

JOC Presents



Risky Sun IV

PLAYER PACK

Contains general player information such as schedule, field information, suggested gear/supplies as well as rules for this event.

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Schedule

Saturday August 9 - 7-8PM - All full time player arrive at staging Area
Saturday August 9 - 9PM - General Briefings and game rules
Saturday August 9 - 9:30-10:00 - Individual team briefings
Saturday August 9 - 10:00PM -GREEN Forces Steppoff
Saturday August 9 - 11:00PM - TAN Steppoff and game on
Saturday August 9 - 12:00AM - FINAL insertion for full time players
Saturday August 9 - 1:00AM - Sun Aug 10 5PM Game on

Sunday August 10 - 9:00AM Day player arrive at staging area
Sunday August 10 - 10:00AM GREEN Forces insertion
Sunday August 10 - 10:30AM - TAN Forces insertion
(Depending on day Player number we may be able to do both insertions @ the same time, timeline will be updated accordingly)
Sunday August 10 - 11:00AM FINAL day player insertion

Sunday August 10 - 5:00PM - Operational ceasefire
Sunday August 10 - 5-6:30PM - Return to staging
7:30PM and Later BBQ after the game.

Comms

Admin/Game Control Channel – FRS 1.0

Reserved Admin – FRS 2.0, 3.0

Green Force – FRS 4.0 – 10.0 and all related sub channels

Tan Force - FRS 18.0 – 22.0 and all related sub channels

Squads will be assigned frequency's.

Monitoring enemy communications is prohibited by default.
Certain completed missions may grant access to enemy channels or possibly jamming of enemy frequency's.

Players are permitted to use whatever type of radio that are legally available to them. It is recommended for squad leaders to have a second radio to monitor command net. All players should have spare batteries or backup radios.

Directions to the field

We will be using an Offsite parking area and trucking everyone in for the game duration. You **MUST** have everything you need for the day on you, there will be **NO** returning to the vehicles so bring a backpack with your food/water/ammo/battery's, etc. No need to carry the kitchen sink but please prepare accordingly.

The offsite parking location is located at the Deerfoot Sportsplex.

To get there from the Warpaint airsoft field entrance: continue 5km up the 901 highway (22x) until the 547. Turn Right and go half a KM down the road. You will see a large red tinned roof complex. Look for the military vehicles and someone will direct you to park.

We will have access to the facility before and after the game for washrooms, etc. The BBQ will be held there as well at the end of the game (Part of your field fee, nothing extra needed)

Directions from South Calgary

1. Head east on Marquis of Lorne Trail SE/AB-22X E toward 52 St SE
Continue to follow AB-22X E

29.7
km

2. Continue onto AB-901 E (signs for Alberta 901/Gleichen)

36.0
km

3. Turn right onto AB-547 S (signs for Alberta 547 S/Arrowood)

<http://goo.gl/maps/d2bS5>

Field Information

The Warpaint field is a mix of woodland, grassland, rolling hills. There are a few low spots on field that may contain water. Natural and artificial hazards exist on the field.

There is an outhouse available on site however no running water is available.

Players should bring enough water for 17 hours of operations, including whatever they might need for cooking/food prep and cleaning.

There are no power outlets available on field so be sure to bring enough batteries to last you 17 hours of play.

Cell phone reception is spotty on field with some reception available at the high spots of the field.

Expected Weather

Temperatures are expected to be seasonal conditions, be aware of the weather before the game and pack accordingly.

Players should make sure they have adequate clothing for the expected temperatures especially at night

For night time we expect to have a full moon for illumination.

Game will go rain or shine so please plan accordingly.

Required Equipment

- Correct camo pattern/impression for the unit you signed up for - Matching top and trousers.
- Wristwatch or other time-keeping device (cell phone, GPS with clock, etc) in order to keep accurate track of regen time and OP schedule.
- Red “dead” rag. Should be sufficient size (at least 12”x12”) to be able to be seen from a distance, not the size of a piece of tissue.
- Eye protection. Eye protection needs to meet ANSI Z87.1-1989 standards. Eye protection must be worn on the field at all times
- Enough food and water for two days of operations. We are not feeding you.
- Tent and/or sleeping bag (civilian gear completely acceptable).
- FRS/GMRS radio with batteries. If you are coming with a group that uses their own frequencies/channels you are free to use those, however someone in your group will need to be able to contact ADMINS on the assigned FRS/GMRS channel.
- Flashlight/head lamp/glow stick for night. To indicate dead during the night all players must have a red light/glowstick. Blinking red lights work best.
- Note pad and pen/pencil.

- Large heavy duty garbage bag to haul out your trash. There are no dumpsters at this field - whatever you pack in, you need to pack out.

Suggested Equipment

- Ponco/Rain gear. Check the weather schedule beforehand but prepare yourself
- GPS and/or compass. Some missions may require the usage of GPS devices. Ensure you know how to operate yours.
- Additional/spare clothing. Changing into dry/clean clothes in the morning or afternoon won’t hurt at all.
- Any additional gear that you require to be comfortable for 17 hours of straight gameplay

Eye Protection

Eye protection must be worn at all times while on the field of play. Should you need to clean/remove them each command will have a tent available to them in which you can safely remove them.

All eye protection must meet ANSI Z87.1-1989 standards. No mesh will be permitted

Shooting glasses are required to have a strap securing to the players head

Real World Medical

Should any real world medical emergency occur it should be reported immediately to the admins/game control. Indicate where you are and the issue. At that time all game activities will stop and players should respond to the situation accordingly.

Game will resume once the issue is dealt with by the appropriate parties.

The call for a temporary game halt is "No Duff"

Hits

BB hits to any part of your body, any gear/equipment secured to your person, or weapon count as a hit.

Weapons hit are considered out of action until player returns to respawn/base. They may utilize a secondary weapon or act as decoy

Ricochets do not count, however when in doubt take the hit.

Friendly fire counts! Check your targets!

If two players fire simultaneously and both are hit, Both players are out.

Mercy rule

If a player is able to sneak up on another player within barrel touch distance opposing player is automatically out.

As a common courtesy if you have the drop on someone call for a "Mercy" however be aware they may not take it. Aim low.

Rubber Knife kills are considered silent kills, players are not allowed to yell out hit if rubber knifed and must quietly put on a dead rag and wait out their bleed time.

Weapon Rules

FPS Limits

The following are the FPS limits and are measured with a 0.20 weight BB.

All AEG's capable of full automatic fire

420 Feet per second / 1.64 Joules

Gas blow back

420 Feet per second / 1.64 joules

All GBB rifles will be measured with the weight of BB the player will be utilizing and measured with the Joule limit.

Bolt Action Rifles

475 Feet per second / 2.10 Joules.

Magazine Restrictions

Standard or Mid-cap magazines only! Box/drum magazines may only be used on SAW/LMG class weapons and those must be faithful recreations of real-world weapons.

Rifleman Limits

3 Midcaps (70-130 rounds per midcap)

OR

Unlimited lowcaps (70 rounds or less)

SAW Limits

One box mag of 1500 rounds maximum.

Sniper

300 rounds loaded. If carrying a backup they may not exceed maximum rounds carried (ie: cannot carry max rifleman+sniper loadout)

Sidearms

4 Mags of any variety

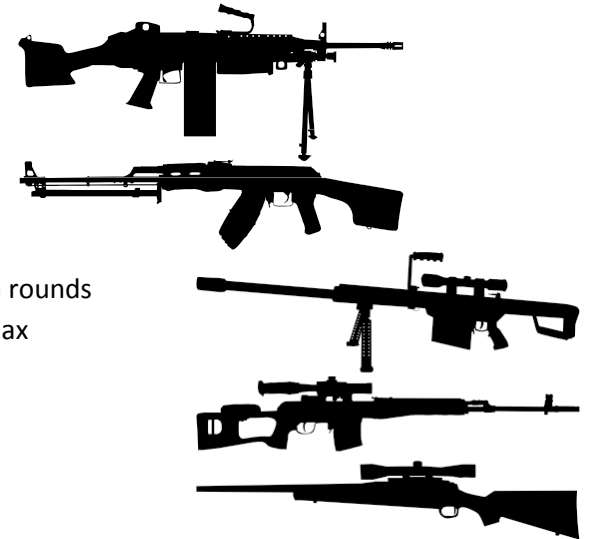
Reload restrictions

Rifeman/Sniper may carry an additional 300 rounds in a loader for on field loading. SAW gunner may carry 1000 rounds to be utilized only by the SAW.

Knives and Knife kills

Players are allowed to use rubber training type knives. These training must be made of plastic/rubber. No Bayonets/real knives will be permitted on field.

You may kill an opposing player by either touching or underhand throw. Please avoid excessive force stabbing, or "slitting" the opposing player for safety.

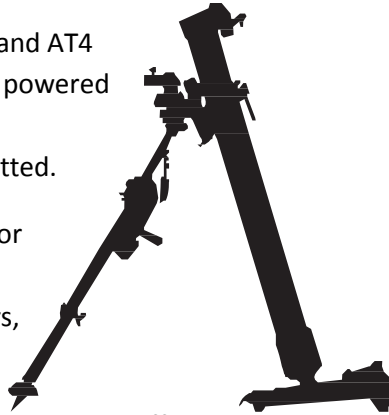


Players killed by a knife are considered a silent kill. They may not call out "Hit!" but must silently withdraw their dead rag. The person who snuck up on you put a lot of effort to do so; don't ruin it for them by giving away their position.

Heavy Weapons

Heavy weapons such as Mortars, RPG, and AT4 are permitted at the event and may be powered by CO2, Green gas/Propane. No pyro fired/Potato cannon style will be permitted.

Mortars/AT may fire nerf style rockets or other soft projectiles. Heavy weapons should never be fired straight at players, only utilized on vehicles/buildings.



All heavy weapons must be vetted by the admin staff.

Grenades

Only noise producing or BB expelling grenades will be considered grenades for the game. Foam grenades will not count. Homemade Pyro will not be allowed.

All hand thrown grenades have a "kill radius" of 10' from where it comes to rest (not point of impact) they have no effect on players behind **SOLID** cover (boulders, vehicles, large trees)



When throwing a grenade it is considered "spent" until you return to reload. When throwing it is helpful to yell "Frag out" so players can keep a look out for incoming grenades.

Players may carry a maximum of 4 grenades

Tornado grenades thrown into buildings will kill all occupants who are not behind solid cover. A BB does not need to strike you.

Rockets/mortar rounds

Rockets may be fired from both M79 and M203 type grenade launchers.

Home-made rocket launchers and mortars are usually permissible; however they must look like a reasonable facsimile of an actual launcher. When in doubt, paint it OD green. All homemade devices must be inspected by game staff

Rockets/mortar rounds must be “launched” – not thrown by hand;

Acceptable rockets are the Nerf style and similar type soft-foam rockets.

Mortar rounds must be lobbed, they should never be fired straight at players or other targets.

Rockets/mortar rounds have a “kill” radius of 20’ from the point of impact.

Players not behind solid cover are killed immediately. Players behind “light cover” (i.e.: vehicles) that receive rocket hits are considered “stunned” for 1 minute – they are not “dead” but cannot move, fire weapons or communicate in any way during that time. After 1 minute they resume normal play.

A mortar round has a 20’ kill radius from the point of impact.



Once a rocket has been fired it is considered “spent” until the next round of play – you cannot pick up any spent rocket and fire it again

Moss carts and other grenade shells may be filled with whatever propellant you wish to carry with you. If using Green Gas, please be sure to stow any extra canisters you are not carrying in a dark/cool area in your vehicle.

Grenadiers are allowed to carry as many rockets as the number of grenade shells (moss carts) they choose to carry (including the one in their launcher) and may use them all during a single round of play. This same rule applies to players using tube-style launchers that use moss carts to launch rockets.

All other non-grenadier players may carry up to 3 rockets along 3 grenade shells for use by the designated Grenadier. A rocket must always have a corresponding moss cart/grenade shell in order for it to be used.

If you come across a rocket in the field please pick it up (note where you found it so someone else doesn’t waste their time looking for their lost rocket in that area), and turn it in to your side’s HQ, camp or FOB if found during game time. At the end of the day return unclaimed rockets to the designated Lost & Found area so it can be returned to its owner.

IED Devices

Air powered IED's will be utilized for Risky Sun

Any player within 10' of the IED will be considered dead regardless of cover.

Vehicles will be destroyed by IED blasts

Mine Fields

Mine signs may be placed throughout the AO and may be used to direct the flow of players. Players should not enter any area marked with signs.

In addition a mine field will be strewn with simulated mines.

A mine field may only be defused by the designated EOD technician.

Any player in a mine field is considered dead with no chance of medic.

Vehicles

Risky Sun will feature a large number of heavy vehicles. Players must be aware at all times of vehicles and their location.

Vehicles may only be driven by designated personnel

Large Vehicles and its driver are invulnerable to small arms fire, however exposed passengers can be hit. Players may fire into and out of moving vehicles.

Drivers of soft skinned vehicles (ie: Technical, pickups, etc) are vulnerable to fire and will treat hits just as if they were on the ground.

Immobilizing a vehicle

Any vehicle struck by a launched nerf round from a designated AT launcher (AT4, RPG) or struck by a roadside IED is considered to be destroyed. The vehicle will immediately stop and any live players inside the vehicle must disembark from the vehicle. The driver will then return to base and wait the designated repair time.

Any vehicle struck by a 40MM launched projectile is considered temporarily immobilized. The driver will wait 5 minutes before continuing.

It may be difficult for the driver to determine the type of hit due to the noise of the vehicle, so it is recommended that the AT crew or grenadier should step out to indicate a hit to the driver. They may return to play after telling the vehicle driver they have been struck.

Be aware of vehicles at all times when on the field. Drivers will be taking caution best they can when moving around, however be aware and maintain a safe distance from a moving vehicle.

Player run vehicles

Player run vehicles will adhere to all main rules and must be pre-approved for use prior to the game.

Regen and Medic Procedures

When you are hit, immediately raise your arm and/or weapon in the air and shout "HIT!" the louder the better. (Exception is if you are knife killed, see knife rules)



After acknowledging your hit take out your red dead rag place on you head and lay down or sit in place for the designated bleed out time. **DO NOT REMAIN STANDING UP!**

When a player is hit the first time they are considered "wounded" and enter a 5 minute "bleed out" phase. At this time the player will immediately sit or lie on the ground, withdraw their red dead rag. Players will refrain from using there weapon, utilizing comms and normal interaction with fellow players. They may call for "medic"



Wounded player calls for medic	Medic arrives and gives aid before bleed out period ends.	Player continues fighting	If player bleeds out after 5 minutes they must return to HQ
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Players are permitted to be medic'd an unlimited amount of times while in field, however be aware your medic will have a limited amount of resources available to him and your team.

Wounded players should not reload magazines, test fire weapons or anything else other than calling for a medic.

Wounded players cannot point out enemy locations or provide intel to live players.

Remember:

DEAD MEN TELL NO TALES

Medics

Special medic roles will be available for the game. A Medic will carry a designated medic bag containing a number of limited medical supplies. Once these supplies are used they are unable to medic wounded players until being resupplied by HQ.

Regen

Should you bleed out the player must return immediately to HQ and wait 10 minutes. After 10 minutes they are considered reinforcements and may re-enter the game.

If you have returned to HQ and have been regen'd you are considered a "new soldier" any previous knowledge or objectives should be considered void by the player.

Squad Integrity

It is very important for players to remain with their squads at all times.

Players who are out of game are to remain near their squad and return to HQ with squad.

When a squad is down to less than 50% alive it is up to the squad leader to call a return to base in order to regenerate all players.

Capture / POW

During the five minute wounded period an opposing medic can heal the enemy player. Upon healing he then can be captured as a POW. To do so simply state to the person "Your captured". At this point you are considered completely disarmed and have no weapons. Guards can ask the player to remove magazines from weapons and sling the weapon. A captured POW must then be escorted by a minimum two players back to the HQ.

A captured POW may yell and talk unless silenced by a guard.
- To silence simply say "Gagged" the player then must remain silent

POW s can be held up to a maximum of 30 minutes to simulate the interrogation and to penalize the opposing team for allowing them to be captured.

After the time expires they are then considered Dead and must

return to the designated respawn point

In order to hold POW's a rule of 2 Guards to every 3 prisoners is applied.

IF the POW is unguarded due to a firefight/lack of guards they can try and escape. If a POW is shot when trying to escape the 30 minutes are reset.

>> Escaped POW can only return the game armed if he finds a fellow teammate and tags them at that point the teammate is considered to give them a weapon to fight with.

Searching

Captured players may be searched by the guards, however this is considered an Honor search. At no time should another player physical search unless consented to.

During the honor search the prisoner must give up any physical intel items he/she may have on the person. These items may only be looked at by the opposing player and may not be physically taken away. Guards may examine radios, GPS and items on the captured player.

Interrogation

A prisoner may be asked one question by the commanding officer and the player must truthfully answer the question. Since we cannot actually water board someone.

After the 30 minute period is up POW must be released. It is up to the player to keep track of this time.

Additional Rules/Clarifications

For any further questions please visit the forums at
www.jocairsoft.com/forums

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