

SHADOWFRONT: THE BEAST AWAKENING RULES

WASAGA ADVENTURE PARK. THE ADVENTURE BEGINS

Please Note: All info below is subject to change.

UNIFORMS

This year, teams will be marked by Arm bands on both arms, Wear any colours you wish but Red, yellow, Orange.

GAME FORMAT - TIMINGS

Refer to the event Page!

Times: Refer to the event page for times.

HEARING PROTECTION!

Hearing protection is mandatory for all of our events!

Sound grenades are in play!

We also use Bangers for props!

EYE PROTECTION:

Full Seal, ANSI Z87.1 rated (Revision, Valken, Pyramex, Smith Optics, ESS, Wiley X, etc and paintball goggles) held on with a strap.

No ski goggles. No Mesh Goggles, no safety glasses, no shooter glasses

Any one caught on the field with a non full seal will be ejected without refund.

MANDATORY EQUIPMENT FOR ALL EVENTS

Watch or timer - Water - Red Kill Rag

RIFLES - SHOTGUNS - SIDE ARMS: CHRONO - RPS

- **1.49 Joules** (400 fps with 0.2gram bb) for all weapons but Snipers
- **Semi Auto** for all weapons but LMG's/SMG's Under 1.0.

HPA:

All HPA/Gas/CO2 guns will be chrony'd with the BB weight you will be using.

All HPA guns must have some sort of tournament lock for their equipment. You may not adjust your FPS after it has been chrono.

HPA will be available on site for the duration of the event unless stated other-wise.

LMG:

LMG's must be a Belt Fed style of weapon. Not an AK/m4 with a bi-pod and drum mag. G&G and krytac lmg's are allowed. RPK is OK.

There will be a RPS (rounds per second) cap enforced for Support weapons of 25rps.

LMG's MAY not shoot full auto within 25 feet. They must switch to a side arm or semi auto.

SMG'S:

(MP5, MP7, UMP, KRISS Vector, Thompson, Uzi, any replica that shoots a pistol caliber round):

1.0 Joules may shoot full auto with a 5 FT M.E.D. You must switch to Semi auto within 5 feet. NO Over shooting. Meaning please don't full auto players in the face at point blank range.

No over shooting.

No Full auto indoors, but shooting out of a window is allowed.

QUALIFYING 7.62 NATO OR HIGHER DMR REPLICAS:

1.88 Joules with 50 ft MED. Must have a side arm that's under 1.49 joules

DMR's must chrony with the weight they are using.

SR25, PSG1, G3A3/G3A4/G3SG1, Dragunov, G28/HK417, SCAR-H SSR/Mk20, M14/EBR

If you don't see your gun here above, DON'T ask. We won't answer you if you try to ask.

SNIPERS:

BOLT ACTION SNIPER RIFLES will be chrony'd with the weight they are using.

Players who have a recognized sniping course is allowed to shoot 2.26 Joule max with a 100 Foot M.E.D.

Players who do not have a Sniper Certificate, Must shoot 1.88 joules with 50 ft MED.

Snipers must have a side arm that's under 1.49 Joules.

ELECTRONIC TRIGGERS/TRIGGER GUARDS

Guns can only fire 1 BB per trigger pull (this means trigger pull and release - some guns are being modified to shoot on pull and release, we do not allow this).

All weapons MUST have a trigger guard.

ZERO blade triggers.

GENERAL RULES AND SAFETY

- Minimum age 14.
- Please do not talk during rules or game briefings. If you have a question, raise your hand.
- Mags out, safeties on and barrel bags on while game play is not underway/in the staging area..
- Barrel Sleeves or Condoms are required and must be used in staging and safety areas/parking lots..
- Eye Protection Must Stay on at all times while in the play area. If you remove it while in the play area, you will be asked to leave with no refund. This is for Safety.
- Pistols may not be loaded while in a holster in the staging area.
- Do not blind fire.
- No riot shield of any kind.
- No 40 Mikes (Master mikes are allowed). No tag Rounds. No Pyro of any kind. NO home made pyro of any kind is allowed. (mk5 Flashes are okay to use).
- Gun hits don't count.
- No bang bang. Fight it out.
- Dead men don't talk. Players are cheating if they give away tactical info after being shot.
- No aggressive physical contact. You will be banned from Wasaga Beach Paintball for life.
- Wasaga Beach Paintball is a Bring Your Own BBs Field. They must be BIO BBs only, no exception. Players caught violating this rule will be ejected from the game, no refunds.
- All players must register and fill out a waiver at the customer service counter.
- All disputes/grievances are to be taken to the Game host for resolution IMMEDIATELY. We want fair and fun games for all.
- Cheating will not be tolerated. If you are caught not calling hits, you will be ejected from the field..
- Firing through cracks and holes is permitted with a clear line of sight ONLY. NO Shooting up and down through floor boards.
- Melee Weapons - ZERO MELEE KILLS ARE NOT PERMITTED. NO PHYSICAL CONTACT WITH ANY MELEE OF ANY KIND.
- Do not fire upon any animal.

- No drugs or alcohol. Consumption will result in your expulsion from the premises
- No lasers of any kind. (Night vision lasers Level 1 eye safe are allowed).
- Flash lights on Guns are allowed, but can not have a "RED" tint colour to them. (So they don't look like an kill light).

AMMO/MAGS:

Carry as much as you want. Reloading on the field is allowed.

Any size of mag is allowed.

Box mags can be on any weapon but LMG's are still the only weapon that may shoot full auto.

GRENADES:

Grenades are allowed. If a grenade goes off beside you, 10 Ft kill radius. If no hard cover is between you and the grenade. (Hardcover could be a couch, wall or table, examples) You are dead. You can still be healed.

SMOKE GRENADES:

No black, white, or grey colours. Please avoid using Yellow smokes, they are normally used for Missions or air strikes, but we will inform you when an airstrike happens.

NEUTRAL AREA

All guns must be kept magazines out, chamber clear, safety ON, and barrel sleeve on

Side arms must be holstered or bagged. Mag out, chamber clear, safety ON

No Dry Firing in the staging area

Weapon testing and calibration must be done on the field & in the target range.

CHEATING

Referee's will perform hit checks throughout the day. If a referee catches you cheating, you will be asked to leave with no refund.

Mind your OWN hits, Do not call other players hits.

RADIOS

CHANNEL / DESIGNATION	GROUP
GAME CONTROL	1
OP4	2
Shadow Alliance	Teams 3-7
Aurora Command	Teams 8 - 12

No channel surfing, if you are caught on the other team's radio channel, you will be ejected without refunds.

HIT RULES/MEDIC/BLEED OUT

Hit Rules -Upon being hit by a BB, you will call out "HIT" and fall to the ground.

Friendly Fire is lethal fire - Saying "Sorry" doesn't revive dead players

There is a 3 min bleed out timer once hit. You can be medic'd by another player within that 3 mins (See Medical Rules for full details)

At the end of that 3 mins if you have not been given medical aid, you are considered "Dead" and must return to a respawn point.

Once fully dead, you must keep a Red Kill Rag, or a Red Kill Light, while out of play. Red Lights at night time, red kill rags being out, or saying to another player "I'm dead" are considered Out Of Game!

MEDIC RULES

Only Medics with Medic Arm bands will be allowed to heal other players. Medics can heal other medics.

Each player will carry 1 bandage on their person.

If you have your own bandages from another event provider (Ie Milsim West, Risk, etc) you can bring those and use them instead.

When Wounded, the wounded player must display a kill rag or kill light, then another player who is alive may approach you to revive you.

This player will start an assisted self heal with you.

The other player will kneel next to you, take both hands off their weapon and equipment, and verbally tell you they are starting to medic you.

There is to be no physical contact between players

While this other player is kneeling, you may retrieve a bandage from your equipment and apply it to yourself however you see fit (Arm, leg, etc)

Once this bandage is tied on, you are no longer WOUNDED and are back in play. BEFORE you start shooting or moving after being healed, you MUST remove your kill rag or turn off your kill light. If you are shot again while your bandage is applied to your body, you can repeat this process with your second bandage.

If you run out of bandages, you cannot be given any medical aid (Do not use any other players bandages) - wait the 3 minute bleed out time and then return to respawn.

A player must respawn if they are shot from the neck and above.

GAMEPLAY & OBJECTIVES

Flags: There will be 3 flag zones A To C. Each Flag will be a control and hold. Continue to push your enemy team flags, or protect your own throughout the game as these will be accounted 3 points every 15 mins for possession.

Supply Drops: Strategize with your Map, and keep your eye out. There are supply drops in ammo crates on the field. DO NOT MOVE THESE CRATES. If you do end up moving one, or take it back to your base, the base refs will take that crate out of play for the entirety of the game and you will have less drops to work with. Supply drops will be every 2 hours. You may love what you find, you may not! There will be multiple on the field throughout the game map. You may open a crate and take the contents inside. Each supply drop could end up having resources and powerful killstreaks that you can use to help keep your frontline on the battlefield. Certain killstreaks can only be called in by the commander, so if you find one you better get it back to them asap. You may find physical items too, you can use those yourselves, or plan with your commander for strategic play.

The following killstreaks in the game are;

Reinforcements: COMMANDER ONLY; Will be a total of 2 squads (10 players) you can place in the field at any of your controlled flags and drop all at once. They can still be revived and have a 3 minute bleedout time like regular rules. This group will use a rope and keep their hands up, until they are ready to drop and reinforce the flag. They will drop on the flag, drop the rope and will be fair play at that point.

Toxic Gas: will Kill any Soldier within a 15x15 square or if they are within the smoke itself. It is signified as Yellow Smoke or Orange Smoke in order to show a "Toxic Gas". No bleedout time for this allowed. If the toxic gas touches the player, they are immediately dead. Refs will be watching and will call you out if you attempt to play and will give you warning. If they catch you again, they will eject you from the game. THERE WILL BE NO YELLOW OR ORANGE SMOKE GRENADES ALLOWED TO BE USED BY PLAYERS ON THE FIELD THEY WILL BE PROHIBITED AND MARKING TOXIC GAS AND TOXIC GAS ONLY! Also note on the smoke grenades, No black, white, or grey smoke either the fire department will show up. None at any costs. Cold burn only.

Red, Blue, Purple, Green, Pink, and gender reveal smokes will be allowed.

Rockets: will be a valued resource in order to eliminate players and buildings with players in them. Use them wisely. If it's a building. The rocket must hit the acquired target, in order to eliminate the structure to blow it up and eliminate all players

inside. Rockets will eliminate a 20x20 square and any part of a building inside of that radius as well. If you are on an above story, the rocket will still eliminate you. Please try not to hit players with the rockets. They do hurt. Be respectful. The commanders will each have a rocket launcher at their base. They are able to give it to anyone on their team or use it themselves. I'd use good communication, cause each team only has 1 per side for whole game. Plan accordingly.

Spy: COMMANDER ONLY; is a single Soldier that cannot fight and cannot be eliminated. Commanders will have access to making one player their spy once they find a killstreak for it for the entirety of the game. Your commanders will tell the game director who they are. They have free roam of the field on a 5 minute timer and can see and view all that is within the playing grounds. They may look, but they CANNOT TOUCH. If a spy is caught touching any mission/game props including flags, you will lose the privilege to your spy the rest of the game. The Spy will be marked with a yellow valken armband. Spies have only 5 mins on the field until they are in danger. You must have them back at your base before the timer hits 0, if they're not, they're fair play. What does that mean?

YOU CAN CAPTURE THE SPY.

Your spy will have a stopwatch, when the commander activates that kill streak, the 5 mins starts. They must pay attention. If the timer goes off, and they're within the field, an enemy player can capture them. A player may also walk up to a spy and look at their stopwatch. Now it's the spies choice to continue or retreat back to cover. If you manage to capture the opposing team's spy within the timer, they cannot use them for the rest of the game. Your spy is eliminated and all spy killstreaks found cannot be used. This is an extremely important part of strategy you can play in the game, your spy is very valuable. When the 5 mins timer is up and they're back to their base, spy's will give back their commander their armband until they're ready to send them out again to SPY!

Assault Convoy: COMMANDER ONLY; An Assault Convoy can be called in. This will be an armoured tank where they have a heavy gunner in the back with an RPK. This will be an LMG that will be INVINCIBLE during the run. This run will go from one side of the road to the other, and will be about a 4 minute interval before your time is up. The only way an Assault Convoy can be eliminated is with rockets. You may also have a passenger inside beside the driver that may also shoot out the window and is INVINCIBLE.

Juggernaut: COMMANDER ONLY; A individual player that takes armour plating and becomes much more hard to eliminate and take down. There will be an aluminum pie plate with the bottom that needs to be shot out entirely. There will be a circle that is marked out that needs to be fully shot out, once it is the player is eliminated. The Juggernaut will have an LMG as well and will continue to come forward and shoot at you until the marked circle is shot out entirely.

OPFOR Squad: COMMANDER ONLY; A hireable squad that you will learn more about as the game progresses.

If you don't have killstreaks but need to use them or are in a pickle, you can call them in too! However be careful, these cost your valuable points that you need for your victory! Utilize them properly. Each commander will be given a killstreak chart of the cost to receive each one.

Mission props will be a very strict ruling. DO NOT TOUCH your opposing teams props. Any players caught doing so or attempting to will be ejected from the game. Shadow Alliance will have props marked Pink, and the Aurora Command will be Yellow. You may also find items with the names of the team on them too. If you have a mission prop in your or on your person when you get shot out, you must drop them where you are even while you are on a 3 min bleedout, you must still drop it. Once you are revived, you may grab it back, or another player can; to help, or to steal, if they are allowed to and it is not marked their colour. You must turn all mission props into the game director, your story will proceed. Completed missions and brought props could or may lead to other things given or granted. Mission props can be carried alone, or carried by 2 players.

Boundaries are all roped off and are all down on the regular fields. You are playing Lazy Acres to G.I town. Ridge runner is in play this time. Crossfire will not be in play. You may find ropes laying across the ground, please step over them and leave them where they are. We have made it safe and have removed all tripping hazards from the rope. Commanders will have maps, you may use those to coordinate with them on the field to fully know them, or just watch for the outskirt boundaries in Yellow and Pink..

RADIATION ZONE

You will notice in Rumble this time around that there is a cautioned out radiation zone. You may not enter without a "GAS MASK". Gas masks can be found around Shadowfront, in missions and Supply Drops. Gas Masks will be represented by an N95 Mask (Specific One Don't try bringing your own we will know)... If you enter the radiation zone with a Gas Mask

you are put on a 2 min timer to explore and allowed within the zone. Once the timer is up if you are not out in time, you are DEAD. A ref will be timing you. If you try to enter the area without a Gas Mask at all, you will be eliminated immediately and a ref will instantly call you out. These will be a rare resource, use them wisely!

Bases will end up having a flag signifying each starting spawn point. The back trail in Lazy Acres has a (TBD) flag for the Shadow Alliance. The Red Shaq in G.I town has a (TBD) flag for the Aurora Command inside it. Those are your 2 spawns. There will be no mobile spawn points. When a player is eliminated after their 3 min bleedout, they must go back to home base. You may not spawn on any flags. Refs will show you and guide you there too if there is any confusion. Bases may not be shot into, but they may be shot out of.

There are no breaks, there are no stoppages. This is a straight 8 hour 10:00 to 18:00. There will be prizes at the end of the game after 6pm and there will be the winning team announced as well. You'll get raffle tickets when you sign up, make sure to put them into the box so you can maybe win some cool stuff!

There will be NPC's in this game. Some will have regular rules to play, some will not. Some NPC's Can be eliminated and have the regular bleedout rules. However; some may have some other rule sets that may not have the regular bleedout, or even can't be just shot out. Killstreaks can also be used on the NPC's, who can eliminate them. Some may despawn then reappear, some may not.

Are you ready for a battle unlike anything you've ever lived before? No quarter will be silent once we kick off at 10:00am. Make sure to be on the field by game start, your commander will need you in full force! Lock and load, the fun's about to begin.