

Reclamation Children of the Void Rules

BKW Field Rules:

- All participants must be at least 10 years of age to play
- Any participants under the age of 18 must have a signed waiver by a parent or legal guardian. No alcohol or drugs are permitted on the Property.
- Smoking and/or vaping is only allowed in the parking lot.
- Personal property of others is always to be respected.
- No co2 fills, compressed air only

Paint: Event Paint Only! Players found with outside paint will be ejected from the game without refund! .68 Caliber Paintballs. *Only paint purchased during pre-registration or day-of can be used.* No other paint caliber's are accepted.

Player Cards: Will be issued at player registration. Players cards are required to participate at this event and must always be worn. Cards will be checked every time a player enters the field. If a player card is lost, a new one may be issued after verification of registration. Cards will contain two ref punches. If a player receives two ref punches, he or she will be ejected from the game without refund.

Armband Tape: Players will be identified by colored tape. Both arms must be taped and worn for the duration of the event. Players are not allowed to wear enemy tape.

Markers: Any commercially produced, commonly available .68 paintball markers may be used. All electronic markers must be capped at 10 balls per second IN ALL MODES INCLUDING SEMI-AUTO MODE. Rate of Fire violations will result in a referee punch on your player badge.

Velocity must be at or below 280 fps. Players will be chronographed each and every time they step onto the field.

All paintball markers must have a barrel sleeve/barrel bag for covering the end of your barrel in all non-play areas. Barrel plugs are not acceptable unless they have an attached bungee.

Squeegees in barrels are not acceptable.

Players caught with no barrel sleeve/barrel bag on their barrel in an off-field area other than the chrono may be ejected from the event with no refund. This includes markers with no hopper or air tank. If it has a barrel, it is required to have a barrel sleeve/barrel bag on it. Period.

Goggles: Goggles must meet ASTM and insurance requirements, must be unaltered, must provide full face, eye, and ear protection, and must have suitable, uncracked and undamaged lenses in them. Players caught lifting their goggles or breaking the seal of the goggles against their face may be ejected with no refund.

Radios and cell phones: Radios are allowed and encouraged. You may monitor any frequency you wish. Players may use their radios or cell phones anytime while they are on the field and in play. However, players are prohibited from communicating or disrupting any frequencies (Channels 5,6 and 7) utilized by BKW, Refs, and Game Control.

DEAD MEN TELL NO TALES! Any “dead” players that are caught “spotting” enemy positions, with or without radios, for their team will receive a referee punch on your player badge.

Prohibited equipment: No aerial drones or other remote-control devices allowed! No tools or knives may be carried on the field. No personal fill stations allowed on the premises. Any items found in violation may result in being ejected from the game without refund. No pyrotechnic devices.

Referees: Referees will be clearly marked. Do not argue with a referee under any circumstances. If you disagree with a call, ask to see the Head Referee.

Head Referee: The head referee will always be available throughout the game for dispute resolution, and to oversee referee and player interactions. The decision of the head referee is final.

Non-players on the field: All non-players, including media personnel, must obtain a "spectator" and sign a waiver prior to entering the field. Media personnel must also obtain a media badge from Big Bang Paintball.

Confrontations: ANY player who verbally and/or physically confronts another player will be ejected from the game. In extreme cases of violence, law enforcement will be contacted.

Eliminations: If you are marked by a direct hit from a paintball (even if the ball itself ricocheted) and it breaks on you and leaves a quarter-sized mark, you are eliminated. This includes any hits to your body, paintball marker or equipment, except for shields. You must immediately leave the field or return to your reinsertion point.

Any player found to be “playing on” after being eliminated will be removed from play by a referee and sent to your reinsertion point. Continued disregard for elimination rules will result in a referee punch on your player badge.

Barrel-tagging: No barrel tagging or “melee kills” allowed. Do not physically touch other players in any way.

Reinsertions:

During regular play, players will reinsert instantly at their team’s starting location. Wipe off your hits and tag back in.

During regular play the North Respawns will operate on a 20 minute reinsertion cycle. 5 minute respawn window every 15 minutes. Game Control will monitor and enforce reinsertion windows at these locations.

Players may exit and re-enter the field at both the North and South Entrances

Bunkers on the field: No player may move any bunkers unless specific provisions are outlined by Game Control allowing him or her to do so.

Boundary Tape: For safety reasons, DO NOT cross or shoot over the boundary or nets. Do not use perimeter nets as bunkers. Any player caught doing so will be eliminated and forced to reinsert. Repeated violations of this rule will result in a Referee punch.

Dead Man Walk: Will not be tolerated. It is the practice of casually strolling past enemy positions as if you had been eliminated, while still in play. Any player caught doing so will receive a referee punch.

Flag Stations: Flag stations will be set up on the field to mark points of contention during the game. Flag stations are immobile. Flag stations are NOT respawning locations unless dictated otherwise by game control. They are not to be moved. Players caught moving flag stations will be eliminated. Continued moving of flag stations will result in ejection from the event.

Shields: Only event shields may be used. A shield will provide mobile cover to the players behind it.

- May be handed off between live players.
- Eliminated shield holders must bring their shield back to their respawn BEFORE handing it off to another player
- No throwing the shields.
- No “body checking” or ramming into another player
- No dual wielding the shields!
- Immune to small arms fire except on designated targets on the front of the shield
- There will be special targets on each shield that, when filled up with paint, will eliminate the shield and player holding it
- Once a single target is filled with paint it can not be wiped off until it is taken back to their main base. If a filled target is intentionally or unintentionally wiped clean, that player and shield are eliminated
- Vulnerable to Heavy and Special Weapons
- Shield player may use any marker

Smoke Grenades: All colors may be used. DO NOT pick up an actively burning smoke grenade.

The Dust Buster: Beam Weapon that eliminates ALL players

- Eliminates all players within a 15 x 150 ft beam
- Destroys Proximity Bombs
- Destroys shields
- Players are hit with beam of concentrated Rift Radiation and rapidly age until they turn to dust

Dropship: 1 Hit Point

- Up to 8 Passengers. Passengers must hold onto the rope during the entire “flight.” Players who let go of the rope during flight will be assumed to have “fallen out” of the drop ship and eliminated.
- Passengers can not shoot or be shot by paintballs while in flight
- Dropship must signal to their escort that they have initiated their 10 second landing sequence. After 5 seconds, all players within a 40 ft radius are eliminated
- After 10 seconds, all passengers are in play and the dropship can immediately lift off
- The first landing of the dropship’s timed run eliminates ALL players within a 40 ft radius of the dropship.
- Dropships can pick up and carry up to 8 passengers from anywhere on the field back to the landing zone
- Can only be eliminated by enemy gunships.
- Dropship will return to their respawn after they run out of time

Orbital Gunships (3 per team): 1 Hit Point

- Shoots tennis balls out of tennis ball launchers
- Can only engage with enemy gunships and dropships
- Can not engage with land objectives, props or players
- Can engage with orbital objectives, missions, and props

Proximity Bomb (3 per team per hour)

- Can not be picked up once placed on the ground
- 10 ft detonation radius, 15 ft elimination radius that passes through buildings
- Can not be thrown
- Tripped by enemy players
- Only eliminates enemy players

Rocket Launchers

- Field launchers only
- Starts with 10 rockets
- Rockets can not be recovered from the field
- Each faction will be replenished up to 10 rockets every 60 minutes
- They can have a maximum of 10 rockets in their possession
- If they have 10 rockets, no new rockets will be issued
- 10 ft blast radius from point of impact on buildings or structures. Damage passes through walls.
- Rockets can ONLY be shot at buildings, but not directly at players.

Nano Med-Spray

- Can only be used by a Medic
- Can heal all wounds except neck and headshots.
- If a player is wounded, they have 60 seconds to be healed. If a wounded player is hit again before they are healed, they are eliminated
- Nano-Med Spray must be applied onto the hit.
- Once Nano-Med Spray is exhausted, it can not be used. Command must bring the depleted cans back to Game Control to receive another.