



# RED SPECTRE

## TRAINING GROUP

### MILSIM DIVISION

### DEAD DROP

**Date** : November 1, 2026  
**Event** : Halloween Aftermath Charity Tournament  
**Beneficiary** : The Veteran's Advocacy Group  
**Location** : Palm Beach Airsoft  
6275 Old Congress Rd  
Lake Worth, FL 33462

**DEAD DROP**  
**GAMEPLAY RULES AND REGULATIONS**

**DIVISION: Mil-Sim (MAIN ARENA)**

**GAME MODE: DEAD DROP**

**1. OVERVIEW**

Dead Drop is a fast-paced, objective-based game mode where two teams compete to recover a central device (Beacon) and deliver it to their designated spawn zone.

Matches are conducted in a 5 vs 5 format with a total duration of 10 minutes of continuous gameplay.

**2. OBJECTIVE**

The objective is to retrieve the beacon from the center of the field and deliver it to your team's spawn zone to earn points.

**3. FIELD SETUP**

- One (1) device placed at the exact center of the field
- Two (2) clearly marked scoring zones, one per team
  - A trough will be mounted to the far wall of their spawn zone where each beacon will be placed when a player scores
- Symmetrical spawn points for both teams
- The brightness in arena will be randomly selected just before teams enter arena
  - 100%
  - 50%
  - 10% with color changing LED overhead lighting

#### **4. START OF MATCH**

- Both full teams will meet at centerfield and will be met by 3 referees
- Each team will flip a coin for spawn location and shake hands when outcome is decided
- A referee will accompany each team to their spawn zones
- The referee located at centerfield will place beacon at designated point
- The beacon will be active and visible at center field
  - The beacon is a 4.5 inch flashing orange LED road flare magnetic puck
  - The beacon will be mounted on the side of the center field firetruck
    - Driver side behind main cab
- Both teams begin at their designated spawn zone
  - Each player must be touching the far wall before game start.

#### **5. DEVICE CONTROL & CARRY RULES**

- The device must be carried in hand and remain clearly visible at all times
- The device may not be:
  - Thrown
  - Kicked
  - Hidden in gear, pouches, or clothing
- Only one player may control the device at a time

## **6. HIT & DROP RULE (MANDATORY)**

- If a player carrying the device is hit:
  - The player is considered OUT per standard rules
  - The device must be dropped immediately at the player's feet
  - If player continues moving after being hit and does not drop the beacon at location of hit (at referee discretion:
    1. The game timer will stop
    2. The point will be awarded to opposing team and that beacon will be placed in the awarded teams trough and a new beacon will reset
    3. Both teams will restart at spawn zone
    4. The referee will resume the timer and game continue

## **7. LIVE BEACON STATUS**

- Once dropped, the beacon remains live and in play
- Any player may retrieve the device immediately
- The device is only reset to center after a valid score
- If the beacon remains uncontrolled for 30 seconds:
  1. The referee will pause gameplay and timer
  2. Both teams will return to spawn zone
  3. The beacon is reset at center point
  4. The referee will resume gameplay and timer and game continues

## **8. SCORING**

A point is awarded when a player successfully brings the device into their team's spawn zone

To count as a valid score:

- The player must be alive (not hit) upon entry
- The player must have full control of the device
- The player must be fully inside the spawn zone

Once a point is awarded:

- A new beacon is placed at center field
- The referee at the spawn point will blow whistle and the referee will place a new beacon at center field
- The gameplay is continuous and timer will not stop unless penalty is awarded or an injury occurs  
(at referee discretion)

## **9. WIN CONDITION**

- The team with the highest number of beacons at the end of 10 minutes is declared the winner
- There is a total of 47 beacons per game
  - The game will end if all 47 beacons have been scored prior to the end of the 10 minutes

## **10. SAFETY & CONDUCT**

- All standard event safety rules apply
- Excessive force, unsafe play, or unsportsmanlike conduct may result in:
  - Player removal
  - Disqualification
- Fully automatic fire is NOT ALLOWED; Semi-automatic fire only
- NO MINIMUM engagement distance
- Blind firing is strictly prohibited
- No intentional physical contact at any time
- No deadman firing
- No moving obstacles, barriers, or props

## 11. REFEREE AUTHORITY

- All referee decisions are final
- Referees have full authority to:
  - Confirm or deny scores
  - Enforce penalties
  - Stop play for safety reasons

## 12. PROHIBITED ACTIONS

The following actions are strictly prohibited:

- Intentionally delaying device drop after being hit
- Throwing or launching the device
- Hiding or concealing the device
- Interfering with referees or scoring

Violations may result in penalties or removal from the match.