



# ASGARD SIEGE - GAME RULES

## I. GUNS:

		fps limit @ 0.20g.	meters		<b>ASGARD</b>
inside building 	CQB	350 fps	0	single	
from/to building & outside building 	CQB	350 fps	0	auto	
	assault	450 fps	10	auto	
	support	500 fps	15	auto	
	sniper (semi-automatic)	550 fps	20	single	
	sniper (bolt-action)	600 fps	30	single	side weapon obligatory

- entering game area only with guns choned in registration;
- guns which allow fast change of muzzle velocity will be additionally sealed - this relates to all guns supplied from external high pressure tank(HP mods), AEG with fast spring or gearbox change and all sniper rifles;
- DMR: max 550fps, only single (auto mechanically 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 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;
- mandatory use of biodegradable BBs on the whole game area.

## III. HIT:

- first hit = wounded (hand up and shout HIT);
- second hit (after time interval) = kill (reflexive vest and/or red pulse light);
- only in case of death - reflexive vest and/or red pulse light;
- ricochets don't count as hits;
- from first hit - 10 minutes to begin medical treatment by another player, if not treated then dead;
- silent kill – both hands on shoulders and whisper “knifekill”;
- only fragmentation grenade kills if hit by shrapnel (BB);
- when 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;
- gun hit disables the gun until visit in base, Respawn point or Ammo Point;
- friendly fire kills;
- wounded can only call for help;
- after hit player needs to fall down on a ground in the place where he has been hit;
- wounded can crawl for cover maximum 1m from a place where he has been shot;
- hit player has to accept more hits if other players are hiding behind him.

#### **IV. WOUNDED:**

- there are no dedicated medics;
- player cannot treat himself;
- after medical treatment second hit always kills;
- medical treatment = correctly cover hit place with bandage.

#### **V. RESPAWN:**

- both sides have separate respawn points located in off game base or located in 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 resp;
- in game respawn will be marked with proper sign and (during 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. TACTICAL EQUIPMENT:**

- helmets and armor have no in game effect;
- only allowed ballistic shield are delivered by the organizer - 4 per side;
- only allowed ladders are delivered by the organizer - 3 per side;
- after death, player has to leave shield or ladder in place of death;
- shields and ladders can be captured from/by enemy;
- if one side will possess all shield or ladders for too long, organizer can request to return them;
- all infrastructure need to be used accordingly with its purpose;
- shooting to drones (UAV) is forbidden.

#### **VII. VEHICLES:**

- marking vehicles is optional - by color filters on front lights or side flags;
- person blocking road for the vehicle is considered death - run over;
- vehicle can be destroyed by hit from paintball marker in front window;
- next shot from marker can be fired not sooner than 15 seconds (reload time);
- every shot fired before 15 seconds from last one doesn't count;
- paintball markers and ball delivered by the organizers;
- vehicle can be destroyed by throwing smoke grenade under the vehicle - grenade must start to produce smoke while being under the vehicle;
- destroyed vehicle is marked by emergency lights;
- landing troops inside destroyed vehicle are wounded;
- destroyed vehicle can carry only dead players;
- respawn for vehicles - 30 minutes in off game base counted from signing in to the book;
- firing from vehicle though holes not designed for shooting is prohibited (e.g. opened windows, chinks);
- firing from short distance into the vehicle openings is prohibited;
- org vehicles will be marked by emergency lights;
- maximum vehicle speed during game is 30 km/h;
- outside city vehicles can use road and are allowed to drive maximum 2m from roads;
- inside city vehicles can drive off roads;
- it's not allowed to fire paintball marker from vehicle.

## **VIII. PYROTECHNICS:**

- pyrotechnic can be prohibited in case of fire hazard - information will be released at game appeal;
- only certified and unmodified products are allowed;
- only fragmentation grenade kills if hit by a shrapnel (BB);
- fragmentation grenades - allowed only B&G GR-2 and TGI R2Bs EVO;
- smoke grenade - prohibited inside buildings/tunnels;
- smoke grenade - allowed all certified products like: GD-10, ED-60 and similar;
- bang grenade - inside buildings and outside allowed not stronger than K204 or B&G GH-2;
- strobo grenades - allowed all certified inside the building and outside;
- mines - allowed for use: B&G MN-1, person after stepping on mine is wounded;
- TGI grenades (Paladin, Archangel, Pecker) shot from grenade launchers are not allowed.

## **IX. 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 (except building 418);
- it's not allowed to damage or destroy any infrastructure in game area;
- interior equipment of buildings can be used to build strongholds, with condition not to damage any of it;
- it is forbidden to shoot through holes partially covered with soft materials (blankets, foil, etc.).

## **X. COMMUNICATION:**

- OSTRAVIA - PMR channels 1, 2, 3;
- ERIMOR - PMR channels 6, 7, 8;
- it's forbidden to broadcast or interfere on enemy radio channels.

## **XI. GAME SIDES:**

- players are identified by ID and by side patch;
- wearing side patches is optional;
- it's prohibited to use enemy patch;
- player needs to have his ID all the time - one received during registration or civilian one (if designated by HQ as an agent);
- some buildings will be marked off-game - civilians enter only - agents and soldiers are not allowed to enter;
- soldiers are allowed to "steal" from wounded or dead civilian (with exception of important game artefacts);
- stealing is done by saying "I'm stealing" - victim needs to give away all carried items.

## **XII. CIVILIANS & AGENTS:**

- 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 and agents can be injured or killed on the same rules as other players;
- feature items used by civilians are labeled with a "organizer sticker";
- it is forbidden for military player to dress up as civilian unless he is an agent.

**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 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, owner can keep the equipment but can't use it any more.

**Civilian inspection procedure:**

- civilian should be called for specific behavior or hold to do 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;
- 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;
- 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;
- civilian may try to escape but needs to be aware of the possible consequences;
- maximum time of civilian retention is 30 minutes, counted from the arrest declaration;
- after the retention time the civilian must be released;
- the detainee can be held at a designated place, but civilians can not be transported by soldiers outside of the city;
- 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 - normal 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;
- the interrogating officer must finish interrogation with one of the following decisions:
  - a) interrogated is recognized as a civilian and released;
  - b) interrogated is considered as a civilian but is sent to custody (civilian goes to the Town Hall by himself);
  - c) interrogated is considered as an agent (player goes to HQ and reports to the commander the fact of his execution).

**Civilian moods:**

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

### **XIII. AGENTS:**

- agent is a soldier who received civilian ID from the HQ;
- agent must look and behave like a civilian;
- agent has the same rules as civilians;
- agent can talk to civilians, gain their respects and expect some favors;
- agent can't use a mobile phone communication for in game purposes (only for emergency needs)
- agent is always under his HQ command;
- if after interrogation agent is exposed or executed, he must report this fact to HQ and return civil ID;
- player who was an agent and has been compromised/executed can't become an agent again;
- agent who died, cannot share his gathered information anymore;
- ways to deliver equipment to an agent into the city rely on HQ.

### **XIV. 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.