

SURVIVAL: DAY ONE – OFFICIAL FIELD REGULATIONS

EVENT DATE: November 6–8, 2026

LOCATION: Sector D-14 (Kinetic Impact Airsoft)

1. THE "DAY ONE" LOADOUT RESTRICTION

ALL players begin the game with Sidearms and Melee weapons ONLY. Primary weapons (Rifles, SMGs, Shotguns, LMGs) are strictly prohibited until an in-game License is earned.

A. Pistol Regulations

- **Silhouette Rule:** Your sidearm must maintain the visual profile of a pistol.
 - *Allowed:* Glocks, 1911s, Hi-Capas, AAP-01 (in pistol config), Revolvers , All General Pistols.
 - *Prohibited:* AAP-01s with carbine kits, "Pistols" with stocks that exceed 50% of the weapon length, or builds that effectively function as SMGs. **If you are unsure, ask a Marshal. Our ruling is final.**
- **Magazine Restrictions:**
 - You must use **standard pistol magazines** (Green Gas, CO2, or AEP).
 - **EXTENDED mags** (30-50 round "sticks") are **ALLOWED**.
 - **DRUM mags** are **BANNED**.
 - **Magazine Adapters** (M4, MP5, ARP9, Shotshell adapters) are **STRICTLY BANNED**.
- **HPA Usage:**
 - HPA "Tapped" pistol magazines are **ALLOWED**.
 - HPA "Adapters" that allow the use of non-pistol magazines are **BANNED**.

B. Melee Regulations

- **Material:** Blades must be soft rubber, foam, or flexible plastic. No metal, real wood, or rigid hard plastic.

- **Types:** Knives, axes, bats, and swords are generally permitted.
- **Approval:** All melee weapons are subject to a safety inspection at Chrono. Event staff reserve the authority to allow or disallow any/all melee weapons

2. UNIFORM & GEAR RESTRICTIONS

"You are a survivor, not a soldier... yet."

A. The "No-Tac" Rule (Start of Game)

At the start of Day 1, high-end military gear is restricted to simulate the scarcity of the apocalypse. You must "find" and/or "earn" the ability to use these items.

- **PROHIBITED ITEMS:**
 - **Plate Carriers:** No hard or soft armor carriers allowed at start.
 - **Helmets:** No ballistic or bump helmets allowed at start. Caps/Beanies/Hats are fine.
 - **Radios:** No personal comms allowed. Cell phones are allowed for real-world communication, and may be carried on your person, but are not to be used for in-game reasons
 - **ALLOWED GEAR:** Belt kits, backpacks, and hydration carriers are permitted to carry water and magazines. **This is at Game start**

B. Clothing & Colors

There are no strict faction uniforms—wear what helps you survive—but the following safety colors are **BANNED**:

- **NO RED:** Red is exclusively for "Dead Rags" and "Dead Lights."
- **NO NEON/SAFETY COLORS:** High-vis Orange, High-vis Yellow, and/or High-vis Green are reserved for Game Staff and Props.
- **Camo:** Camouflage patterns are permitted but not required.

C. The "Wastelander" Bonus

Immersion is key. Players who arrive in a **Thematic Costume** (Post-Apocalyptic style, distressed clothing, character-based outfits) will receive a **"Scrap Bonus"** (Currency) at check-in to give them a head start in the economy.

3. AMMUNITION & SCAVENGING

STRICT RULE: NO OUTSIDE AMMO IS PERMITTED ON THE FIELD.

- **Field-Provided Only:** All BBs used in the game must be scavenged (found in the field) or purchased with "Scraps" (in-game currency) from NPCs.
- **Weights:** We will provide different weights (.20g, .28g, .32g, etc.) depending on the weapon class/build you are using. Initially you will receive .20g. If you need a heavier weight, you must exchange them at a designated area and must be IMMEDIATELY put into magazines and/or speed loaders.
- **Violations:** Being caught loading your own personal supply of BBs will result in an immediate "Inventory Wipe" (Loss of all Scraps and Items) and/or ejection from the event.
- **NOTE:** BBs are considered "lootable" if they are not in a plunger-style speed loader or magazine.

4. PRIMARY WEAPON UNLOCKS (The License System)

Your Rifle must remain in the **Secure Armory** (or your vehicle or camp site) at game start.

- **How to Unlock:** You must earn a "**Permit**" to use your primary weapon
- **Validation:** Once licensed, a Marshal will give you the appropriate visual indicator for your primary, and stamp your in-game passport.

5. COMBAT & MEDIC RULES

Safety Note: To prevent overshooting, visual identification of "Dead" players is mandatory.

A. Mandatory Dead Rags

- **Requirement:** Every player is **REQUIRED** to carry a Red Dead Rag (Day) and a Red Dead Light (Night).

- **Procedure:** When hit, you must immediately shout "HIT" and display your Dead Rag visibly on your head or shoulder. If you do not display your rag, you are considered a live target.

B. The "Downed" State

- **Bleed-Out:** After being hit and displaying your rag, **YOU ARE REQUIRED TO** sit or kneel. You are now "Bleeding Out."
- **Timer:** You have a minimum required **3-Minute Bleed-Out Timer**.
- **Movement:** You cannot move, shoot, or talk (other than calling for a Medic) while bleeding out. This includes Radios if you have earned that skill.
- **Safety Movement:** If you are in a "dangerous" spot/location, you can move to a safer spot, pending you do not move TOWARDS your medic.

C. The Medic Skill (Strict Rule)

- **Skill Locked:** Reviving a player is a SKILL. You cannot heal others unless you have earned the **Medic Skill** and have the stamp in your Survivor Passport and have a medical arm band.
- **The Process:**
 - If a **Licensed Medic** reaches you while you're bleeding out and applies a bandage, you are back in the game.
 - If you **do not** have the Medic skill, you **cannot** use bandages on teammates. You can only watch them bleed out.
- **Respawn:** If no Medic arrives within 3 minutes, or you choose to bleed out, you can walk back to your Faction Spawn/Base after the 3 minutes has passed. You can wait longer if you choose to.

5. Primary Magazine restrictions

- Players may not carry more than 7 magazines for their primary
- Players are allowed to carry any number of Scatter-gun shells (if they are using one)
- Players are not allowed to use a box drum unless the primary they have is designed to operate with said box drum
- Players are not allowed to carry/load bbs into primary mags unless they have earned the permit for that replica

6. SAFETY & CONDUCT

- **Eye Protection:** Full-seal ANSI Z87.1+ rated eyewear must be worn at ALL times on the field. (To include the “market” area and camp zones.)
- **Night Ops:**
 - A **Red Dead-Light** is MANDATORY for night play.
 - It is **highly recommended** you have a flashlight for night games.
 - Tracers will be allowed and tracer BBs will be able to be acquired in game.
- **Emergency:** In case of a real-world medical emergency, yell "**RED DOG**" All play ceases immediately. Repeat the call until Marshals acknowledge.

7. Leaving the Field

- If you are leaving the designated in-game area, please leave through the approved “check points”
- There will be no “check point fee” during the designated **Open Boarder** period (can be found on your player schedule)
- “Check Point Fees” will be appraised outside of the times on your player schedule when you re-enter the AO. These fees will be paid via in-game currency. It is recommended that you bring all items you need for play to your camp site during the **Open Boarder** period (can be found on your player schedule)

8. Rule Violations

- Any rule violations may result with in-game penalties up to expulsion from the game.
- Using any licensed items without the proper license are considered “rule violations”
- If you are ever un-sure if something is against the rules, find an admin and ask.
- If you need to report a rule-breaker, ensure you have a location, and detailed description of the person and incident.

FAILURE TO ADHERE TO THESE RULES WILL RESULT IN IN-GAME PENALTIES AND/OR EJECTION FROM EVENT UP TO A BAN FROM ALL FUTURE KIA EVENTS.

