ♦ All Players will wear a LED arm band to distinguish teams. URA will provide these to all players. Players are allowed to bring and use their own provided it can change between BLUE, GREEN and YELLOW.
- ♦ Players are required to have a flashlight for the night ops and it is highly recommended a tracer unit. We will be using the full field and it is DARK in the woods. Be Prepared for nearly zero visibility.
- ♦ 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.

PRIMARY MISSION - NIGHT OPS

- **Players will be divided into 3 separate teams. Green, Blue, Yellow.**
- **A convoy consisting of 3 vehicles will wait at a central point. The first team that captures the convoy will be it's defenders. As a defender hold the convoy the longest to earn points.**
- **Attackers simply need to eliminate all the defenders of the convoy and capture the middle vehicle to claim the convoy as their own and begin earning time/points.**
- **Attackers will be given mobile spawn points so they can keep up with the convoy.**
- **The Convoy will run a circuit around the field at a slow pace.**
- **Be Prepared to move at night and for those AMBUSHES!**
- **Items in Play:**
 - **Repair Kits - Now will repair the vehicle with a 60 sec count. Reusable and evenly distributed to teams.**
 - **FRAGs / Any Smoke - All disable the vehicle at night.**
- **Disabled Vehicles:**
 - **If a Vehicle has been disabled it will stay disabled until the Defenders eliminate all Attackers and then after a 5 min cool down.**
- **Base on player energy we will change this up and/or do other missions after this.**