

Vehicle Rules




All vehicles will need to be approved by event admins, vehicle rules apply to all vehicles used in the event.

Vehicles will be classified into two categories:

1. **Technicals** - Mount guns or have top firing positions only, No troop carrying. Longer respawn delay timer at 45 minutes
2. **Transports** - Can only carry troops or supplies, No gun mounts, top firing positions or firing from vehicle. Shorter respawn delay timer, at 30 minutes

Players do NOT purposely block vehicles.



Drivers have full responsibility for all passengers onboard, if players are not listening to instructions do not drive, if you have issues let the admin know via radio.

DRIVING RULES 		
	TECHNICALS 	TRANSPORTS 
Drivers	<p>DRIVERS ARE NON-PLAYABLE POSITIONS (NO USING ANY GUNS, EQUIPMENT, OR ASSISTING IN REVIVES. YOUR ONLY RESPONSIBILITY IS TO DRIVE, MUST STAY IN VEHICLE AT ALL TIMES UNLESS IN DESIGNATED RESTING AREA OR FOR LEGITIMATE REASONS (eg. Checking tires, damage, emergency, etc.)</p> <p>It is not necessary to carry any equipment, water bottles, TQ, and other gameplay gear.</p> <p>CLASS 5+</p> <ul style="list-style-type: none"> - All Drivers (including multiple drivers of same vehicle) must be registered during vehicle check-in - All Drivers ACTIVELY driving must wear GREEN armband (Will be provided to primary driver), take armband off when switching drivers 	
Max Speed	15 km/h	
Headlights	<p>ON AT ALL TIMES DAY/NIGHT Running Lights (Low Beam) ONLY Do not use HIGH Beam</p>	
Driving	<p>DRIVE ON TRAILS ONLY - NO OFF-ROADING NO DRIVING IN REVERSE TOWARD ENGAGEMENTS NO STOPPING ON TRAILS OR BLOCKING WITHIN 50 FT OF ANY FLAG OR OBJECTIVE POINTS (STOP OFF TO THE SIDE OF THE ROAD/AREA)</p>	
Penalties	<p>Drivers are responsible for all passengers on board, ensuring players are properly loading/unloading/sitting properly and securely.</p> <p>If players are not listening to instruction do not move the vehicle until it is safe to do so or call an admin over radio.</p>	

If players are blocking the vehicle or being unsafe on board you can use your phone to take evidence and show it to an admin for conflict resolution. Do not be confrontational.

If drivers are caught not doing their due diligence they will face vehicle penalties that will impound the vehicle for 1+ hours up to a full day ban.



VEHICLE CLASS SPECIFIC RULES

	TECHNICALS 	TRANSPORTS 
Crew	Crew of THREE MAX <ol style="list-style-type: none"> 1. Driver 2. One Gunner per turret No MEDICs allowed on technicals	Crew of ONE MINIMUM <ol style="list-style-type: none"> 1. Driver - (Carry as many troops as you can fit <u>securely</u> - all players must be <u>sitting in proper seats or sitting on the trunk/bed</u>. No standing, <u>squatting, kneeling or sitting on truck bed rails</u>)
Vehicle Setup	<ol style="list-style-type: none"> 1. All vehicles must carry a GOOD RADIO and minimum one fire extinguisher 2. Must have either mounted Dash Cam, or phone on person 3. Must have a minimum of one EXTERNAL YELLOW STROBE(AMBER) LIGHT mounted on roof, if vehicle does NOT have working Hazard light <ol style="list-style-type: none"> a. Amber light must meet our minimum outline specifications (see below) 4. Must have cabin (No ATVs, Motorcycles, Scooters) 5. 4x4 Capable Only 6. OFF-ROADING spec tires installed 7. Minimum 8" ground clearance (<i>Specialty vehicles such as Side-by-sides that are designed for all terrain use are exempted from this rule</i>) 8. ALL LIGHTS, Head & Tail <u>must be functional</u> 9. No vehicle trailers 10. No side firing ports or positions 	
Front Windshield	Covered with HARD material, such as but not limited to, Plexiglass, Safety Glass, Polycarbonate, etc. (No Netting)	
Cabin Covering	All movable windows (if applicable) must be rolled UP and CLOSED completely	All movable windows (if applicable) must be rolled UP and CLOSED completely <ul style="list-style-type: none"> - Sides and rear can be covered using HARD material (plexiglass,

	<ul style="list-style-type: none"> - Fully covered 360 with HARD material - Cabin is fully enclosed and immune to BBs, only Vehicle Paintball can destroy technical 	<p>wood, etc) or netting (Netting must be able to fully stop BBs and Paintballs)</p> <ul style="list-style-type: none"> - Coverage must be 100% to protect occupants
Mounted Guns	<p>YES</p> <ul style="list-style-type: none"> - 1 to 2 Turrets or Top firing positions - Must have a safety strap/harness to secure player(s) 	NO
Extra External Lights	<p>NO</p> <ul style="list-style-type: none"> - Turret can mount a single weapon flashlight, complies with standard flashlight rules, max 1500 lumen 	NO
Can carry supplies/extra troops	NO	<p>YES</p> <ul style="list-style-type: none"> - Except Enemy Banner <p>DEPLOY TROOPS</p> <ul style="list-style-type: none"> - Vehicle must come to FULL STOP, before players exit
Turret Armor	<p>YES</p> <ul style="list-style-type: none"> - See Turret Armor section below 	NO

VEHICLE ENGAGEMENT RULES



	TECHNICALS 	TRANSPORTS 
Crew HIT Conditions	<p>GUNNER - SAFE inside the vehicle, outside vehicle follows standard HIT rules</p> <p>(No taking additional water bottles from Medics/Other Players)</p> <p>Cannot throw/pass Water-Bottles to Wounded Vehicle Gunners</p>	<p>PASSENGERS - SAFE inside the vehicle, outside vehicle follows standard HIT rules</p> <p>SAFE Condition: ALL doors and windows closed, player is sitting properly on seat/platform with all appendages inside the vehicle</p>
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	<p><u>If player is HIT during the process of entry or exiting a vehicle</u></p> <ol style="list-style-type: none"> 1. Call "HIT", raise hand & gun down, if possible 2. Calmly exit the vehicle 3. Walk <u>minimum of 10 feet away from vehicle</u> 4. Then follow standard HIT procedure
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<p>Shooting From Vehicle</p>	<p>YES (<u>If following conditions met</u>)</p> <ol style="list-style-type: none"> 1. Gunner(s) wearing FULL FACE Protection 2. Visually see the target, & aiming through sights, without using any equipment 3. Must be inside the turret or top firing position 4. Can shoot or use any authorized class of gun/equipment (including launchers and grenades) - follows same rules for the respective equipment 	<p>NO</p> <ul style="list-style-type: none"> - No firing of any kind or using any equipment from within the vehicle including flashlight/lasers.
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<p>Engaging Vehicles</p>	<p>DO NOT THROW GRENADES INTO VEHICLES</p> <ol style="list-style-type: none"> 1. Paintballs fired from 40mm Launcher <ol style="list-style-type: none"> a. Paintball must be direct hit and break on Front windshield only b. All passengers are "Dead" - NO revive 2. Artillery Strike <ol style="list-style-type: none"> a. Destroys any vehicle in the strike zone b. All passengers are "Dead" - NO revive 3. Vehicle Barriers <ol style="list-style-type: none"> a. Will be provided to your team to use b. Blocks the road path, vehicles cannot pass through c. Can be moved by any "alive" player and transported using Transport vehicles 4. YELLOW Smoke (Other smoke color - no effect) <ol style="list-style-type: none"> a. If vehicle is inside or being affected by a smoke cloud FULL STOP b. Wait until smoke clears before moving c. All passengers inside of vehicle is safe.
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DESTROYED VEHICLES 

<p>If the vehicle is destroyed:</p> <ol style="list-style-type: none"> 1. TURN ON HAZARD LIGHT <ol style="list-style-type: none"> a. Use External Yellow Strobe (Amber) light - only if vehicle does not have working Hazard light 2. Radio base commander that the vehicle has been destroyed <ol style="list-style-type: none"> a. Off-load any gameplay props at current location (If applicable), if prop is not unloaded before driving to admin area it will be considered destroyed and collected by admin

3. (If required) Driver off-loads any on-board dead players to nearest friendly spawn point
4. Driver heads to Admin area to wait for respawn

DO NOT CLEAN OFF PAINTBALL MARK ON YOUR OWN

- Any vehicle hit by paintball on front windshield or in artillery strike zone are destroyed
- All passengers onboard at time of destruction are "DEAD" - no water bottle revives
- Destroyed vehicles can only transport "DEAD" players
- **Any gameplay props/items/water bottles must be unloaded and dropped at current spot. if prop is not unloaded before driving to admin area it will be considered destroyed and collected by admin**
- Destroyed vehicles head to admin area to have hit recorded and start respawn timer:
 - **Technicals respawn timer: 45 minutes**
 - **Transports respawn timer: 30 minutes**

TURRET ARMOR



1. Turret must be fully armored with **HARD** material (no netting), 360 degree coverage, overhead cover is optional.
2. **SIGHTING AREA can be open port or covered with see-through material (plexiglass, polycarbonate, etc) to ensure no blind firing.**
 - i. Depending on the type of gun being mounted, we understand you may require a bracket opening to fit the gun. Please ensure that the gunner cannot be hit or has a limited exposure to BB hits.

Specification of model shown:

Model: Amber 72 LED Rooftop Strobe Light
Dimensions: **33 x 20.3 x 10.2 cm (L x W x H)**
Color: **YELLOW**



Mount Position: Top
Bulb Type: 72x LED
Voltage: 12 V



Your Amber light must meet or exceed the minimum 72 individual LEDs, dimensions, and color requirements