

Omega Productions – Basic Ruleset

Safety

- ANSI-rated eye protection must be worn at all times in the gameplay area.
- Mags out, safeties on in the Staging Area and safe zones.
- Safety/Admin channel will be FRS/GMRS channel 22 (462.725).
- No blind-firing – participants must be able to see their BBs' trajectory.
- "BLIND MAN" call for loss/failure of participant's eye protection.
- "REAL WORLD" or "CEASE FIRE" for a life-threatening injury.
- All participants are required to carry their medical card at all times.
- All participants are required to have a waiver on file for each event.
- Event staff will have supplemental food and water available on site.
- Each participant's food must fit in a sealed 1-gallon bag.
- Participants are permitted to start the event with up to 1 gallon of water.
- Rules regarding controlled campfires will be addressed before each event.
- Participants are responsible for "checking-in" at a community before dusk.
- Play at your own pace – if you're tired/thirsty/hungry – take a break!

Game Mechanics

- *Participants can enter the gameplay area Friday PM or Saturday PM.*
- Participants are limited to a number of magazines whose collective capacity does not exceed 300 BBs; SSWs are limited to one box mag.
- BBs and grenades are provided by event staff – do not bring your own!
- Only mid-caps and low-caps are permitted; high-caps are prohibited.
- Mechanical speed loaders (Odins, pistol loaders, etc.) are prohibited.
- Participants who are "searched" must relinquish all "lootable" items.
- Items that can be taken from other participants: BBs, bullet casings (currency), rolls of medic tape, grenades, mission items.
- "Lootable" items cannot be kept in a tent – they must always be "in play."
- Be on the lookout for NPCs who will drive storylines and trade resources.
- Military gear (PCs, chest rigs, LBVs, etc.) must fit within post-apo theme.
- Civilian communities can be attacked during the day, but are "cold zones" between sunset (time varies) and 8:00am.
- Yellow smoke is reserved exclusively for staff use.
- Visit the central trading hub if you "don't know what to do."

Joule/FPS Limits & MEDs

- Rifle – 1.50j | 355 FPS (.25g) | 317 FPS (.32g) | No MED | Semi Only
- SSW – 1.50j | 355 FPS (.25g) | 317 FPS (.32g) | 50' MED | Full-Auto
- DMR – 1.86j | 400 FPS (.25g) | 355 FPS (.32g) | 50' MED | Semi Only
- Sniper – 2.32j | 450 FPS (.25g) | 397 FPS (.32g) | 100' MED | Bolt Only
- DMRs/SSWs must be internationally recognized for their role.
- SSWs, DMRs, and Snipers cannot fire inside buildings; barrels must break vertical plain of building if firing out of first floor of said building.

Pre-Event Checklist

1. Check-in at the Registration Table.
2. Chronograph your replicas (*HPA* no regulator adjustments)
3. Attend a Safety & Gameplay Briefing.

Hits & Medic Rules

- Airsoft is a game of honor – call your own hits!
- Do not bother to call other participants' hits.
- Dead men don't talk.
- Any BB strike to a participant's body, weapon, or gear counts as a hit.
- BB ricochets and friendly fire counts as a hit.
- Grenades only need to create an audible "BANG" to be effective.
- Grenades have a 20' effective radius outdoors regardless of cover.
- Only players who have been struck by a BB can be revived.
- Participants "killed" via explosives, melee, or dust cannot be revived.
- A paint/dust respirator must be donned to survive the yellow dust.
- Rubber melee weapons are used to tap other participants.
- Medic tape can be used to revive other participants.
- Medic tape must be wrapped around a participant's arm 3 times.
- "Wounded" participants are ambulatory with the help of other participants.
- Regardless of how they are "killed", all participants must serve a 5-minute bleed-out time before returning to a community respawn area.
- Participants killed in a community must respawn in another community.
- "Safety kills" and "surrenders" are not mandated.

General Conduct

- Platinum Rule – "Treat others how they want to be treated."
- Always use your best judgement and play within the spirit of the event.
- Don't try to "game the game" – we'll just make things harder for you.
- Local law enforcement will be called if participants break the law or fight.
- Alcohol and drugs are never permitted at any event.
- Fighting/aggressive language towards others will not be tolerated.
- Decisions made by event staff are final.
- Police your garbage in the gameplay area and parking lot.
- "I didn't know I couldn't do that" and "That's not a rule at my local field" are not acceptable excuses for breaking our rules.
- Be an individual who helps grow the airsoft/LARP community positively.

Prohibited Items	Required Items	Recommended Items
Alcohol	ANSI-rated Eye Protection	Airsoft Replica(s)
"Real Steel" Weapons	2L Water Storage	Magazines (300 capacity)
Thermal Scopes/Optics	Food (1 gallon bag)	Spare Batteries
Electronic Sights/Lasers	Overnight Camping Gear	Spare Eye Protection
Nightvision Goggles/NODs	Safety Whistle	Spare Wool Socks
FAST-type Helmets	22-Chn FRS/GMRS Radio	Bug Spray & Sunscreen
Your own BBs/frags	Flashlight	Cooking Supplies
Full Camo Uniforms	Red "Dead" Rag & Light	550 Cord
Speed Loaders	Medical Card	Mobile Phone