

## OP: Summer Harvest Rules and Overview



OP: Summer Harvest pays homage to Tom Clancy's: Division 2 by creating a game driven by cooperation, planning, protection and domination for benefit of our future.

Loot Boxes will be located throughout both AO's which contain ammo, smoke, grenades, health and other items which players can redeem in the Safe Zone.

Re-supply Crates, while rare, will be sought after for their ammo supplies, med caches and weapons which can potentially help or hinder depending on which end you are looking at!

On the recently release map, the Yellow Area (Parking and Vendors), will also be referred to as the SAFE ZONE. This area will contain the **Safe Zone Base of Operations** for the Agents and the **Safe Zone Rally Point** for the True Sons & LMB.

Before entering the SAFE ZONE, ALL players will be required to remove magazines and clear weapons. ABSOLUTELY NO COMBAT in the SAFE ZONE. Eye pro can be removed and Loot Boxes/ReSupply Crates can be redeemed at the designated **Rewards Vendor**. \*\*Note that full-seal eye protection is MANDATORY when exiting the SAFE ZONE!! No exceptions!

### RULE and LOADOUT References:

- |                   |  |
|-------------------|--|
| Division Agents - | Civilian Clothing, NO CAMO, Helmets/Hats must be solid color, All other gear including pc's, rigs, etc are acceptable. <b>MUST HAVE SLING PACK OR BACKPACK</b> . Flat packs are not acceptable.                |
| True Sons-        | <b>Green Camo Patterns ONLY</b> , both tops and bottoms must be Green Camo pattern, Helmets/Hats must be Green Camo pattern. All other gear including pc's, rigs, etc are acceptable and color doesn't matter. |

LMB- Tan Based Camo Patterens ONLY, BOTH tops and bottoms must be Tan Based Camo Patterens, Helmets/Hats must be Tan based Camo. All gear is acceptable and Color doesn't matter.

JTF Will be in game (L.A.R.P) Roll players and may be considered Armed and dangerous, DON'T TAKE THEM LIGHTLY  
Uniform will Be CAMO Pants with Green shirt and HI Vis Vest.

All players will be classified as Rifleman and SMG weapons will be classed as such. Max of 400 FPS or 1.4 joules. Players may carry a sidearm. \*Shotguns or SMG's are not acceptable secondary weapons for this event. DMR MAY BE allowed if your Character (YOU) is Level 2.

The following class weapons will not be acceptable for level 1 players: DMR, SNIPER or SUPPORT.  
Again, this event is Rifleman & SMG class ONLY for LEVEL 1.

However, successful completion of raids and objectives can lead to reward unlocks of certain weapons such M203's, shotguns, IED's, shields and support weapons. These weapon unlocks will be provided as the story unfolds.

All players will carry **ONE (1)** bandage at least 3ft in length  
All players may carry a max of **(4)** Mid-cap magazines or **(1)** High-cap magazine.

Once a player get's hit, He is wounded and may be revived with Bandages a total of 1 time. After bandage has been used and a player is hit again, he is "Dead". He can wait to be revived by syringed (see below) or head back to Main CP For reset.

**Health syringes** will be an integral part of combat survival. These can be found in Loot Boxes, Re-supply Crates or issued by your leadership. Health syringes are filled with healing liquid (Water). Syringes are 1 use only and water must be expended when used. When used a "Dead" player is brought back to life. The player does not remove bandage from being wounded. That can only be done at their Main CP.

True Sons, LMB and Division Agents will be challenged with establishing SAFE HOUSES as well. These Safe Houses will function as limited respawn points. Any player utilizing the SAFE HOUSE, must leave with their (1) bandage still applied. Players must return to the Main CP to completely reset bandages and health.

**Level 1 is the base level for ALL AGENTS, LMG & TRUE SONS. Agents, True Sons and LMB Gain levels for every Division Event they attend. Must use Name and same email from previous Events to LEVEL UP**

Level 1 – Base Level Rifleman or SMG Primary Secondary is Pistol

Level 2 – Unlocks ability to use DMR Type Weapon

Level 3 – Unlocks ability to use Sniper Type Weapon

Level 4 – Unlocks ability to Dual wield a DMR/Sniper/Rifle

During the course of this event there are multiple objectives to find in the wilderness, battle for territory, and specific missions to complete. Chain of command is very important to being able to complete these objectives. Having a radio or squad RTO is EXTREMELY important.

If you are in the course of an objective, and stumble upon items placed in the “world” please leave these items until you are specifically instructed to act on them.

Players may randomly be asked during the course of the stages to wear a helium balloon tied to the back of their gear. This is a random assignment. If you are assigned this role, you are being “Hunted” by an enemy group. You may not hide in respawn, but must continue your mission as if you don’t know the balloon is there. No players may touch the balloon, or the string the balloon is attached to, or remove the gear the string is attached to (Unless obviously in case of medical emergency, or heat related reasons). If your balloon is popped before you are “hit” It will count as being “Hit” by a BB.

Admins and JTF Agents have the ability to make calls on objectives, and are in direct contact with command control. Please respect these agents and allow them to do their job.

Vehicles will be used to Transport Players about the AO. While players are on transport, or actively getting off transport, in order to prevent injury DO NOT ENGAGE. Allow players time to get off of vehicles before engaging.

DRONES and/or Aerial Recon and/or Remote controlled vehicles BY ADMIN ONLY. DO NOT SHOOT ANY R/C, AERIAL, or DRONES. These item’s are expensive and we are gracious enough to be allowed to use them. DO NOT DESTROY property that is not yours.

WEAPONS UNLOCKS during gameplay are TIME SENSITIVE. When you redeem an unlock you will be instructed of a time to return. That time to return has to be honored or you may end up losing tickets the more time you hold the unlock.

GREEN POISON. PLAYER SUPPLIED GREEN SMOKE IS NOT ALLOWED. All green smoke that will be used on the AO will be provided via ADMIN or UNLOCKED via Loot boxes. IF you are touched by green smoke it is the same as being hit by a BB. There is no way to survive a green poison attack aside from running from it. Any players in the green smoke are deemed “HIT”

Some objectives may require carrying items from place to place. The AO portions we have selected are relatively flat, but Heat injuries do happen. Do not push yourself past the limit seeking loot. We expect all players to understand their own hydration levels and play safely.

RELOADING-

Reloading may only be done in the Safe Zones, Command Posts, and Safe houses. The only exception to this is BB's or BB loaders found in loot boxes and unlocks which may be used IN FIELD.

**RULE VIOLATIONS** – These rules are in place to create a specific game type world where actions and rewards are tied together. Any players found violating rules will not only be sent back to respawn, but their TEAM will also face penalties to their Ticket Count.

**TICKETS** – As part of this event there is a master sheet during all rotations. Capturing and completing objectives will gain your team "TICKETS". These tickets will be used after every rotation to randomly select loot that will be issued to players at the REWARD VENDOR. This can be in game items, or just stuff that is awesome to bring home. Tickets that lead to players being selected is a free prize for those players. They may use it as they wish.