



OmegaOps Presents

Crossfire!

February 2019 v1.0

Rule set to be used at Crossfire! and all Tier 2 events.

The purpose of the following is to layout what is expected, and best possible practises, of the player base during the course of play and attendance at the event held by OmegaOps.

We, OmegaOps, reserve the right to alter, change, remove or add to the following at any time, and to communicate those changes to participants prior to or during the event, to ensure that the highest quality, and safety, of both event and participant is achieved.

Players are expected to read and understand the following prior to registration, and will be held to its standards and guidelines.

Code of Conduct

- Treat all fellow players, and OmegaOps staff, with dignity and respect, at all times. Verbal or physical abuse will not be tolerated, by anyone.
- Minimum Engagement Distances (Henceforth; **MED**)
 - Riflemen/Grenadier/LMG - None
 - DMR/MMG (pistol/sidearm **mandatory**) - 50 Feet
 - Sniper (pistol/sidearm **mandatory**) - 100 Feet
- Use of smoke grenades, TAG rounds, flash grenades, and commercially available, Canada-legal pyrotechnics are approved for participant use based on prior fire safety conditions, and changing conditions at the venue, during the course of the event.
- Marine grade smoke grenades, or any *non-cold burning* are **not authorised**.
- Homemade pyrotechnics are **not authorised**.
- If '**Gun Safe**' is called, repeat this phrase and immediately make your gun safe by removing the magazine, if possible, and cease play.
- **EyePro must remain on during play, at all times, and must conform to one of the following, AND be visibly stamped:**
 - ANSI Z87+
 - MIL SPEC MIL-PRF-32432
 - MIL-PRF-31013
 - ASTM F1776
- **EyePro must be of glass or goggle variants, and shown to be 'sealed'. No 'mesh' goggles are authorised, ballistic glasses shown to sit too far from the face will be rejected.**

We advocate for the 'Golden Rule,' and encourage players to sort out issues calmly and peacefully, as much as possible. Not every situation can be thought of, prior to, and included within this document. Follow the *Spirit* of these rules as much as the letter.

Disrespect of players or staff, vandalism of private property, cheating, harassment, or generally any such antisocial behaviour will result in immediate ejection from the event, with no refund, and a ban from future events, as well as potential legal involvement, should the case call for it.

Lost and Found

Should you find an item on the field, and it is not immediately obvious who dropped the item, please return said item to one of the OmegaOps staff, to be placed in a lost and found box. If you have lost an item, you may speak to one of our staff to attempt to locate it.

OmegaOps is not responsible for any lost or misplaced items within the field, or on the property. Unclaimed items will be held for two weeks after the event.

Age Restrictions

We allow for participants as young as age 16 to attend our events, provided they have parental permission, and are accompanied by a guardian or parent, over the age of 18. Additional forms and waivers for such situation will be supplied for printing prior to the event. In all other situations, ages 18 and up are welcome.

OmegaOps is not responsible for your personal care, and these events are physically demanding. Please keep this in mind if you are under the age of 18 and wish to attend.

Alcohol and Drugs

Neither alcohol nor drugs - of any variety - will be tolerated at this event.

Regardless of local laws on the matter, such things are not welcome at our event, and recreational use of any such substances will result in immediate ejection from the event.

All narcotics, psychoactive and hallucinogenic drugs are banned.

Leaving the Event

Due to the nature of the site, and in order to ensure quality of play and safety of participants, the site will be closed after registration, and during play. Once the game is engaged, you will not be able to leave the site property. You will be able to leave play and go to your campsite, hotel or camper, but may not leave the property, itself, without prior permission from OmegaOps staff, except in the case of an emergency.

EyePro

Once again, EyePro must be worn at all times during play, and may only be removed when within designated 'safe' areas, as denoted by signs displayed at the property.

If OmegaOps staff finds you removing your EyePro during play, you will be asked to leave. OmegaOps will not be responsible for any loss of vision or injuries that result from your removal of eyepro during the event. "I was fogged" is not and has never been a valid excuse for willfully exposing yourself to harm.

Standards

All eyepro will be inspected at the registration process, along with a chronograph of any gun you intend to use during play. If the eyepro is not stamped with its standard, and no documentation proving its validity can be produced, it will be rejected for play. **No Exceptions.**

Ensure you have backups.

Acceptable standards are as such:

- ANSI Z87+
- MIL SPEC MIL-PRF-32432
- MIL-PRF-31013
- ASTM F1776

Hearing Protection

OmegaOps events often involve loud pyrotechnics, as well as sound devices employed by players. Hearing protection rated to sounds in excess of 120 Dbs is strongly *encouraged*.

OmegaOps will not be responsible for any damage that results from those who forego hearing protection.

Foam in-ear plugs will be available at registration, free of charge.

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Section 1:
Equipment Standards

Packing List

The following is for packing use, as well as our recommendations to maximise enjoyment of the event. **Red Items** are required. Other items are recommended. Camouflage is strongly recommended from a thematic standpoint.

<ul style="list-style-type: none"><input type="checkbox"/> Cold/Wet Weather Gear<input type="checkbox"/> Uniform/BDUs/Et AI<ul style="list-style-type: none"><input type="checkbox"/> Top<input type="checkbox"/> Pants<input type="checkbox"/> T-Shirt/Short Sleeves<input type="checkbox"/> Boots/Supportive Foot wear<input type="checkbox"/> Socks (X3)<input type="checkbox"/> Identification (Picture ID)<input type="checkbox"/> Medical Info Card (relevant information in the case of emergency)<input type="checkbox"/> Notepad w/ Pencil<input type="checkbox"/> Watch/Timepiece<input type="checkbox"/> Primary AEG/GBBR/Et AI<ul style="list-style-type: none"><input type="checkbox"/> Magazines<input type="checkbox"/> Batteries/Gas/HPA<input type="checkbox"/> Charger<input type="checkbox"/> Speed Loader<input type="checkbox"/> Sling<input type="checkbox"/> BBs (BIO <i>Only</i>)<input type="checkbox"/> Secondary Pistol (<i>required for DMR/Sniper</i>)<ul style="list-style-type: none"><input type="checkbox"/> Holster<input type="checkbox"/> Magazines<input type="checkbox"/> Gas/Batteries<input type="checkbox"/> Helmet<input type="checkbox"/> Load Bearing Device/PC<input type="checkbox"/> Ear Protection (Recommended)<input type="checkbox"/> Mouth Guard<input type="checkbox"/> Gloves<input type="checkbox"/> Eye Pro<input type="checkbox"/> Chemlights<input type="checkbox"/> Flashlight/Head Lamp with <u>Red Light</u> function<input type="checkbox"/> <u>2L water on person</u>; Hydration bladder, Canteen, etc<input type="checkbox"/> Radio (FRS/GMRS, UHF capable)<input type="checkbox"/> GPS/Compass (Required for command positions.)	<ul style="list-style-type: none"><input type="checkbox"/> MRE/Snacks in field<input type="checkbox"/> Spare batteries for Radio/AEG/Flashlight/NODs<input type="checkbox"/> Twine/Jute/Cord<input type="checkbox"/> Tape<input type="checkbox"/> Cash for incidentals <p style="text-align: center;"><u>Camp/Rucksack Reqs</u></p> <ul style="list-style-type: none"><input type="checkbox"/> Sleeping Bag/System<input type="checkbox"/> Food/Water for 3 days<input type="checkbox"/> Spare clothes (Wet/Cold)<input type="checkbox"/> Two Large Heavy-Duty garbage bags (<u>Pack in/Pack out!</u>)<input type="checkbox"/> Sleeping Mat<input type="checkbox"/> Tent<input type="checkbox"/> Poncho<input type="checkbox"/> Extra undies and socks<input type="checkbox"/> Stove/Cooktops<input type="checkbox"/> Utensils<input type="checkbox"/> Personal Hygiene Kit<input type="checkbox"/> Repair kit/tools for replicas<input type="checkbox"/> Shovel/E-Tool<input type="checkbox"/> Warm Drinks (Coffee, Hot choc)
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Section 2:
Weapon Rules

Clearing Procedures

GBB:

1. Point the replica in a safe direction.
2. Place the safety lever in SAFE position.
3. Remove the magazine from the replica.
4. With the replica pointing in a safe direction, pull the bolt to the rear; remove any chambered BB.
5. Ride the bolt forward.
6. Place the replica on FIRE.
7. Pull the trigger.
8. Pull the bolt to the rear and lock it into place.
9. Look into the chamber to ensure that it is empty.
10. Ride the bolt forward.
11. Re-cock the replica and place it on SAFE.

AEG:

1. Point the replica in a safe direction
2. Place the safety lever in SAFE position.
3. Remove the magazine from the replica.
4. Place the replica on FIRE.
5. With the replica pointing in a safe direction pull the trigger five times to clear any remaining rounds out of the chamber.
6. Place the replica on SAFE.
7. Disconnect the battery.

“Barrel Condoms,” or other such devices that block the muzzle of the weapon are required when transporting it through safe areas.

Replica/FPS/Magazine Restrictions

Replica Restrictions:

- LMG = "Light Machine Gun" (M249, RPK, Stoner, Shrike, etc) Small calibre
- MMG = "Medium Machine Gun" (M240B, M60, PKM, etc) ***** Minimum Engagement of 50 feet, required sidearm *****
- Squads restricted to no more than 2 squad support weapons (2 LMG **or** 1 LMG/1MMG), and 2 grenadiers. Squads/Sections consist of 12 players, plus 1 squad lead.
- Any other replica is acceptable for either side, and is not faction-specific, but real-world equivalents are strongly preferred.
- Clear-soft, nerf guns, or other 'toys' are not authorised.
- Rubber Knives are authorised, but may not be sharp or rigid, may not be thrown, and must not be used to 'stab' other participants.

Magazine Restrictions:

- Box Mags/Drums are restricted to LMG/MMGs only, and must be a faithful reproduction of a real world variant.
- All other AEG, GBB, etc are restricted to midcap, locap, or standard magazines. **No hi-caps, flash-mags or similar are permitted.**
- BIODEGRADABLE BBs only. Packaging required at registration. Non-BIOs may result in expulsion from the event. **Exception: tracer bbs used in a 'salt and pepper' mix.**
- There is no limit to the number of magazine you may carry on your person
- Magazines may only be reloaded at uncontested respawn zones, and may not be reloaded while under fire.

This is intended to level the playing field, and keep the game from becoming a hose-fest where the biggest ammo carrier wins.

FPS Limits

- Pistols, Shotguns, AEG, GBBR, P*, LMG, etc (1.5 joules)
~ **366 ft/s or 110 m/s**, as measured with 0.25g bbs, which ever is the lesser.
- DMR/ MMG (1.87 Joules)
~ **400 ft/s or 122 m/s**, as measured with 0.25g bbs, which ever is the lesser.
 - *Replica must be 'fixed' in semi, in capable of firing full-auto.*
 - **MED of 50 feet.**
 - *Pistol required.*
- Sniper (2.25 Joules)
~ **438 ft/s or 133 m/s**, as measured with 0.25g bbs, which ever is the lesser.
 - *Spring or bolt action, only, semi-auto action.*
 - **MED of 100 feet.**
 - *Pistol required.*

LMG/MMG/Grenadier Requirements

- See the FPS section for listed velocities.

LMG/MMG Class

- ❖ Squads/Sections (12+1) are limited to a maximum 2 LMG. 1 LMG may be replaced with 1 MMG. **NO MORE THAN 2 SQUAD SUPPORT WEAPONS PER SQUAD.**
- ❖ LMG/MMG variants are restricted to real-world variants. No converted “high-cap” squad support weapons.
- ❖ Fixed bipods are **required** on **all** MMGs. Players are **required** to set their bi-pods on a fixed point before firing MMGs. No ‘hip-fire’ with MMGs permitted.
- ❖ **MMGs have a minimum engagement distance of 50 feet, and require a pistol/secondary!**

Grenadier Class

- ❖ Each squad may have 2 designated Grenadiers
- ❖ All commercial M203/40mm replicas are authorised.
- ❖ Homemade devices are subject to the approval and testing of OmegaOps staff but, as a rule, are not authorised
- ❖ All solid slugs/projectiles fired from M203/40mm are capable of eliminating light vehicles, but may **not** be directed at soft targets
- ❖ “Burst shells” that fire BBs may eliminate light vehicles, provided they are able to hit the crew.
- ❖ All launchers have a **30 foot Minimum Engagement Distance.**

Sniper/DMR Requirements

Designated Marksman Rifles (DMR)

- A rifle may be classified as a DMR variant if it meets the following criteria:
 - Capable of firing **semi-only**. Full auto/Burst fire must be permanently disabled.
 - FPS no higher than 400 (1.87 joules) as measured with 0.25g.
 - **Minimum engagement distance 50 feet**
 - **Pistol/Secondary required.**
 - No more than 1 DMR per squad.

Bolt actions are considered to be sniper rifles and may not be considered to be a DMR

Sniper Rifles

- Sniper Rifles must be bolt action rifles, or mechanically fixed to semi-automatic.
- Sniper Rifles are limited to low-cap/real-cap magazines.
- Sniper Rifles must also meet the following criteria:
 - FPS no higher than 438 (2.25 joules) as measured with 0.25g.
 - **Minimum engagement distance 100 feet**
 - **Pistol required.**

We ask that snipers refrain from headshots where possible, and aim for centre of mass

It is encouraged to work with a spotter as a two-man team. Spotters must be riflemen.

Please inform your commander that you and your spotter are a sniper team, so that they may incorporate you into the planning stages.

By volunteering as a Sniper, you are making yourself available as a Command Level Asset, and are therefore available for certain Dynamic Missions that may come up during the course of play.

Hand Grenades

- ❖ Grenades are restricted to “live action” style grenades, such as Tornado, TAG, Enola Gaye, or Thunder B that produce ‘fragments’ when they burst, and preferably generate a loud ‘bang’ on detonation. Inert replicas, such as plastic or rubber ‘dummy’ grenades are not authorised. No ‘counts as’, such as tennis balls, et al.
- ❖ Before throwing a grenade, participants are encouraged to call out “**FRAG OUT!**” so that others may be on the look-out for incoming projectiles.
- ❖ Grenades are considered to have a **10 foot radius** ‘kill zone,’ from **the point of detonation**. All participants within that radius are considered ‘dead,’ whether struck by ‘shrapnel’ or not.
- ❖ Grenades that detonate within confined spaces, such as rooms, halls, inside of vehicles, etc, eliminate all players within that space.
- ❖ There is no such thing as a ‘friendly’ grenade. A grenade that detonates eliminates everyone, not just the “bad guys.”
- ❖ Grenades that do not detonate, or otherwise fail to ‘go off’ are considered duds, and have no effect.
- ❖ Soft cover, such as brush, shrubs, long grass, plants, small trees, provides **no cover** from the blast radius.
- ❖ Hard cover, such as rocks, hills, bunkers, vehicles, and trees much larger than the body, **provide cover** from the blast radius.
- ❖ You may kick a thrown grenade, pick it up and throw it back, but do not ‘dive’ on top of grenades, in the interest of safety.

Rockets/M203/40mm Launchers/Projectiles

Rockets/Projectiles

- ❖ Acceptable 'pyro' rockets are TAGin rounds of the chalk variety. Other pyro style projectiles require staff approval, and are subject to site conditions, as well as safety considerations.
- ❖ Rockets must be fired from RPG, LAW, or other launcher replicas.
- ❖ Homemade launchers are permissible with approval from OmegaOps staff, provided they are reasonable facsimiles. Present your items for inspection and approval at registration.
- ❖ ***All rockets/RPGs/Pyro must be fired from an acceptable commercial or approved homemade launcher.***

40mm Grenades

- ❖ All commercial 40mm shower grenades are acceptable, and TAGin style pyro, subject to conditions.
- ❖ Grenades may only be fired from acceptable 40mm/203 style launchers.

General Rules

- ❖ Projectiles should never be fired directly at participants.
- ❖ Rockets fired at vehicles should be directed at the hard 'elimination targets' displayed on the vehicle, only.
- ❖ **Rockets and 40mm grenade (except shower grenades) have a 20' kill radius from the point of impact/detonation site. If detonated within a confined space, all participants are eliminated, no exceptions.**
- ❖ Soft cover provides **no cover**.
- ❖ Hard cover provides cover.
- ❖ Rockets and 40mm grenades (excluding shower shells) may eliminate vehicles. All participants on board the vehicle are considered eliminated, including passengers, upon being struck by a rocket/40mm.

Section 3:
Medical and Respawn Rules

Real World Medical Situations

“Gun Safe”

- ❖ Should a real world medical situation come up, participants should call out “**GUN SAFE!**”, to be echoed by all participants within ear shot, and via radio/communications. All participants are to cease fire, make their equipment safe, and remain in position and await further instructions from OmegaOps staff.
- ❖ Closest participants should then call out “**REAL WORLD MEDICAL!**”, and call for on site medics.
- ❖ Participants should provide aide to the onsite medic, as requested, but otherwise not interfere, as the situation is assessed and appropriate steps taken to deal with the situation.
- ❖ Upon resolution of the real world issue, staff will resume play by a count-down and horn blast.
- ❖ “Gun Safe” should only be issued in the case of emergency or medical situations.

Call Your Hits

Surrender/Mercy/Bang-Bang

- ❖ We appreciate any player who does their best to avoid harming others, such as firing at close range. Having said that, it rarely works in your favour.
- ❖ An offer of surrender is not an obligation to accept. Be prepared to shoot anyone who doesn't readily accept.
- ❖ You **MAY NOT** 'mercy' with a gun inside of your MED.
- ❖ Any mercy/surrender called out is **optional**. You are not obligated to accept.
- ❖ Do not complain to admin if a mercy is not accepted. Surrender is optional.
- ❖ 'Bang-bang' is considered the same as 'surrender', 'mercy' or the like. It is optional.

"Stealth Kills"/Rubber Knives

- ❖ **Rubber** knives may be used to 'tap' an opposing player, thereby eliminating them.
- ❖ Knives **may not be thrown** or used in a **stabbing motion**.
- ❖ Knives **may not be of rigid plastic, sharp, or in anyway capable of causing harm**.

Hits

- ❖ All hits to your body or equipment count as a **hit**.
- ❖ **NO BLINDFIRE**. Blindfire is classified as firing with no sight as to where your bbs are traveling.
- ❖ Friendly fire isn't. A hit is a hit, no matter who fired it. Positively ID your targets.
- ❖ Hits to your weapon 'disable' the weapon. Call out '**GUN HIT**'. Your weapon is disabled until you return to a CCP, or an engineer makes the weapon 'live' again.
- ❖ Once a weapon is disabled via gun hit, it now counts as part of your equipment. Subsequent hits to the weapon count as a **hit** on your person, and you are "wounded."
- ❖ We encourage secondaries/sidearms.
- ❖ If you are within **10 feet** of a **detonating grenade** and are **not** behind *hard* cover such as vehicle, a tree larger than your body, or a solid wall, you are "wounded"
- ❖ If you are within **20 feet** of a rocket or 40mm **where it hits the ground** and are **not** behind *hard* cover such as vehicle, a tree larger than your body, or a solid wall, you are "wounded"

Calling Your Hits

- ❖ You call your own hits. **NEVER** call out an opponent, or yell for them to 'call your hits.' This is unsportsmanlike, and will ***not be tolerated***. When in doubt, shoot them again.
- ❖ When struck by a BB, we encourage you to 'act out' your hit by falling to the ground and crying out loudly. The more obvious you make it that you have been hit, the sooner they stop pulling the trigger. Say it loudly, and make it obvious.
- ❖ If you have a 'dead rag', pull it out and place it on your head where it is visible, or hold your hand above your head. Make it obvious you are dead.
- ❖ While you are *dead*, you **may not reload your magazines, adjust your gear, communicate with other players, fire your weapon, or engage in any action other than to call for "MEDIC!"** Doing anything other than this is likely to get you shot. Again.
- ❖ Some players may attempt to "play dead." It is strongly encouraged that you keep indicating you are dead to avoid being 'dead checked.' Make it obvious you are hit and dead.

“Wounded” State

- ❖ Once hit the first time, you enter a ‘wounded’ state. You must wait in position for **no less than 5 minutes**, known as a ‘**bleed out time**.’
- ❖ Once your bleed out time of 5 minutes has expired, you may fall back to the nearest Casualty Collection Point (CCP) to respawn, and are considered ‘killed’ at this stage.
- ❖ Once you have begun to move towards the CCP, you are “dead” and **may not be revived** until you reach the nearest CCP.
- ❖ If a medic makes it to your position ***before*** you have begun to move back towards the nearest CCP, the medic may issue you a **medic bottle**. The medic **MUST HAND YOU THE BOTTLE and REMAIN BY YOUR SIDE** until you have drunk all of the bottle before you are revived.
- ❖ Empty medic bottles must be turned in to replenish medic supplies.
- ❖ Bottles **may not be thrown**, and may **only** be given to wounded players by a medic.
- ❖ Once revived by a medic, the hit player is now ‘alive’ again, and may once again enter combat, speak with live players, etc.
- ❖ When hit a second time, at the conclusion of your bleed out, you are now considered ‘dead.’ Proceed to the nearest CCP at the conclusion of your second bleed out.

Carrying/Transporting “Wounded”

- ❖ Wounded may be carried by living players to a medic, CCP, etc
- ❖ Wounded may ‘help’ by hopping along on one leg.
- ❖ We encourage the use of drag handles.

Searching Wounded Players

- ❖ You may search wounded players for intel or medic supplies.
- ❖ You **must** ask permission before searching a player. If they do not wish to be searched, you may ask them direct questions about any intel or supplies they carry.
- ❖ If you refuse a search you **ARE REQUIRED** to answer direct questions honestly.
- ❖ You may copy intel down, duplicating it, freely. Intel are maps, radio stations, running challenges, etc.
- ❖ You may steal any medic supplies found.
- ❖ You may **NOT** take BBs, batteries, or any other personal belongings.

“Being Dead”

- ❖ Dead players are dead. They do not talk, they do not reload, they do not point or gesture.
- ❖ When dead, proceed directly to the the nearest Casualty Collection Point, as soon as possible. You are considered ‘removed’ from the game until you reach the nearest friendly CCP.
- ❖ Once at the CCP, you may respawn back into play and proceed back to the front.
- ❖ **DEAD MEN DO NOT TALK.** No radios, no messages, no hand signals. Period.
- ❖ While dead, if you have a red dead rag, place it on your head until you respawn at the nearest friendly CCP, or keep your gun held up above your head to indicate you are dead.
- ❖ Once you have declared yourself dead, you may not be revived by a medic. You must return to a CCP in order to be revived.

Casualty Collection Point

- ❖ Each commander will be issued with 3 Casualty Collection Points to be deployed at their discretion; 1 Primary per side, and 2 Secondaries per side.
- ❖ An engineer **and** medic is required to open and set-up a Primary CCP.
- ❖ A medic is required to deploy a Secondary CCP
- ❖ A Secondary CCP must be **FULLY DEPLOYED** before players are able to spawn there.
- ❖ Primary CCPs **may not** be stolen, only disabled by enemy engineers. They will be marked with **team colour**, and function as an FOB.
- ❖ Secondary CCPs may be 'stolen' by enemy Engineers, and are **NOT** marked with team colours.
- ❖ Magazines may be reloaded at CCPs.
- ❖ If a 'wounded' player is brought to a CCP, they may receive medic water to get them back into the game.
- ❖ Empty medic supplies may be returned to a Primary CCP.
- ❖ Medics may resupply at a Primary CCP by returning empty bottles for full.
- ❖ Primary CCPs may be disabled by an engineer using demolitions.
- ❖ Secondary CCPs may be disabled by any player by placing the lid on the crate.
- ❖ Disabled CCPs may not be spawned at.
- ❖ CCPs under fire or contested can not be spawned at. If you are taking fire, your position is contested. If you are being shot at, you are under fire.
- ❖ Primary CCPs/FOBs will be resupplied with medical supplies, periodically.
- ❖ Secondary CCPs may hold upto 2 'flats' of medic supplies for transport.
- ❖ Secondary CCPs may be replenished with medical supplies by returning them to the Primary CCP.

Medics

- ❖ Every squad/section is allotted 1 combat medic.
- ❖ Combat medics may carry up to 5 medical supplies on their person
- ❖ Each team may designate 1 Senior medic to oversee the primary CCP/FOB. They are responsible for overseeing medical supplies Requisitions and Resupplies.
- ❖ Senior Medics may carry 30 medic supplies on their person, and resupply secondary CCPs, or combat medics.
- ❖ **Only medics** may distribute water bottles for the purposes of reviving wounded players.
- ❖ **Only medics** may resupply from CCPs, or resupply other medics. Players **may not** resupply medics in the field.
- ❖ Empty bottles are required to requisition new supplies. Combat medics are responsible for gathering 'spent' supplies.

Section 4:
Vehicle Rules

Vehicles

- ❖ Vehicles will be required to be submitted for approval by staff, prior to the event. Pictures, crew loadout, and armaments are required for approval.
- ❖ Vehicles will be restricted to a maximum of 10 km/hours.
- ❖ Vehicles will be required to supply their own **white** flag to mark disabled and **black** flag to mark destroyed. Flags must be large enough to be visible at a distance.
- ❖ Vehicles must be in safe and working order, with good visibility and sight lines.
- ❖ Vehicles are restricted to travel on roads, and may not leave designated roads.
 - **Exception:** vehicles may pull off the road to allow another vehicle to pass.
- ❖ Drivers of vehicles **must** have a radio and be capable of hearing the radio over noise of the engine, for communication purposes, with frequency known to admin staff, and Command.
- ❖ Drivers are considered responsible for both the vehicle and crew/passengers of the vehicle.
- ❖ Unsafe actions or behaviour on the part of crew or driver will result in the immediate removal of the vehicle from play.
- ❖ Vehicles operated at night require running lights, or they will not be allowed on the field in night time operations.
- ❖ All passengers wishing transport upon a vehicle are required to wait for the order to board or dismount, given by the driver, **only. Listen to the driver, at all times.**
- ❖ All vehicles should be prepared to work with OmegaOps staff, and listen to all directions given by staff.
- ❖ All vehicles should communicate with players outside of the vehicle to check-clear before resuming movement. Players will use you as a bunker.

Destroying a Vehicle

- ❖ Vehicles may be destroyed by striking any one of three plates with a projectile fired from a LAW/RPG, Rocket launcher, or m203/40mm launcher. Shower BBs cannot disable vehicles.
- ❖ Plates are located on the rear, left and right sides.
- ❖ Plates must measure 18" X 18"
- ❖ Plates must be visible and accessible/targetable at all times.
- ❖ When a plate is struck, the attending referee will call a halt to the vehicle, if it is in motion. Vehicle must come to a stop, and raise, display or otherwise visibly show a **white** flag, cloth, or other identifier to signal it is **disabled**.
- ❖ "Disabled" vehicles must remain in place for a "**burn out**" period of **no less than 10 minutes**.
- ❖ If an engineer is unable to make it during the "burn out" period to repair a vehicle, the vehicles is considered "**destroyed**".
- ❖ Destroyed vehicles must raise or display a **black** flag or cloth, and then proceed to their identifying team's base in order to 'respawn'.
- ❖ Crew and passengers are considered "Wounded" upon vehicle being struck and disabled.
- ❖ Crew and passengers may be revived by medics, and exit the vehicle once 'alive.'
- ❖ All rules that apply to wounded and dead players, apply to crew or passengers.
- ❖ Any crew or passengers struck by rounds while within a vehicle are "wounded."
- ❖ If the driver of the vehicle is struck by a bb, he or she must immediately bring the vehicle to a stop, and once safely stopped, are considered "wounded." The vehicle is not disabled.

Repairing a Vehicle

- ❖ An engineer may repair a vehicle during its “burn out” period.
- ❖ To repair a vehicle, an engineer must ‘touch’ all 4 sides of the vehicle for a count of **30 seconds**, per side.
- ❖ Touch must be maintained for full 30 seconds, or the count restarts.
- ❖ An engineer struck during this time is “wounded.”
- ❖ If an engineer successfully ‘repairs’ a vehicle in the field, it may lower its **white** flag, and is now considered back in play.
- ❖ Multiple engineers may be used concurrently. Each side must be touched by an engineer for 30 seconds.

Engineers

- ❖ Each team may designate upto 4 engineers.
- ❖ Engineers may repair vehicles, disabled weapons, set-up CCPs, capture CCPs, or disable enemy CCPs.
- ❖ Engineers will be issued 'det tape' to mark out enemy CCPs as destroyed.
- ❖ Engineers are required to move the Primary CCP.