



URA'S 11-07-26

DIVISION 5

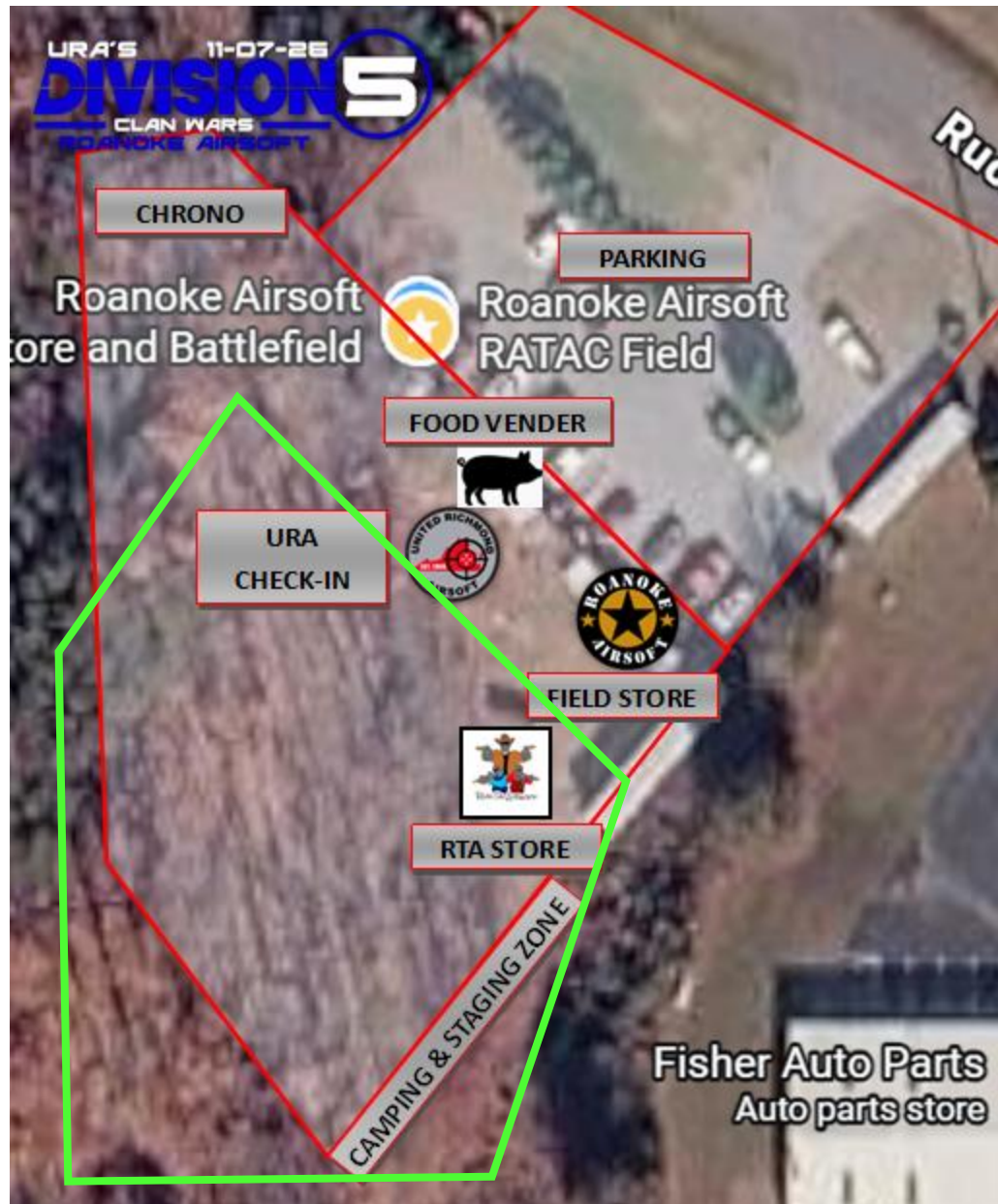
CLAN WARS

ROANOKE AIRSOFT

RULES



STAGING & CAMPING

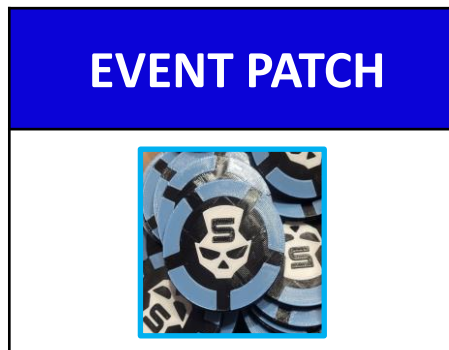


CHECK IN PROCESS

- **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	EVENT DOG TAG	CARABINER	TEAM TOKEN
			

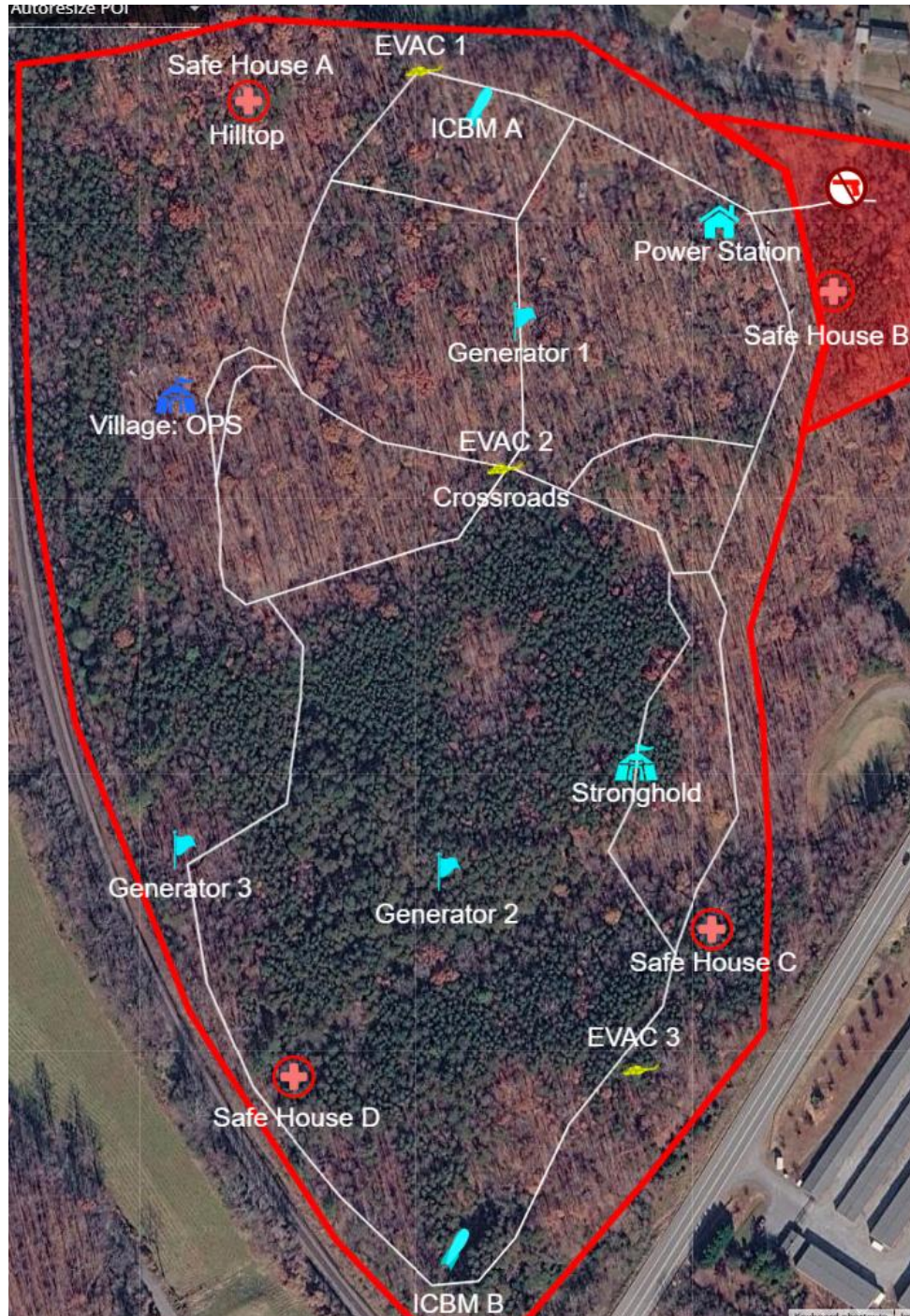
- **CHRONO:** Once Players need to bring all weapons to the Chrono. All weapons are checked with .30s provided by URA. If you have a unique weapon bring an empty magazine with it. Once chrono is complete players will get the event patch. Then just wait for the briefing.



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	7:00 PM	GAME ON: No Dedicated Breaks
11:00 AM		EVAC Vehicles Activate
12:00 PM		Power-ups Activate at OPs
1:00 PM		Mission Locations Activate
3:00 PM		Team Tokens can be turned in at Ops.
5:00 PM		South Region Deactivates.
7:00 PM	7:30 PM	End of Event Raffles
Breaks		
While we do have mandatory break times players can feel free to break when needed at any SAFE HOUSE or off the field.		

MAP



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	900	N/A
DMR	1.56 - 2.05	75ft MED, Semi	450	Requires a secondary weapon aka Pistol class
Bolt Sniper	2.05 - 2.81	100ft MED	200	

- All weapons are measured with .30s provided by URA.
- **NO FULL AUTO**
- **NO** magazines can exceed 300rds.
- You can **ONLY** reload your magazines at a SAFE HOUSE or the 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).
 - 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. Cause Bleed out, Respirators are vulnerable.
- **TAGINN** M203s can be used to disable vehicles and/or airburst to hit enemies (Frag rule applies).

VEHICLE RULES



- Technical Vehicles will begin patrolling at 1:00 PM. They will target specific teams and/or anyone doing anything “Threating”, think cops on GTA.
- 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 Ops and return to the fight after 15 MINS.
- **ENGINEERS** can capture enemy vehicles:
 - Disable the gun crews.
 - Tag the Driver Door and Show the Driver you are an ENGINEER.
 - The Vehicle will fight with you for 15 MINS or until it is destroyed. It will reset after the timer expires.
- Only those with the **ANTI-TANK** power-up 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.
- 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	DIVISION 5 PATCH
-6	-3	-6	-3

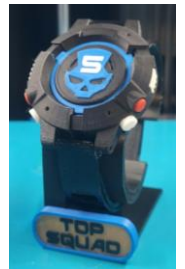
HAVE A BARREL COVER	AMMO & MAG CHECK	TEAM COLOR ARMBANDS	NO INFRACTIONS
+1 Per Player	-6	-1	+5

- **STARTING POSITIONS:** This year players will be ferried to their starting positions via vehicles and blind folded. This will make the field setup a mystery and get you to your starting positions faster. Your team's starting position will be randomly selected by dice roll.



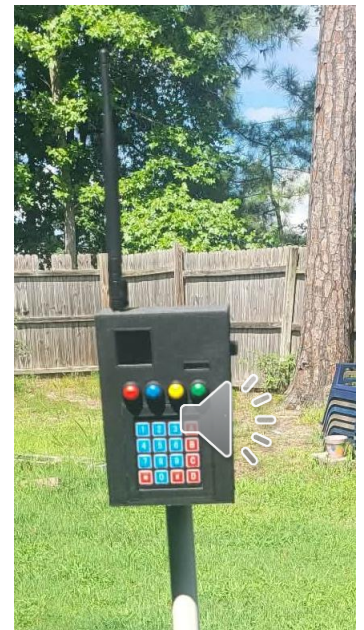
OBJECTIVE

- **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 3 points per item extracted. Est. 270 Available.**
- **Irradiated LOOT items will give you 30 points per item extracted and deactivate the EVAC zone for 30 mins. Only players with the “Hazmat” upgrade can carry this item. Est. 10+ Available.**
- **Team Tokens will give you 5 points per token at the end of the day. Turn these in at Operations after 3PM. 60 Available.**
- **Mission Points will give you 10-30 points per successful mission and are automatically applied to your score as you earn them.**
- **Generator Points will grant you 10 point per 10 mins held and are automatically applied to your score as you earn them. Teams are limited to earning 100 points per Generator.**
- **The team with the most points earned will win the event and all members of the team will get the event trophy and Top Agent ISAC Watch.**



EXTRACTIONS & LOOT

- **LOOT** can be found while **scavenging** the field, looting from enemies, or unlocking secret caches.
- Each **Player** can only carry **1 Loot item** at a time. Players will need a **carabiner** to attach and carry loot quickly. You can only carry **1** loot item at a time unless your Team Unlocks a **POWER-UP**.
- 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, head to an **EVAC SITE** and scan your **RFID Wrist Band**. Hold that position until EVAC arrives.



STANDARD LOOT



- This is a **STANDARD LOOT** item.
- Standard Loot are worth 3 points a piece.

IRRADIATED LOOT



- **Irradiated Loot (IL)** is larger than standard Loot and must be carried by hand.
- Only a player with the **Hazmat Upgrade** can carry IL.
- **Hazmat Gear** can be earned from **Secret Caches** or **purchased from OPs**.
- When extracted you will earn **30 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



Air Drops

- **6X SECRET CACHES** are hidden throughout 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**, **Upgrades**, **Trophies** and other special items.
- If you open a **SECRET CACHE**, take it to an **EVAC Site** and extract it for 5 extra points.



POWER-UPS

- **POWER-UPS** can be found earned by unlocking a **SECRET CACHE** or purchasing it from **OPs**.
- **POWER-UPS** grant permanent abilities for your team and cannot be stolen. When earned you will be given a **POWER-UP token** to add to your wrist band.
- **POWER-UP List:** Some can be stacked to MAX out the ability.



Player can carry two items.
LIMIT: 2 per player.



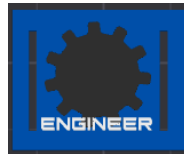
Player can steal two items from an enemy.
LIMIT: 1 per player.



Players ammo restriction has doubled.
LIMIT: 1 per player.



Player can destroy vehicles.
LIMIT: 1 per team & player.



Player can repair & capture vehicles.
LIMIT: 1 per team & player.



Player can handle Irradiated loot.
LIMIT: 2 per team & 1 per player.



Player can choose to subtract or add 1 minute from their bleedout.
LIMIT: 1 per player.



Player can revive their teammates with a 60 sec tap.
LIMIT: 2 per team & 1 per player.



Player has a 15 sec shorter revive tap.
LIMIT: 2 per player.

WARLORDS

- **WARLORDS** are assigned specific mission locations and will aid you in your mission. From helping you use the terminals to helping you succeed in the mission.
- **WARLORDS** have a 2 MIN Bleed out and require a 30 sec tap from ally medics.
- **WARLORDS** have special PERKS:
 - **Grenade Immunity:** Immune to ALL Grenade types.
 - **Super Medic:** Can revive teammates with a 30 Sec tap. Any player tap upgrades are not in affect.
 - **Self Revive:** Can self revive 1 time between visits to a Safe House. Once the Mission is complete this also resets.
 - **ANTI-TANK:** Can destroy vehicles.
- **TAG** a **WARLORD** during their bleed out to eliminate them. You will also get a selfie for the take down.
- The Player with the most **WARLORD** Selfies earns the **BOUNTY HUNTER** award.



MISSIONS

- **MISSIONS** can be activated by scanning your team's RF Tag at the mission console at each mission location. Successful Missions will earn instant points recorded via AutoRef Network. When active, these missions will involve your team vs. the world.
- **TIPS:**
 - Activating missions will automatically push notifications to OPS, and SIRENS will blast alerting all players.
 - Bring a notebook; you will need it for some missions.
- **MISSION ACTIVATION:** All missions will activate at 1:00PM across the field. **NOTE:** The ICBM Mission will deactivate at 5:00 PM.
- **TIERS:** Missions are TIER-based giving you increased difficulty and increased rewards. Teams must complete lower tier missions to unlock higher tiers.
- **RETRY COOLDOWN:** Failing or completing a mission sets an automatic 20 min cooldown before your team can try the mission again.



MISSIONS

- **STRONGHOLD** Plan your defenses and hold the base for the set time limit. Be warned any team can take over the position.
 - TIER 2 mission grants the access code for **GENERATOR 1**
- **POWER STATION** Get the power station power turned back on. You will have limited time and multiple tasks to complete to get the power back on. Mission Time 20-30 mins.
 - TIER 2 mission grants the access code for **GENERATOR 2**
- **ICBM** Activate the ICBM and transport it to the launch platform. The Power Core is unstable and is triggered by shockwaves; take your time and be care with this fragile payload. Launch the ICBM if you can. Mission Time 20-45 mins
 - TIER 2 mission grants the access code for **GENERATOR 3**
- **GENERATORS** These locations need power from the **POWER STATION**. Get power flowing, activate the position and then it can generate points for your team. Endless Timer 10 Points per 10 Mins held.



MISSION: POWERSTATION

- **POWERSTATION:** Get the power back on by completing 5 mini tasks under the allotted time limit and while defending the position.

DIFFICULTY	TIME LIMIT	MISSION COMPLETED POINTS	AWARD
TIER 1	30	20	—
TIER 2	30	25	Unlock code for <u>Generator 2.</u>
TIER 3	30	30	

- **MISSION LOCATION:** ALPHA BASE
- **MISSION COMPLETION LIMIT:** 5
- **The TIER increases the complexity to each task. Bring a notebook, you will need it.**

MISSION: STRONGHOLD

- **STRONGHOLD:** Plan your defenses and hold the base for the set time limit. To win be the team holding the location at the end of the timer. Be warned any team can take over the position and steal your points.

DIFFICULTY	TIME LIMIT	MISSION COMPLETED POINTS	STEAL POINTS	AWARD
TIER 1	20	15	5	—
TIER 2	25	20	10	Unlock code for <u>Generator 1.</u>
TIER 3	30	25	15	

- **MISSION LOCATION:** DELTA BASE
- **MISSION COMPLETION LIMIT:** 4
- **MISSION STEAL LIMIT:** 2
- This is the only mission where you can get points by eliminating the Mission Team and taking over their objective.
- At 5:00 PM this mission will move from DELTA to BRAVO.

GENERATORS

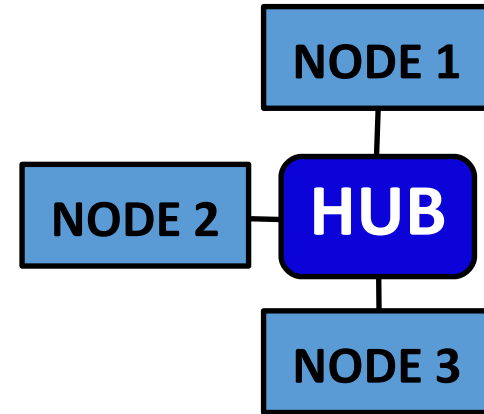
- **GENERATORS:** Will generate points to which ever team holds it at the 10 minute check in window. These are locked down until your team completes a **TIER 2 POWERSTATION** or **STRONGHOLD** mission granting your team the access codes.

CHECKPOINT INTERVAL (MINS)	POINTS EARNED	POINT CAP
10	10	100

- **MISSION LOCATION:** **ECHO BASE / SECRET BASE / CHARLIE BASE**
- **Without the Access Code these are useless to your team but that does not mean you cannot defend it from those with the access code.**
- **At 5:00 PM the generator at Secret Base will go offline.**

MISSION: POWERSTATION

- **POWERSTATION:** Get the power back on by completing tasks under the allotted time limit and while defending the position.
- After a set amount of time the **HUB** will instruct your team to perform a specific task on a specific **NODE**. See the Diagram for the setup.
- Game Inputs:
 - When ready scan your team RFID tag.
 - Use the 4x4 Number Pad to enter digits. Press # to confirm your input.
 - Use the colored buttons (Red, Blue, Yellow, Green) to change the colors. Hold the button for 1 sec for it to register input.
 - For input mistakes wait 10 secs and the input field will clear out so you can try again.
- The 3 Types of tasks are:
 - **ENTER CODE:** The **HUB** will give you the code needed to enter on the designated **NODE**. Codes range from 4-8 characters.
 - **COLOR & CODE:** The **HUB** will display a color and display a code that you will need to replicate and enter on the designated **NODE**.
 - **COLOR MATCH:** The **HUB** will display a colors in a specific order like simon says. Replicate the pattern on the designated **NODE**.
- Tips:
 - Suggest 1 Player be the HUB watcher to alert teammates when to perform a task and tell them what to do.
 - There is no penalty for failing a task. Your team is against the **CLOCK** only. When time runs out mission failed.



MISSION: ICBM

- **ICBM:** Activate and Escort the ICBM to the launch site. The ICBM must have health remaining and be launched within the time limit.

DIFFICULTY	TIME LIMIT	ICBM Health	MISSION COMPLETED POINTS	AWARD
TIER 1	30	100%	20	—
TIER 2	30	80%	25	Unlock code for <u>Generator 3.</u>
TIER 3	30	60%	30	

- **MISSION LOCATION:** BRAVO BASE & CHARLIE OUTPOST
- **MISSION COMPLETION LIMIT:** 3
- The TIER increases the complexity to each task. Bring a notebook, you will need it.
- TIER 2 mission grants the access code for **GENERATOR 3.**

MISSION: ICBM

- **ICBM:** Activate and Escort the ICBM to the launch site. The ICBM must have health remaining and be launched within the time limit.
- **Game Inputs:**
 - When ready scan your team RFID tag.
 - Use the SITE A and B Cards to scan your location.
- **Mission Phases:**
 - **BOOT SEQUENCE:** Defend the ICBM for 2 mins.
 - **SCAN LOCATION RFID:** Scan the location RFID tag of the Site you are currently at within 5 mins.
 - **DOWNLOAD TARGET PACKAGE:** Defend the ICBM for 2 mins.
 - **ESCORT PHASE:** Escort the ICBM to the next location within X mins and with atleast 1% health remaining. When you get there scan that locations location RFID Tag.
 - **LAUNCH PHASE:** Defend the ICBM for 2 mins.
- **Tips:**
 - Sudden jerks, falls, running too fast and anything that causes vibrations to the ICBM will cause it to lose health. Slow and steady wins this mission.
 - If the ICBM moves, shakes or takes damage during the non-escort phases, mission is failed. Defend it while it is stationary.



GENERATORS

- **STRONGHOLD:** Plan your defenses and hold the base for the set time limit. To win be the team holding the location at the end of the timer. Be warned any team can take over the position and steal your points.
- **Game Inputs:**
 - When ready scan your team RFID tag and use it to capture the objective from enemies.
- **Tips:**
 - Simply be the team holding the objective at the end of the countdown to claim the rewards.
 - You will hear a constant SIREN if the starting team owns the location and a siren every 10 seconds if an enemy stole the objective.



GENERATORS

- **GENERATORS:** Will generate points to which ever team holds it at the 10 minute check in window.
- **Game Inputs:**
 - Your team RFID tag.
 - Use the 4x4 Number Pad to enter digits. Press # to confirm your input.
- **Lock Code:**
 - Each location has a unique access code which will allow you to scan your RFID tag and capture the location. Without this code you cannot capture the location.
- **Tips:**
 - Every 10 mins the location will chirp to signal a checkpoint window. This is when points are rewarded to teams that own the location.
 - The first team that completes a Tier 2 mission will be the first team that gets an access code. You should be monitoring other teams progress to slow them down.

