

Players Wanted Events :

Scorched Earth (01/04/26 Final)

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Event General Rules

1. All players must complete a Waiver, Registration, and Safety Brief, this includes JTF Missions. It is mandatory for event participation.
2. Full Seal Eye protection that meets ANSI Z87.1 High Impact Requirements or greater are mandatory for attendance, including approved eye wear with Full Seal Kits Installed are mandatory (IE. Oakley glasses must have a rubber seal kit installed).
3. Lower face protection mandatory for players under 18, examples are: Mesh Lower, Cloth Lower, Sports Mouth Guard
4. Safety word of the day is "Blind Man". When this safety word is called, stop any activity/movement and remain in place until "Game On" has been called. This phrase covers issues from lack of eye protection to real world emergencies.
5. Real Steal of any kind is FORBIDDEN (knives, guns, etc.).
6. Event Organizers and Admins reserve the right to make judgment calls and rulings on the field, admin word is gospel, it is the final and only ruling.
7. Taggin products are permitted.
8. Cold-Burn smoke grenades are permitted outdoors, smoke grenades are not permitted indoors.
9. Simulation sound, and pea/bb type grenades are allowed indoors.
10. Gloves and good outdoor footwear are highly recommended.
11. Dead Rag and Deadlight are mandatory.
12. Flashlight/Weapon light are also required as sections of the facility are dark, and gameplay will continue until after dark.
13. Kill Lights, rags, and tourniquets are Mandatory
14. Event Staff will be wearing Red/Orange Shirts, please observe not shooting.

15. Player Admins/Combat Controllers: staff that are actively participating in the game, can make rulings, call on missions, resolve a game issue, etc.
16. War Crimes will be tallied, completed, and called at the admin's discretion.
17. Go Pro/Action Cameras must have any red-light source covered and or off.
18. No Riot Shields.

Indoor/Building Rules

1. Do not deploy smoke indoors.
2. Do not deploy projectile/grenade launchers indoors. Conventional Frag is allowed.
3. Do not close, lock, or modify already existing doorways, door frames, and windows. These doors specifically are government owned and can only be opened by the fire department if locked.
4. No Ladders are in play.
5. Areas that are off limits will be marked with tape. Do not access these areas.
6. Do not purposely damage indoor fixtures, environments, furnishings, etc.
7. Do not obstruct or block walkways, doorways, door frames, etc.
8. No roof Access period
9. Do not attempt to access already blocked off or closed areas designated by the event organizers.
10. No Full Auto Inside Buildings – This includes LMG and SMG.
11. Chapel is off limits.
12. Building 1, Golf, and Hotel is off limits.

Team Camouflage/BDU Regulations

1. Nationalist Faction: Any Tan Base Military Spec Camouflage (ex: Multicam, AOR1, Coyote, MARPAT Tan).
2. Federalist Faction: Green Military Spec Camouflage (ex: M81, AOR2, A-TACS, CADPAT, etc.).
3. Civilian Faction: Full Civilian Clothing Outfit
4. Camouflage/BDU Notes:
 - Helmets and hats must be specific faction colors.

- Color of Gear (Plate Carriers, Chest Rigs, Battle Belts Etc.) does not matter.

Weapon Classification and Rules of Engagement

1. Standard Rifle/Shotgun -1.55J with .32 BBs
 - Semi-Automatic fire only
2. DMR Rifles – 2.0J with .32 BBs
 - 50 Minimum Engagement Distance
 - Semi-Automatic fire only
 - Mandatory sidearm/backup weapon
 - 150 Indoors Minimum Engagement Distance
3. SAW /LMG – 1.86J with .32 BB
 - 50 Minimum Engagement Distance
 - Box Magazines only, No High Caps
 - Mandatory sidearm/backup weapon
 - LMG ROF cap: 30 RPS
 - Must be equivalent to real SAW (If you are unsure, please ask)
4. Sniper Rifle - 2.81 J with .32 BB
 - 100 Minimum Engagement

Distance.

- 150 Indoor Minimum Engagement Distance.
 - Bolt Action only.
 - Mandatory sidearm/backup weapon.
5. SMGs – 1J with .32bbs
 - No Minimum Engagement Distance
 - ROF cap: 25 RPS
 - Full Auto allowed outside, no full auto in buildings.
 - Drum Magazines allowed
 6. Pistols/Sidearms – 1.55J with .32 BB, semi only
 - No Minimum Engagement Distance
 - ROF cap: 30 RPS
 - No drum magazines or M4/other magazine taps.

General Weapon Rules

1. All weapons must be Chronographed before the event, no exceptions.
2. Chronographed weapons will meet certain weapon classifications, and will follow the rules of engagement for that classification, no exceptions.
3. Only LMGs and SMGs have access to full auto outdoors only.
4. Any weapon that is not an LMG or SMG must be in semi-auto.
5. No Full Auto Inside Buildings – This includes LMG and SMG classifications.
6. No Blind Firing.
7. No Binary Triggers of any form.
8. No Minimum Engagement rules for Assault weapons and Pistols indoor and outdoor. A 'Bang Bang' Rule is a courtesy, if able to safely do so, please do so. If unable, use common sense and refrain from close quarters Head or face shots that may injure a player. Please refrain from overshooting in CQB environments.
9. LMGs must use sidearm/backup for indoor engagements.
10. SMGS users must switch to semi-automatic fire for indoor engagements.
11. Mid Cap Magazines for all weapon classifications other than LMG Weapons.
12. Sound grenades have a 15-foot kill radius. If you are using a fragmentation/BB showering grenade, any frag hits count.
13. Indoor grenade detonations within enclosed 30 x 30 rooms eliminate any players within their confines.
14. HPA powered Replicas must have a functional Tournament lock for their regulators.
15. All weapons must have trigger guards. Medic/Wounded

Rules

1. A single hit from a BB means you're dead. If a BB hits your persons, your gear, (canteens, pouches, bags, etc..) or you are caught in a grenade blast, you are wounded and must display a red kill rag to indicate you have been wounded.
2. Players must have two bandages to be revived. (Ace Bandages, Tourniquets, MSW Bandages, etc.).

3. All players are “Medics” for reviving purposes for the event.
4. A wounded player can be revived by a non-wounded player by fully wrapping an Ace Bandage around the arm of the wounded player, once complete the player is no longer wounded and can resume play. Maximum of two medic revives, once they are hit a third time they have been killed and must return to respawn.
5. Hit = Wounded! Kneel or sit, do not continue to stand for gameplay purposes. Display your red kill rag, ideally on your head, or wave prominently.
6. When a player is hit, they must loudly repeat “hit”, “dead”, or “out” 3 times to let opponents know they are no longer in play.
7. Wounded players have a 5 minute “Bleed Out”. Once 5 minutes have passed, the wounded player has died and must return to their designated spawn to return to the fight. Players must wait 5 minutes, no automatic walk to respawn.
8. Each team will be issued 5 medic bags filled with bottles of water, if a player is wounded a 3rd time, they may drink an entire bottle of event water from the medic bag, they are then allowed a 3rd revive.
9. Weapon hits do not count if the weapon is held/equipped by the player.
However, it does count if the weapon is not in use, and will be treated as gear.
10. When wounded, no talking period, unless yelling for a medic.
11. “Drag Rule” in effect, you may move a wounded player by grabbing the player, stating they are “dragging” the wounded player, and moving them to another location. This does not mean grab part of a player's gear or equipment and pull, to respect everyone's gear and equipment, please refer to the drag rule by grabbing the person, and having them assist the move under their own means as well.
12. Friendly Fire counts!
13. All wounded players have the “5-foot rule”. If a wounded player is in crossfire, door frames with heavy foot traffic, path of a vehicle, etc., they may move up to 5 feet out of the way. This doesn't mean wounded players can use this to get medic'd easier, this is only to move you out of gameplay and for safety purposes.
14. Players can be revived at Admin Discretion.

Camping/Overnight Information

1. Overnight stay and Campers must Check-In, Register, and complete Waiver, it is free.

2. Police your trash, and clean campsites before departure from the event.
3. Be mindful of neighbors with noise volume, especially at night time.
4. No Alcohol on site.
5. No Drugs on site, unless prescribed by a medical professional.

Event Timeline

Friday

- 1:00pm: Gates open/Camping Accommodations Open
- 2:00pm: Check-In and Registration is open
- 3:00pm: Chrono is open
- 6:00pm: Chrono and Registration closes

Saturday

- 7:00am - 9:15am: Check-In & Chrono
- 9:20am: Safety Brief begins
- 9:50am: Deployment from Staging Area
- 10:00am: Game Startex Evo 1
- 2:00pm: Endex Evo 1
- 3:30pm: Startex Evo 2
- 8:30pm: Endex Evo 2

Sunday

- 9:30am: Safety Brief and immediate deployment to Staging Areas
- 10:30am: Game Startex
- 1:30pm: Game Endex
- 2:00pm: Raffle and Announcements