

CORE RULES

The core basics that you need to know, in order to play the game are covered in the core rules section.
For additional clarification on the rules or for more details you can check the full Rulebook 5.0.

CORE RULES

1. FLAGS (Ref. Appendix 4A)

1. Capture

- a. "Alive" player places team flag on flag post
- b. Radio their command team of successful capture
- c. Once capture has been confirmed, the flag point is considered captured

2. Respawn

- a. Ensure the flag point is not **Under-Fire**
- b. Wait next to the flag post for **5 Minutes**
- c. Remove and reset any **Tourniquets (TQ)** <- You can do this while you wait

3. Team Banners

- Each team will have one **Team Banner**
- **Banner** provides **Water-Bottle** resupply
- Must be attached to any Flag point that your team owns
- Can be transported by Friendly team on foot or on vehicle

3a. Capture

- a. Any player can take the banner
- b. **Squad Leader** must radio their command team, that banner capture is initiated
- c. Must transport enemy banner on **foot**, to the Admin Area
- d. **2 hours** to complete capture, banner will be collected by admin after time expires, and returned to defending team
- e. 5 Sector coins awarded for successful capture and **+30 points**

If command is not notified of Banner capture before delivery, attacking team must defend the banner they captured, at the Market for 30 mins

3b. Reset/Reclaim

- Banner can be reclaimed by defending team before successful capture
- Any player from defending team can reclaim their banner and return it to any of their friendly Flag Points (Banner can be re-intercepted by either attacking or defending team)
- To reset **Banner**, defending team send any "alive" player to **Admin Area** to reclaim flag
- Player designates new Banner location and Admin will transport Banner

2. HITS ("Wounded" & "Dead" States) (Ref Appendix 2A)

- A gun HIT counts as a standard **Wounded** state (follow procedure below)
- No **Mercy** rule, you can perform a **silent-kill** or shoot (Remember your **MED**), **one-hand touch** or **tap** with rubber knife to perform **silent-kill**

1. TQ and Water-Bottles

- All players will have one **TQ** and one **Water-Bottle**
- Empty **Water-Bottle** worth +1 count
- **Cannot throw/pass Water-Bottles to Wounded Vehicle Gunners**
- **At the end of the event any USED OR UNUSED water bottles bring them into the admin area for collection, team with the most retained bottles gets an extra raffle draw!**

2. Wounded -> Dead

- a. When HIT, verbally call "HIT!", stop at current position, gun down and raise hand up (Now "Wounded")
 - i. **Silent-kill** - Do not verbally call "HIT", just raise hand or use dead rag
- b. Pull out **Kill Rag** and wait a **MINIMUM 5 Minutes** up to Max of 10 Minutes
- c. If reached Max bleed-time, you are "**Dead**", proceed to nearest flag point to respawn

No player Searching. No talking, firing, using any equipment, or disruptive actions when "Wounded/Dead" <- this includes if you are in a vehicle or vehicle turret

Wounded players are not allowed to move or be moved

3. Reviving - Using TQ / Water-Bottle

TQ - Are Marked **YELLOW, YOU CAN ONLY USE TQ ONE AT A TIME**

- a. Upon **First HIT** you are **Wounded**, you MUST have a teammate apply your **TQ** on your **arm**, once applied you are **Revived**
 - i. *You can use your TQ on your teammate if they do not have one, if you do not have a TQ then you are "Dead" as you cannot proceed further with the revive procedure.*
- b. Upon **Second HIT**, your teammate must take out and open the **Water-Bottle** that you are carrying or provide you an external **Water-Bottle**, drink all the water once opened, and you are **Revived**
- c. Upon **Third HIT**, you can continue to use additional **Water-Bottle** if provided to you from fellow teammate or **Medic**, if not available, you are **Dead**, proceed to nearest **flag point** and **wait 5 minutes** to respawn
- d. Remove **TQ** once you respawn at flag point

You must use TQ first before Water-Bottle. You must have a teammate assist you through using both TQ and Water-Bottle

Cannot throw/pass Water-Bottles to Wounded Vehicle Gunners

3. MEDICS (Ref Appendix 2A)

- All Medics will be marked with a **PINK** armband
- Each team will have 15 Medic positions (Numbers maybe altered by Admins)
 - You can swap the Medic position with players, you will need to **give** them your medic **armband**
 - Players **without** medic armband will **not** be allowed to carry more than **one** Water-bottle
- Medic can carry up to a total of **FIVE Water-Bottles**
- Can **only ride** in **Transport** vehicles
- **Cannot throw/pass Water-Bottles to Wounded Vehicle Gunners**

4. SPECIAL LOCATIONS (Ref Appendix 4A)

- All **Special Locations** marked in **YELLOW** on the map
- Are **capturable** and **respawn** function the same way as a **Flag point** (Except **Market**)
- Requires a minimum of **four-players** within 100 ft. from **Flag point** for **special functions** to be active.

Special Functions

- All **functions** will have a **cool-down** period
- Special Locations provide the following function:

Firebase - Provides an artillery strike that destroys everything within the radius

Artillery strike will be indicated by the following:

1. Siren/Whistle Shot
2. Banger shot
3. Area marked by RED smoke, all players within the 300ft radius of the smoke is **“Dead”**

Factory - *Story objectives may be located in this area for future events.* Provides resupply items at the Factory location

Items that can be requested are:

- Water Bottles (Resupply)
- Vehicle Paintball rounds

Airport - Provides recon scan & supply cache drops

Recon Scan - provides intel on enemy troop locations only

Supply Cache - provides a crate of **water-bottles** and **vehicle paintballs** to any non-actively engaged location on the map (Can be used in preparation for an attack)

Market - Find prop items, supply caches, the **“Merchant”** will be located here

- The Market is NOT a capturable point or respawn location
- You can find supplies, prop items, sector coins, etc. in the surrounding area

“Merchant”

- A “Merchant” may appear at the Market, on a random interval basis for trade
- The Merchant is NON-ENGAGABLE
- Players can trade **Sector coins** for items or services with the Merchant
 - Provide game Intel only

5. ADMIN AREA / EMERGENCIES (Ref Appendix 3A & 4A)

- **Admin Area** - this area is a **NON-ENGAGEMENT SAFE** zone, safeties ON, all guns holstered or slung and not in hands
- For minor First Aid incidents, see the **Admin Area**

Emergencies

- **“EMERGENCY”** is to be called under the following:
 - Major injury that threatens life, limb, eyesight to participant
 - Environmental conditions such as fire, earthquake, flooding, storms, significant weather occurrences
 - Administrative reasons by the admin team

If you see a medical issue or incidences requiring a cease fire, notify admins immediately and call out the emergency command

VERBAL COMMAND IS “EMERGENCY” OR 3 AIR HORN BLASTS

Upon hear the **“EMERGENCY”** call:

1. **STOP PLAYING - GUNS ON “SAFE” AND SLUNG/HOLSTERED**
2. **REPEAT & RELAY THE COMMAND “EMERGENCY”**
3. **DISPLAY YOUR DEAD RAG**

4. REMAIN IN PLACE, AWAIT FURTHER COMMANDS BY ADMIN TEAM

6. NIGHT MODE / FLASHLIGHT & LASER USE (AFTER 7 PM) (Ref Appendix 2A)

- AFTER 7 PM - game will switch to “Night Mode”, this means a **Flashlight** must be equipped on your gun
- All guns being used as a Primary **must** have flashlight equipped, secondary guns are recommended to have flashlight

Flashlight

- **Max Lumen limit is 1500 (No using Strobe Function)**
 - **Also applies to vehicle mounted weapon lights**
- Tracer units / Lasers are not replacements for a Flashlight, you must have a Flashlight

Lasers

- **ALL Lasers** intermittent activation, max **2 seconds**
- **Visible Lasers** are to be used for marking non-human objects/areas (No aiming at human target with **Visible Laser**)
- Visible laser is to be **GREEN or RED ONLY** (Low power **<5 mW MAX**)
- You will still need to **turn ON Flashlight** or use **Tracer** when engaging targets

Night Shooting Procedure

Flashlight	Tracer Unit
1. See Target	Ensure Tracer is <u>ON & Functional</u>
2. Turn ON Light / Pressure Switch	1. See Target
3. Fire Gun	2. Fire Gun
4. Turn OFF Light / Pressure Switch	

7. GAMEPLAY OBJECTIVES (Ref Appendix 4A)

1. Primary Objectives

- a. The goal of the game is to complete the necessary primary objectives indicated by your team commanders to complete the mission
- b. Main objectives may be found in the form of attack/defend actions, searching for critical prop items, protecting VIPs, etc.

2. Secondary Objectives

- a. Although not as critical to mission success, completion of secondary tasks can aid in the compilation of the primary objective.
- b. Examples of some of these tasks may include, capturing Flag points, securing Special Location areas, capturing of enemy supplies, securing secondary prop items, etc.

3. Sector Coins

Sector coins are a currency that can be found on the field or received through the completion of objectives. They can be used to purchase items or services to aid your team.

3a. How to Acquire

1. Complete a secure prop task, upon finding a mission prop there will be at **minimum** of two coins, **successfully bringing** the item to either your team **Troop Commander(TC)** or **Admin Area** will grant you another two coins

2. Finding the coins around the **Market Area** or surrounding game field
3. Completion of special mission tasks, your **Troop Commander(TC)** will reward with coins

8. Team Organization / Armband Colors (Ref Appendix 4A)

(Organization starting from top down)

All positions marked **(Admin)** are not part of the event gameplay and are **NOT TO BE ENGAGED**, any engagements at any of the admin team will incur game penalties.

1. **Base Commander (Admin)** - Is the ultimate authority of the team and oversees all operations from the base. They lead, direct, and coordinate the team, ensuring mission success, and operational efficiency. Responsible for strategic decision-making, resource management, and overall team leadership, they provide guidance and support to ensure smooth execution of objectives. Each team is led by one Base Commander
2. **Troop Commander (Admin)** - Are the team leaders on the field, they are an (Admin) position who leads the team and carries out the orders given to them from the Base Commander. They are also able to make on site gameplay and administrative decisions. Responsible for the overall conduct, resource management, guidance, and tactical leadership of the team. Each team will have two TCs
3. **Squad Leader** - This position is fulfilled by players who want to take charge of their squad. Responsible for the conduct of their squad and works in conjunction with the **TCs** and **BC** to complete objectives.

Armband Colors

Special roles, features, gameplay functions will have additional armband colors indicated

RED - Admins

Green - Vehicle Drivers

YELLOW - TQ

PINK - Medics

Section 2: Equipment & Gear

Mandatory Items / Rules (Non-Negotiable)

MANDATORY EQUIPMENT

The following equipment items are MANDATORY and NON-NEGOTIABLE, if you do not have the equipment listed you will not be able to participate in the event. These items are for your safety and to reduce the risk of potential injury.

ID & Service Card (Card Card)

All players must have some form of government issued identification on them, in addition, all players must have their service card (Care Card). This is to ensure that you are adequately cared for, in case of emergencies. All forms of IDs must be government issued either provincial or federal. Student IDs or library cards DO NOT count.

Eye Pro

Eye protection **MUST BE WORN AT ALL TIMES DURING PLAY, OR WITHIN THE PLAY AREA**, they may only be removed in designated "SAFE" areas only. DO NOT TEMPORARILY REMOVE eye pro even when fogging occurs, head to designated safe area to remedy the problem.

It is recommended that you have back up eye pro

Eye pro must meet the following standards:

- Full seal Goggles ONLY (Paintball masks OK)
- No Shooting Glasses – unless with attached "FULL SEAL KIT", Full seal must cover entire glass frame + additional back strap must seal around eyes fully.
- No MESH Goggles
- All Goggles must be marked and rated to any of the following specs:
 - ANSI Z87.1+
 - MIL SPEC MIL-PRF-32432
 - MIL-PRF-31013
 - ASTM F1776

Kill/Dead Rag

- Red/Pink or similar *bright red shade* color of kill rag, to indicate a hit player or destroyed vehicle. If you are hit you must pull out and display your *kill rag* to show that you are hit.
- Red lights are optional and recommended for night play to indicate a hit player
 - **If you do not have red light, you can use a flashlight under a kill rag simulate a red light**

Barrel Sock/Cover

- Must have a barrel sock on all primary guns, *excluding pistols*, barrel socks must be on your primary guns outside the playing area or in designated “safe” zones.

Radio

- All players must have a basic radio on them that is able to use the **FRS frequency bands (22 Channel / 462 - 467 MHz)**
- FRS Radios are your typical family use handheld Motorola “Talkabout”, Uniden, Cobra, etc. style radios that you can buy at most hardware, Canadian Tire, Walmart, Amazon, etc.
- More advanced radios such as Baofeng UV-5 or similar equivalent are recommended but **not required**
- This is to ensure that all players have a line of communication for safety purposes and to enhance the gameplay.

Flashlight (*Night ONLY - After 7 pm*)

- Only one of your guns either primary or secondary must have a weapon light equipped during night-time play. If you are playing a class that requires a secondary you will need to follow the “Primary-Secondary” rule for flashlights. Weapon lights can be either standalone lights or integrated such as PEQ boxes or other illumination combos. **Max lumen limit 1500, No strobe or using the strobe function (For more details see Night Engagement Rules Page 12)**

PROHIBITED ITEMS

The following items will not be permitted to be used or on your possession during play:

- No Real firearms
- No Fireworks or explosives (For smoke grenades, see “Smoke Grenade” rules)
- No Bear bangers or any sort of flares
- No Homemade pyrotechnics
- No Real knives or blades
- No recreation drugs or alcohol

Gun & Equipment Rules

Gun Velocity (Only 6mm BBs ALLOWED)

(All Joule readings are measured with heaviest BB per their class, must meet Joule limit)

MED = Minimum Engagement Distance (**Within MED you must switch to secondary to engage**)

HPA system using CO2 will still be classified under HPA Joule limits

All guns classes will be classified based on their original product design classification

Class	Max Velocity	Max BB Weight	Fire Type	Other Conditions
Pistol	1.05 J	0.25g	Semi & Auto	No MED (Within 50 ft Semi Only) No HPA No CO2 No Drum Mag
SMG/PCC/RIFLE	1.5 J	0.32g	Semi & Auto	(Within 50 ft MED Semi Only) Mid-Cap Only
LMG/MMG	1.8 J	0.28g	Semi & Auto	50 ft MED Must have Secondary Based on real life platform (see appendix 1A) Use BOX/DRUM ONLY MUST HAVE BIPOD
DMR	1.8 J	0.36	Semi Only (Physical Lock)	50 ft MED Must have Secondary
SNIPER	2.2 j	0.45g	Bolt Action Only	50 ft MED Must have Secondary
SHOTGUN	Not Permitted			
40mm Launchers	Underbarrel / Standalone <ul style="list-style-type: none"> - Permitted for limited use - 40mm Launchers are for Anti-Vehicle use ONLY, not permitted for use against players. <ul style="list-style-type: none"> - <u>MULTI-PURPOSE Hollow shells ONLY</u>, NO Shower shells. NO AI "40 Mike" & "Master Mike" products. NO TAGINN Shells. - See "Vehicle Rules" for 40mm Launcher usage. - <u>Commercially manufactured launchers & shells ONLY</u>. No DIY, No 3D printed launchers, ALL OTHER non 40mm Launchers are prohibited for use. 			

Equipment Restrictions

Magazine / Gun

- MID-Cap mags only, (Unless LMG/MMG)

- LMG/MMG gunners **MUST USE** box/drum mags **ONLY**, LMG/MMG guns must be similar to current officially issued real steel counterparts. (See “Appendix C, LMG Classification” for details)
- No shields, personnel barriers, premade artificial cover
- No extreme custom modifications or rebuilds using a commercially sold 40mm launcher base platform. (eg. using a 40mm launcher and modifying it to have an appearance of a rocket launcher or RPG)
- Gun muzzle velocity must meet either the FPS or Joule, in the event of miscellaneous cases, the final reading will be using Joules.

BBs

- **BIO BBs ONLY**
- **(NIGHT MODE - After 7 pm) – If using tracer unit – FULL TRACER BBs ONLY, NO MIX of tracer and non-tracer (“salt and pepper”)**

Hand Grenades

ONLY SMOKE GRENADES PERMITTED

*All grenades (including smoke) must **comply** with **ALL** of the following requirements*

1. Must be a commercially manufactured device, no DIY custom devices(see appendix 1A)
2. Only **Enola Gaye** and **TAGinn** brand smoke grenades are allowed

The use of smoke grenades will be determined closer to the event in accordance with local fire regulations

- COLORS **NOT** IN PLAY (*These are either due to smoke hazard (false alarm) or admin use*):
 - RED
 - YELLOW
 - BLACK
 - GREY

Grenade Use

- Throw grenade in the surrounding area and **NOT DIRECTLY** at players (*Look before you throw*)
- **NO THROWING OVER WALLS OR INTO VEHICLES**

Uniform Requirements

White Horse Alliance (White Team)

Uniform - PMC/Militia/Military Style

- Top and Bottom, any civilian or military style camo pattern (can mix & match)
- Silhouette accessories, Ghille Suits, Viper Hoods are allowed

Load Bearing Gear (eg. Chest Rigs, Plate Carriers)

- All colors and patterns allowed

United Sky Castle (Blue Team)

Uniform - Military Style

- Top and Bottom, military style camo pattern (can be same color/pattern top & bottom)
- No solid colors
- No civilian dress patterns (eg. plaid, hawaiian, etc.)
- Silhouette accessories, Ghille Suits, Viper Hoods are allowed

Load Bearing Gear (eg. Chest Rigs, Plate Carriers)

- All colors and patterns allowed

NOTE: All guns will be carried on the SAFE condition unless being actively used.

CLEARING PROCEDURES

AEG

1. Point gun in safe direction
2. Remove magazine and clear source of ammo feed (eg. Internal box mag)
3. Fire gun minimum of 3-5 times to clear barrel
4. Place gun on safe
5. Put on barrel cover
6. Disconnect battery

HPA

1. Point gun in safe direction
2. Remove magazine and clear source of ammo feed (eg. Internal box mag)
3. Fire gun in safe direction 3-5 times to clear barrel
4. Disconnect air line
5. Attempt to fire gun in safe direction 3-5 times to clear residual air
6. Place gun on safe
7. Put on barrel cover

GBB

1. Point gun in safe direction
2. Attempt to put gun on SAFE
3. Remove magazine and clear source of ammo feed (eg. Internal box mag)
4. Pull and lock bolt to rear
5. Remove any chambered BB
6. Release the bolt forward
7. Place on FIRE and pull trigger
8. Attempt to place on SAFE
9. Put on barrel cover