

Canaops Ruleset

Weapon / Kit Rules

Small Arms - Includes Rifles, Submachine guns, Pistols

Support Weapons - Includes LMG's, MMG's, and GPMG

- Machine guns shall be an accurate representation of a real world machine gun. An m4 with a drum mag is not a machine gun. There are exceptions to this in the form of the Krytac LMG as well as the CM-16 LMG.

Marksman Rifles - Includes both Semi Automatic DMR's, and Bolt Action Sniper Rifles

- Marksman Rifles shall be an accurate representation of their real world counterparts such as .308 pattern rifles (SR-25, SCAR-H, etc.). An M4 with a scope is not a marksman rifle.

Melee - Rubber knives, nerf swords, etc

- Use common sense when using melee weapons, no stabbing motions will be accepted, a tap on the shoulder with the flat of the rubber knife will do the job. It goes without saying that electrical tape on a real knife is not a rubber knife.

Grenades - Includes all throwable or plantable devices meant to discharge BB's

- **ALL GRENADES KILL.** Sound grenades included
- **GRENADES HAVE A 10FT KILL RADIUS.** Additionally, **if you are in a structure, and a grenade is thrown into the same room as you, the whole room is dead, regardless of the 10ft kill radius provided the room is 20ftx20ft or smaller.**

Launchers - Includes BB launching grenade shells, and launched projectiles

- Launchers may be used at any event if they are using shells that shoot BBs.
- Launchers may not shoot a grenade or any other object out of them (such as a smoke grenade)
- At events employing vehicle operations, Launchers will be permitted to use non-pyrotechnic, dummy rounds. Such rounds may include plastic rounds, chalk rounds, or nerf rockets. These rounds must never be used on another player at any distance and would only be permitted for use against vehicles.

Lights and Lasers - Flashlights, weapon lights, and lasers

- Use of visible lasers are prohibited, if you're caught with a visible laser, you're gone
- IR lasers are permitted provided they are "eye safe", meaning that they have **PAPERWORK** stating that the continuous wave output power is <0.1mW. You will provide the original documentation that came with the laser. If you don't have paperwork, tough luck, no laser for you. We will not accept a screenshot or printout of the manufacturer's website.

- You will show your paperwork for your laser at crono, and will get a sticker for the laser proving it to be checked by staff.
- If you are caught using a laser that doesn't have a sticker, or that hasn't been checked by staff, you will be ejected from the event
- For flashlights, the only rule is that there will be no red or blue filters on them at all, as these are the colours designated for kill lights and for game staff at night. **GREEN LIGHTS ARE ALLOWED**
- No limits as far as brightness is concerned, if you want to carry around the hammer of dawn, go ahead

Energy Limits

All Airsoft guns will observe the following velocity limits, unless otherwise stated by the specific event

Common Weapons: 1.49 joules

Machine Guns: 1.49 joules on

Marksman Rifle: 1.85 joules * - 50ft MED

*Note that depending on the specific event and venue location, the Marksman Rifle category may have a much higher energy limit permitted for use for either only Bolt Action Sniper Rifles, or both Bolt Action Sniper Rifles and Semi Automatic Designated Marksman Rifles. Any events utilising Marksman Rifles over 2.4 joules will be done in conjunction with the Airsoft Canada - Sniper Certification Program (ASC - SCP) and require the completion of the appropriate courses to utilise. Consult the Event Specific Ruleset for more information.

Medical Rules

- Canaops events will not feature dedicated medics, instead we have decided to go with "buddy aid". This means that anybody on the field can perform a revive.
- To revive a player: Apply tourniquet/bandage and maintain contact with the player for **1 minute**.
- Bandages can be a simple white cloth, long enough to tie around the arm, however they **must be white**
- Milsim tourniquets do not need to be white
- ADDITIONALLY: We will be utilising medic waters as well. In order to be revived by a medic water, it must be handed to you by another player, and once again you must maintain contact for **1 minute**.
- You can only be revived by a medic water **once per life**

- Medic waters will be issued out by commanders, **THEY WILL BE A LIMITED RESOURCE**
- Each player can have **ONE TOURNIQUET / BANDAGE.** You **CAN** be revived multiple times by other players' tourniquets/bandages.

Uniform Rules

- Uniform rules can vary from event to event, such as green vs. tan, camo vs. civi clothing etc.
- Uniform requirements only apply to outer layers such as pants, shirts, jackets, and hats
- Uniform requirements **do not** apply to gear; plate carriers, chest rigs, helmets, belts etc.
- **GHILLIE SUITS AND LEAF SUITS ARE ONLY AUTHORISED FOR RECCE SQUADS.** Not all events will include recce squads. Refer to the game specific ruleset for more information on this.

Respawn Rules

- Players can respawn at two locations; your team's main command post, and your team's mobile command post
- To respawn, you must enter the boundaries of your team's command post, and wait the **5 MINUTE RESPAWN TIME**
- **Mobile Spawn Point**
- A Mobile Spawn Point is a type of resource that can be set up by your team to add an additional place to Spawn From. The mobile spawn point will be marked by a flag the colour of your team.
- Mobile Spawn Points can be placed anywhere on the field that is in play.
- While the flag is established and active, players of your team may spawn there. A Dead Player has to return to a Mobile Spawn Point and wait out the respawn timer to return to the game and be considered alive again.
- A player respawning at the Mobile Spawn Point may also remove their bandages and make them available for use again.
- A Mobile Spawn Point can always be deactivated by the enemy team. This can be accomplished by simply knocking it over.
- Once the Mobile Spawn Point is destroyed, it has its own "respawn" timer. Once returned to the main command post, the Mobile Spawn Point has a 1 hour respawn time
- Mobile Spawn Points will always have a flag denoting the same colour as a team's game props.

- Mobile Spawn Points can be carried around, deployed, taken down, and moved around.
- Use of the Mobile Spawn Point will vary from event to event, refer to the game specific ruleset for more information
- Anyone may carry the mobile spawn point
- If you are shot while carrying it, nothing special happens. Teammates may take the spawn point from you and carry on, or simply revive you

Item/Prop Rules

- Props are present at every one of our events in one form or another, either as objectives or key items for a team to defend.
- Each Team will be assigned a colour for each event. This colour will be used on all important things denoting your team, such as spawn points and the props. A colour being represented on a game asset means your team has permission to pick it up and move it. If only the colour of the enemy team is present on the prop, your team is not allowed to move it under any circumstance. A prop with the colours of both teams on it can be moved by both teams.
- All prop items will be marked in some way. If a prop is meant to be important but unable to be moved by either team, it will have a different colour from either of the teams colour tags. If it does not have a colour tag on it at all? It's not a game prop and not part of the event.
- All Prop Tags will be outlined in the Event Specific Ruleset document. The only exception to prop marking is medic water - medic water is always able to be moved by both teams, or stolen by the enemy team.
- When a player is shot, they must drop all game items and props on the ground. They are not permitted to take game props with them back to respawn.

Radio Rules

- Radios are in use by pretty much all players at all events.
- At all times FRS/GMRS Channels 1 and 2 must remain empty. This is for use by Game Control and is a safety requirement for the event. Game Control is always on Channel 1 and can be contacted for Administrative or Safety Issues.
- In a specific event document, we may issue a list of radio channels for each team. If an event has any allocated radio channels, they are to be considered

Protected and Encrypted communication for that team. You are not allowed to listen in or access it in any way. Any channels not assigned are fair game for anyone to use for any purpose.

Out of Game Communication

Certain phrases or communications are to be considered Out of Game at all times. They are to be used for Administrative or Safety reasons only. These may not be used for tactical purposes or to deceive other players to gain an advantage. There are no loopholes or “Well I didn’t say that exactly” - violating the spirit of these instructions will result in your removal from the event immediately.

“I’m Dead”

Telling other players you are dead is an out of game communication. You are telling them you are not in play, and for them not to shoot you. If you tell another player you are dead, you are. If you were alive, you aren’t anymore and you will need to respawn. Likewise, if another player asks if you are dead and you confirm that you are, you are dead. You do not have to answer the question. If the enemy asks if you are dead, you can say no, or you can ignore their question and shoot them. If you say that you are, then you are dead and out of play.

Red Rag and Red Blinking Light

Commonly known as “Kill Rags” or “Kill lights” - these communicate to other players you are dead and are identical to the instructions for “I’m Dead” above. If the enemy player saw your kill rag out or your light was on? You are dead. Go back to respawn. Kill lights for use at night must specifically be blinking / strobing at a steady pace. Oftentimes players will use solid, non flashing red lights at night time for a variety of purposes. If the only kill light you have is red but incapable of strobing, just be mindful of the fact you may be shot by players. It is recommended you also verbally announce you are dead if you wish to minimise getting shot while out of game.

“No Duff”

A No Duff is an instruction for a total game stoppage. A No Duff scenario is an emergency in which the game must stop to address a serious safety concern, or to render immediate medical attention to a player. A No Duff can be called by any player.

A No Duff scenario is one in which a person is at immediate risk of serious injury

or death. A player with a broken limb, serious bleeding, is unable to walk, is unconscious, or is having severe breathing issues are all scenarios where the game must stop. A small cut on your arm, or a slightly sprained ankle, are not a No Duff scenario. If you can safely remove yourself from the field without needing the game to stop, then there is no reason to stop the game.

All players upon hearing NO DUFF will stop what they are doing immediately. As loud as they can they will also yell NO DUFF. Each player will then set their radios to Channel 1 and await further instructions. Do not talk on the radio or ask questions. There are two commands that will end a NO DUFF: "The Game is Back On" - this means the game is back on and can resume either immediately or after a small countdown (30 seconds). Players can resume playing from where they stopped. "Return to your Command Post" - the nature of the emergency requires a much longer pause in the event. Everyone needs to return to their CP to await further instructions.

Northern Thunder 1 Rules

Hello, this will be the game specific ruleset, and any information you should need in regards to Northern Thunder. There will be an additional document that outlines our general ruleset, please refer to that as well.

Venue

[The Compound: 6026 Haliburton County Rd 503, Minden ON, K0M 2A1](#)

Camping is available on site, as well as bathrooms.

HPA Fills are also available on site.

Dates and Timings

Friday 18 April:

Registration will be open until 1930 hrs

Chrono will be open from 1500 hrs to 1900 hrs

Saturday 19 April:

Registration will be open from 0700 until 1130 hrs

Chrono will be open from 0700 until 1130 hrs

Game Brief will be at 1200 hrs

Game start will be 1400 hrs

Sunday 20 April:

End Ex will be at 0600 hrs

Things to Bring

- Red kill flag
- Red kill light
- Flashlight
- Ear protection - Earpro is not required, but we highly recommend it. There will be pyro in use in this game (depending on county fire ban status) and it is loud.
- Eye protection
- Food and water to last for 2 days
- Team specific uniform

Uniform Rules

Uniform rules only count for clothing, pants and tops, that's it. Does not apply to gear.

Manticore - Civilian Attire - Any civilian clothing is acceptable. **RANGER GREEN AND TAN ARE NOT ACCEPTED.** Dress like you're going out to run errands.

Saturn Group - BLACK - If that needs further explanation, seek help.

Epsilon - CAMO - Any camouflage pattern is good to go, just **no leaf or ghillie suits.**

Vehicles

There will be vehicles at this game. Vehicles may have their windows rolled all the way up if the vehicle crew decides to do so.

Vehicles are immobilized from 1 chalk round, a second chalk round impact destroys the vehicle. - NOTE - Destroying a vehicle destroys anything inside, loot included, so think twice before taking out vics

When immobilized, the vehicle must stop moving, turrets may continue to function and crew may dismount.

General Gameplay Overview

Northern Thunder is a battle for resources. For the duration of the game during the day, the objective will be to acquire said resources. There will be marked locations all over the map, where there will be recurring supply drops. These supply drops will be various styles of bags (backpacks, laptop cases, string bags etc.) which will contain various items that each have an assigned point value. In addition to getting resources from supply drops, Saturn group operators will have materials on them that can be taken, once the player carrying them is eliminated. Furthermore, Saturn Group convoys will be rolling through the map at set times, these will be carrying the most resources out of all the other sources. HOWEVER, if the vehicle is destroyed, the resources go with it. Disabling the vehicle and eliminating infantry is your best bet to get the most loot.

Once the sun has gone down, the objective will shift. As well as bags to acquire, players will now be battling to acquire glow sticks. In addition to the glowsticks, there will now be flags located at team CPs. Flags that may be stolen for points.

Medic Rules

There will be no medics at this event. Revives can be conducted by any player, on any player. To revive a player, apply a tourniquet or bandage, and count 60 seconds. Each player may carry 1 tourniquet. Multiple tourniquets may be applied to the same player, but that may make you want to rethink continuing to revive that player.

Medic waters will also be in play, they will be acquired the same way the other loot is acquired. Medic waters must be opened by a live player, and the dead player must drink the whole water to be revived. **DON'T DROP YOUR EMPTY BOTTLES! TAKE THEM WITH YOU AND THROW THEM OUT PROPERLY!**

Weapon Rules

All guns will be chrono'd and tagged prior to game start. If you are late, or need to chrono a gun during the game, find a staff member and we will chrono a gun for you.

Fps limit for this game will be 400fps or 1.49J on 0.2g bbs.

Only semi-auto fire is permitted for the duration of the game, with the exception of LMGs. LMGs are to be a proper belt-fed weapon system (Krytac LMG, RPK are okay too). An m4 with a drum mag is not an LMG and cannot use full-auto. RPS limit for LMGs is 25rps.

Snipers/Bolt action rifles are allowed, but they must conform to the 1.49J limit.

For further questions or clarifications, please feel free to reach out to us on our social media, or at canaopsairsoft@gmail.com.

Commanders will be receiving a detailed brief on the rules of the game, and can also be consulted during gameplay for rule clarification.