

# Syndicate

## Event Ruleset

1. All players must complete a Waiver, Registration, and Safety Brief, this includes JTF Missions. It is mandatory for event participation.
2. Full Seal Eye protection that meets ANSI Z87.1 High Impact Requirements or greater are mandatory for attendance, including approved eye wear with Full Seal Kits Installed are mandatory (i.e. Oakley glasses must have a rubber seal kit installed).
3. Lower face protection mandatory for players under 18, examples are: Mesh Lower, Cloth Lower, Sports Mouth Guard
4. Safety word of the day is "Blind Man". When this safety word is called, stop any activity/movement and remain in place until "Game On" has been called. This phrase covers many issues, from lack of eye protection, to real world emergencies.
4. Real Steal of any kind is FORBIDDEN (knives, guns, etc.).
5. Event Organizers and Admins reserve the right to make judgment calls and rulings on the field, admin word is gospel, it is the final and only ruling.
6. Taggin, Enola Gay, and IWA single bang grenades are the only allowed pyro grenades for the events. Taggin launchable products and TAG-67 are not permitted. IWA multibang grenades are also forbidden.
7. TCA Mortar system is approved for use. Mortars must remain above a 30degree angle cannot be deployed indoors or shot directly at buildings or personnel. Must show certificate of completion.

8. Cold-Burn smoke grenades are permitted outdoors, smoke grenades are not permitted indoors.
9. Simulation sound, and pea/bb type grenades are allowed indoors.
10. No Riot Shields.
11. Go Pro/Action Cameras must have any red-light source covered or off.
12. War Crimes will be tallied, completed, and called at the admin's discretion.
13. Dead Rag and Deadlight are mandatory.
14. Flashlight/Weapon light are also required as sections of the facility are dark, and gameplay will continue until after dark.
15. Event Staff will be wearing Red/Orange Shirts, please observe not shooting.
16. Gloves and good outdoor footwear are highly recommended.

### **Indoor/Building Rules**

1. Do not deploy smoke indoors.
2. Do not deploy projectile/grenade launchers indoors.
3. Do not close, lock, or modify already existing doorways, door frames, and windows. These doors specifically are government owned and can only be opened by the fire department if locked. No ladders are in play. **Stairwells on the exterior of buildings are not in play.**
4. Areas that are off limits will be marked with tape. Do not access these areas.
5. Do not purposely damage indoor fixtures, environments, furnishings, etc.
6. Do not obstruct or block walkways, doorways, door frames, etc.

7. Buildings G and H are completely out of play. Tunnel access is allowed for buildings F and 3 (chapel).
8. Building F west wing, second floor, and basement off limits.
9. Chapel access is limited to the tunnel access only. Do not go into the pews area of the chapel.
10. No roof access, period
11. Do not attempt to access already blocked off or closed areas designated by the event organizers.
12. No Full Auto inside buildings. 3 round burst fire only
13. Weapons with an MED must break the plane on the first floor.

### **Team Camouflage/BDU Regulations**

1. US DEA: Any Tan Base Military Spec Camouflage (ex: Multicam, AOR1, Coyote, MARPAT Tan ). No Black Tops, Black is delegated to Bounty Hunters ONLY.
2. Narco: Green Military Spec Bottoms (ex: M81, AOR2, A-TACS, CADPAT, etc.) with a civilian top or green top. No red, orange, neon or pink tops for civilians. No Multicam Tropic.
3. Civilian Faction: **Not in play this event.**
4. Bounty Hunters/Contractors: Full Black BDU. **Not in play.**
5. Camouflage/BDU Notes: ○ Helmets and hats must be specific faction colors. ○ Color of Gear (Plate Carriers, Chest Rigs, Battle Belts Etc) does not matter.

### **Weapon Classification and Rules of Engagement**

1. Rifleman/Shotgun -1.55J with .32 BBs
  - No Minimum Engagement Distance.
  - Semi-Automatic fire only.
  - Shotguns: Maximum 3 burst fire only, if found exceeding 3 rounds per action, player is immediately banned from AO.

2. DMR Rifles – 2.0J with .32 BBs ● 50 Minimum Engagement Distance.
  - Semi-Automatic fire only.
  - Mandatory sidearm/backup weapon ○ No Indoor Engagement.
  
3. SAW /LMG – 1.86J with .32 BB ● 50ft Minimum Engagement Distance.
  - Box Magazines only, No High Caps.
  - Mandatory sidearm/backup weapon.
  - LMG ROF cap: 30 RPS.
  - Must be equivalent to real SAW (If you are unsure, please ask).
  - No Indoor Engagement allowed.
  
4. Sniper Rifle - 2.81 J with .32 BB ● 100ft Minimum Engagement Distance.
  - 150ft Indoor Minimum Engagement Distance.
  - Bolt Action only.
  - Mandatory sidearm/backup weapon. ● No Indoor Engagement.
  
5. SMGs – 1J with .32bbs
  - No Minimum Engagement Distance.
  - ROF cap: 25 RPS.
  - “Burst” full auto allowed outdoors.
  
6. Pistols/Sidearms – 1.55J with .32 BB, Semi only
  - No Minimum Engagement Distance ● ROF cap: 25 RPS
  - No drum magazines.
  - If HPA Tapped, it counts as your primary weapon for the event.

## **General Weapon Rules**

1. All weapons must be Chronographed before the event, no exceptions.
2. No Master Mikes, 40 Mikes.
3. Shower Shells, outdoor use only. 25 ft MED
4. Chronographed weapons will meet certain weapon classifications, and will follow the rules of engagement for that classification, no exceptions.
5. Only LMGs and SMGs have access to full auto.
6. Any weapon that is not an LMG or SMG must be in semi-auto.
7. No Blind Firing.
8. No Binary Triggers of any form.
9. No Minimum Engagement rules for Rifleman weapons and Pistols indoors and outdoors.
10. A 'Bang Bang' Rule is a courtesy, if able to safely do so, please do so. If unable, use common sense and refrain from close quarters head or face shots that may injure a player.
11. Refrain from overshooting in CQB environments.
12. LMG and Sniper weapons must use sidearm/backup for indoor engagements.
13. Mid Cap Magazines for all weapon classifications other than LMG and SMG Weapons.
14. Sound grenades have a 15-foot kill radius. If you are using a fragmentation/BB showering grenade, any frag hits count.
15. Indoor grenade detonations within enclosed 30 x 30 rooms eliminate any players within these dimensions.
16. HPA powered replicas must have a functional tournament lock for their regulators, if not, they cannot be used.
17. All weapons must have trigger guards.

18. Melee weapons must be approved by staff before Startex.
19. Melee kills are non-treatable for wounded players; they must bleed out without the chance of a medic reviving. These are silent kills.
20. Do not throw Melee weapons.

## **Vehicle Interaction Rules**

### **Not in play this event**

1. Do not shoot the vehicles, PERIOD..
2. Vehicles have a max speed of 10 MPH.
3. Lights must be on at all times.
4. Players must remain 10 feet away from moving vehicles. Stopped vehicles may be used for cover.
5. Vehicles may not be boarded while in motion.
6. Vehicles must have a fire extinguisher
7. Drivers must be 18+ with a valid driver's license.
8. Vehicles must have a commander or crew member designated to supervise and assist with backing up, unloading personnel, loading personnel, and ensuring passengers are safely embarked and seated during any length of travel.
9. Players may not board an enemy vehicle.
10. Vehicle crews cannot modify or interact with objectives.
11. Do not engage disembarking players until they are outside

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## **Objective's Rules**

1. Skirmish Bands are required for this event, Players Wanted Events heavily utilizes the skirmish system, these are acquired at registration.
2. Objective Scoring is dependent on mission and criteria for completion.
3. Admins make final decisions on objective scoring.
4. No tampering or destroying objectives.
5. No purposely hiding objectives.
6. Cannot interact with objectives when dead.
7. Players carrying objectives must drop them when eliminated, and where the elimination took place.
8. Objectives must be deposited at spawn to score.
9. Objectives continue to stay in play until game organizers state otherwise, modify, or have been scored. Objectives cannot score if they are not in play.
10. Factions score or possess objectives if they have a team member attending the objective.

## **Medic/Wounded Rules**

1. A single hit from a BB means you're dead. If a BB hits your persons, your gear, (canteens, pouches, bags, etc.) or you are caught in a grenade blast, you are wounded and must display a red kill rag to indicate you have been wounded.
2. Players must have two bandages to be revived. (Ace Bandages, Tourniquets, MSW Bandages, etc.).
3. Ace Bandages must be minimum 18 inches long and not pretied.
4. All players are "Medics" for reviving purposes for the event.

5. A wounded player can be revived by a non-wounded player by fully wrapping an Ace Bandage around the arm of the wounded player, once complete the player is no longer wounded and can resume play. Maximum of two medic revives, once they are hit a third time they have been killed and must return to respawn.
6. Hit = Wounded! Kneel or sit, do not continue to stand for gameplay purposes. Display your red kill rag, ideally on your head, or wave prominently.
7. When a player is hit, they must loudly repeat "hit", "dead", or "out" 3 times to let opponents know they are no longer in play.
8. Wounded players have a 5 minute "Bleed Out". Once 5 minutes have passed, the wounded player has died and must return to their designated spawn to return to the fight. Players must wait 5 minutes, no automatic walk to respawn.
9. Each team will be issued 5 medic bags filled with bottles of water, if a player is wounded a 3rd time, they may drink an entire bottle of event water from the medic bag, they are then allowed a 3rd revive.
10. Weapon hits do not count if the weapon is held/equipped by the player. However, it does count if the weapon is not in use, and will be treated as gear.
11. When wounded, no talking period, unless yelling for a medic.
12. "Drag Rule" in effect, you may move a wounded player by grabbing the player, stating they are "dragging" the wounded player, and moving them to another location. This does not mean grab part of a player's gear or equipment and pull, to respect everyone's gear and equipment, please refer to the drag rule by grabbing the person, and having them assist the move under their own means as well.
13. Friendly Fire counts!

14. All wounded players have the "5-foot rule". If a wounded player is in crossfire, door frames with heavy foot traffic, path of a vehicle, etc., they may move up to 5 feet out of the way. This doesn't mean wounded players can use this to get medicated easier, this is only to move you out of gameplay and for safety purposes.
15. Players can be revived at Admin Discretion.

### **Prisoner Rules**

1. When players are in their "bleed out", that player can be taken prisoner.
2. A player can always be taken prisoner at least once per respawn.
3. To take a prisoner, players verbally state to a bleeding out opponent, "I am taking you prisoner". Players then place a hand on their shoulder for 15 seconds. From here the prisoner must follow their captor within reason and within rules.
4. Players should only touch opposing players on the shoulder, NEVER TO BE RESTRAINED!
5. If asked, prisoners are required to hand over all intel and props.
6. Extracting captured players and depositing them at CP accrues score.
7. Captured enemy players deposited at CP must wait 3 minutes until they may return to the game, by which they travel to their CP to respawn.
8. While in transport if the prisoner has the same amount of "lives" as when they were taken prisoner.

## **Nikolai Rules**

1. The prisoner rules for Nikolai are different from all other prisoners. When Nikolai is hit for the first time the players have one minute to secure Nikolai.
2. Once you secure Nikolai he has to be physically searched and all weapons removed from him but kept nearby Nikolai. These items cannot be retaken by Nikolai; they are considered removed from the game. However any weapons not removed from his body or any player weapons are considered fair game for Nikolai to go after and use on players. This is not limited to melee weapons, rifles, pistols or grenades on a player.
3. Once the search is complete you will "medic Nikolai." At this point Nikolai should be physically restrained. Nikolai can resist being taken prisoner. He is to be taken back to your CO for a successful capture.
4. Once you are moving Nikolai to your CO he has 3 lives. If he is hit he will go down until mediced again. Each time Nikolai is hit it can cause a loss of points.
5. Nikolai's safe word is pineapple juice. Once this is said everyone is to let go immediately.
6. The players will be allowed to regain control of Nikolai again before being able to move Nikolai again.
7. Nikolai cannot be lifted off his feet and carried. Also Nikolai cannot be dragged across the ground.
8. Head and Neck are off limits for grabbing zones. **DO NOT HOLD NIKOLIA BY THE HEAD OR NECK**
9. Pain compliance techniques are also forbidden.
10. No physical restraints can be used against Nikolai.

11. Nikolia WILL NEVER STORE ANYTHING IN HIS CROTCH PLEASE DO NOT GRAB TO SEARCH THERE.
12. Nikolia is a liar, do not believe what he says UNLESS he says "ADMIN ADMIN" breaking character to address any questions or issues.

### **Tips**

13. More than one person should be holding Nikolia.
14. Nikolia not to be trusted.
15. He carries multiple weapons on him.

### **Camping/Overnight Information**

1. Overnight stay and Campers must Check-In, Register, and complete Waiver, it is free.
2. Police your trash, and clean campsites before departure from the event.
3. Be mindful of neighbors with noise volume, especially at night time.
4. All weapons must be placed inside a gun case until inside AO.
5. No Alcohol on site.
6. No Drugs on site.
7. Fire Pits allowed, but must be elevated from ground level, must have fire extinguishers or generous amounts of water must be present at all times.

## **Event Timeline**

### **Friday**

- 12:00 pm: Gates open/Camping Accommodations Open.
- 1:00 pm: Check-In and Registration is open.
- 2:00 pm: Chrono is open.
- 7:00 pm: Chrono and registration closes.

### **Saturday**

- 7:00 am-9:15am: Check-In & Chrono.
- 9:20 am: Safety Brief begins.
- 9:50 am: Deployment from Staging Area.
- 10:00 am: Game Evo1 Startex.
- 1:30 pm: Break for Lunch.
- 3:15 pm: Event Organizer Game update.
- 3:30 pm: Evo2 Startex.
- 6:00 pm: Evo2 Pauseex/ Dinner.
- 7:30 pm - 9:00 pm: Night Game Duration Saturday.

### **Sunday**

- 9:00 am: Safety Brief and immediate deployment to Staging Areas.
- 9:30 am: Game Evo1 Startex.
- 12:00 pm: Evo1 Endex/Game Endex.
- 12:30 pm: Raffle and Announcements.