

ASGARD DEADLOCK – GAME RULES

I. GUNS:

		fps limit	meters		
inside building 	CQB	350 fps	0	single	side weapon obligatory
	CQB	350 fps	0	auto	
from/to building & outside building 	assault	450 fps	10	auto	
	support	500 fps	15	auto	
	sniper (semi-automatic)	550 fps	20	single	
	sniper (bolt-action)	600 fps	30	single	

- entering the game area only with guns chironed in registration;
- replicas which allow fast change of muzzle velocity will be additionally sealed - this relates to all guns supplied from high-pressure tank (HPA mods), AEG with fast spring or gearbox change and all sniper rifles;
- DMR: max 550fps, only single (auto mechanically or electronically locked), the length of the rifle to fit the inner barrel minimum 505mm (but can have shorter), scope minimum 6x, for M4 rifles bipod is mandatory.

II. MAGAZINES:

- CQB, assault and sniper rifles = max 130 BB (real/low/mid);
- support guns = hi-cap/box;
- no limit for magazine player can carry;
- reloading magazine only in the base area, respawn points and Ammo Points located in game, only with own BBs;
- in-game Ammo Point can't be destroyed but can be a place of a firefight;
- metal, glass and ceramic BBs are not allowed;
- maximum BBs weight 0.46g;
- mandatory use of biodegradable BBs on the whole game area.

III. HIT:

- first hit = **WOUNDED** (hand up and shout HIT) - 10 minutes to begin medical treatment by another player, if not treated then **DEAD**;
- hit while awaiting treatment = **DEAD** (reflexive vest and/or red pulse light);
- hit after being treated = **DEAD** (reflexive vest and/or red pulse light);
- burst counts as one hit;
- only in case of death - reflexive vest and/or red pulse light;
- ricochets don't count as hits;
- any hit to any part of the body, uniform or any equipment (exception for Guns) that is attached to the player will result in a HIT;
- gun hit disables the gun until a visit in the base, Respawn point or Ammo Point;
- silent kill – both hands on shoulders and whisper “knife kill”;
- when “silently killed” the player is directly DEAD and can't be medically treated;
- only fragmentation grenade can injure - shrapnel (BB hit) counts as one hit;
- when an enemy is too close to shot and is taken by surprise, a shot can be declared by saying “bang bang” - Opponent can request a test shoot into the ground to confirm his death - if shoot fails, shooting player is dead;

- friendly fire WOUND or KILL depending on the player's condition before the hit;
- wounded players can only call for help, for example shouting "MEDIC";
- after hit player needs to fall down on ground in the place where he has been hit;
- wounded can crawl for cover maximum 1m from a place where the player was shot;
- wounded players can be moved by other players if they are carried and does not help out by themselves;
- a wounded player has to accept more hits if other players are hiding behind him.

IV. WOUNDED:

- there are no dedicated medics;
- a player cannot treat himself;
- medical treatment = correctly cover hit place with a bandage. The area must be covered with minimum 3 turns of hand-width bandage over the hit area;
- the game referee can send a player to respawn for not having proper bandage treatment (bleed out).

V. RESPAWN:

- both sides have separate respawn points located in the off game base or located in the game area;
- obligatory kill notification in Respawn Book located in respawn point;
- respawn time is 30 minutes from signing in the book;
- respawn points can't be blocked, destroyed or captured;
- players leaving respawn point can't be shot in a near distance from respawn;
- in game respawn will be marked with a proper sign and (during the night) red pulse light;
- player while going to respawn point is not allowed to talk with other players and search or mark enemy positions.

VI. VEHICLES:

- all Vehicles used at ASGARD must be pre-approved by organizers;
- a vehicle cannot have windshield covered;
- all vehicles must be marked with the color filter on the front light and side flags that are provided by the organizers;
- a vehicle can be destroyed by a hit from paintball marker in the windshield - a center of the SPLASH has to be on the glass;
- next shot from the marker can be fired not sooner than 15 seconds (reload time);
- every shot fired before 15 seconds from the last one doesn't count;
- paintball markers and ammo is delivered by the organizers;
- vehicles missing a windshield are destroyed when a driver is eliminated;
- a destroyed vehicle is marked by having the emergency lights on;
- landing troops inside destroyed vehicle are wounded;
- a destroyed vehicle can carry only dead players;
- a destroyed vehicle must offload all game artifacts it is carrying before driving to respawn. Offloaded game artifacts are not allowed to be hidden and should be placed next to the place where the Vehicles got destroyed;
- person blocking the road for the vehicle is DEAD - run over;
- respawn for vehicles - 30 minutes in off game base counted from signing in to the book;
- firing from vehicle through holes not designed for the shooting is prohibited (e.g. opened windows, chinks);
- shooting from less than 3m into the vehicle openings is forbidden;
- org vehicles will be marked by emergency lights;
- maximum vehicle speed during the game is 30 km/h;
- vehicles can use roads and are allowed to drive maximum 2m from roads;
- it's not allowed to shoot paintball marker from a vehicle;
- it's not allowed to throw any smoke grenades or other grenades into or onto a vehicle;

VII. PYROTECHNICS:

- pyrotechnic can be prohibited in case of fire hazard - information will be released at game appeal;
- only certified and unmodified products are allowed;
- fragmentation grenades - allowed only B&G GR-2 and TGI R2Bs EVO;
- smoke grenade - prohibited to throw inside buildings/tunnels;
- smoke grenade - permitted certified products like GD-10, ED-60 and similar;
- bang grenade - allowed not stronger than K204 or B&G GH-2;
- strobe grenades - allowed all certified;
- mines - approved for use: B&G MN-1, person after stepping on mine is WOUNDED.

VIII. BUILDINGS:

- mandatory use of helmets while playing in buildings;
- full face shield and hearing protection are recommended in buildings;
- some of the buildings and areas are non-enter zones - will be marked;
- it is strictly prohibited to enter buildings roofs;
- interior equipment of buildings can be used to build strongholds, with a condition not to damage any of it;
- holes smaller than 5cm x 5cm are not allowed to be used for shooting in or out.

IX. COMMUNICATION:

- OSTRAVIA - PMR channels 1 to 8 and according to frequencies assigned by Ostravia HQ;
- ERIMOR - PMR channels 9 to 16 and according to frequencies assigned by Erimor HQ;
- it's forbidden to broadcast or interfere on enemy radio channels.

X. GAME SIDES:

- players are identified by ID and by side patch;
- wearing ID is mandatory all the time - a player without ID will be removed from the game;
- wearing side patches is optional;
- it's prohibited to use an enemy patch or similar - use of such will result with a direct ban from the game.

XI. CIVILIANS:

- saying by the civilian security word: "BASTA" means immediate hold of the role interaction;
- during the game, the rule "no pain" applies - only a touch that does not cause discomfort to the other player is acceptable;
- it is forbidden to use any form of physical and psychological violence if the player has not given his explicit consent;
- this consent may be withdrawn at any time by the saying "BASTA";
- civilians can be injured or killed on the same rules as other players;
- soldiers are allowed to "steal" from wounded or dead civilian (with the exception of important game artefacts);
- stealing is done by saying "I'm stealing" - victim needs to give away all carried in-game items.

Search:

- there are two allowed search methods which are chosen by the civilian during control:
 - a) pseudo-personal search - excluding intimate zones, if civilian say security word: "BASTA" means Immediate interruption, civilian is obliged to show all carried items;
 - b) if civilian does not allow for personal search, he/she shows all carried items immediately;
- vehicles can only be searched in places where access is possible without using any tools;
- there is no obligation to show items carried in the vehicle;
- if civilian have any military equipment (radio, weapon, observation equipment, etc.) it can cause civilian retention by the military for clarification;
- the military equipment found during the search can be "destroyed" by a verbal declaration, the owner can keep the equipment but can't use it anymore.

Civilian inspection procedure:

- civilian should be called for a specific behavior or hold to do the current activity; when civilian does not apply, next call must be made, and warning shot can be fired; when civilian is not complying, he can be arrested;
- a shot can be fired into civilian direction only when he is a threat for a soldier or other civilians;
- wounded civilian should be treated immediately;
- a wounded civilian can be arrested only after medical treatment.

Arrest:

- military tells the civilian that he is arrested;
- arrested civilian need to hold his hands behind or in front simulating handcuffs;
- detained civilian can be interrogated.

Interrogation:

- interrogation must be completed during the 30 min. time;
- the interrogation must be made by at least platoon commander or platoon deputy commander;
- there are allowed only two methods of interrogation which are chosen by the civilian:
 - a) open interrogation - usual discussion/role-playing by interviewed civilian, if the interrogated has enough of this form he can say word "BASTA" and go to closed interrogatory form;
 - b) closed interrogation - the interviewer asks three questions, on which interrogated can only answer "yes" or "no" and at least two of them have to be answered according to the truth.

Civilian moods:

- if soldiers will too often search civilians, this will be recognized as harassment and will affect the decline of the credit;
- a civilian arrest must be justified - without any reason, it negatively impact the perception of the site;
- helping civilians with their tasks will be noted and will affect the favor of residents.

XII. REFEREES:

- in the field, will monitor the game;
- can randomly control muzzle velocity;
- don't need to wear visible identification markers;
- can travel with players;
- during dispute REF decision is final;
- REF can remove the player from the game for severe game rule, safety or fair play violation.

XIII. OTHER:

- helmets and armor have no in-game effect;
- all infrastructure needs to be used accordingly with its purpose;
- use of drones is permitted to any player. The organizers doesn't take any responsibility for drones that get damaged;
- it's not allowed to shoot to drones (UAV) and taking over the control;
- it's not allowed to damage or destroy any infrastructure in-game area;
- it's not allowed to move outside dedicated game area - penalty: respawn;
- it's not allowed to enter or invigilate enemy off-game zone (wiretapping, agents) - penalty points for the side;
- It's not allowed to put position tracker into enemies vehicles.