All vehicles will need to be approved by event admins, vehicle rules apply to all vehicles used in the event.

### Vehicles will be classified into two categories:

- 1. **Technicals** Mount guns or have top firing positions only, No troop carrying. Longer respawn delay timer at 45 minutes
- 2. **Transports** Can only carry troops or supplies, No gun mounts,top firing positions or firing from vehicle. Shorter respawn delay timer, at 30 minutes

### Players do NOT purposely block vehicles.

Drivers have full responsibility for all passengers onboard, if players are not listening to instructions do not drive, if you have issues let the admin know via radio.

| DRIVING RULES |   |            |  |  |
|---------------|---|------------|--|--|
|               | TECHNICALS TECHNICALS   | TRANSPORTS |  |  |
| Drivers       | DRIVERS ARE NON-PLAYABLE POSITIONS (NO USING ANY GUNS, EQUIPMENT, OR ASSISTING IN REVIVES, YOUR ONLY RESPONSIBILITY IS TO DRIVE, MUST STAY IN VEHICLE AT ALL TIMES UNLESS IN DESIGNATED RESTING AREA OR FOR LEGITIMATE REASONS (eg. Checking tires, damage, emergency, etc.) It is not necessary to carry any equipment, water bottles, TQ, and other gameplay gear.  CLASS 5+  - All Drivers (including multiple drivers of same vehicle) must be registered during vehicle check-in  - All Drivers ACTIVELY driving must wear GREEN armband (Will be provided to primary driver), take armband off when switching drivers |            |  |  |
| Max Speed     | 15 km/h   |            |  |  |
| Headlights    | ON AT ALL TIMES DAY/NIGHT Running Lights (Low Beam) ONLY Do not use HIGH Beam   |            |  |  |
| Driving       | DRIVE ON TRAILS ONLY - NO OFF-ROADING NO DRIVING IN REVERSE TOWARD ENGAGEMENTS NO STOPPING ON TRAILS OR BLOCKING WITHIN 50 FT OF ANY FLAG OR OBJECTIVE POINS (STOP OFF TO THE SIDE OF THE ROAD/AREA)  |            |  |  |
| Penalties     | Drivers are responsible for all passengers loading/unloading/sitting properly and sec If players are not listening to instruction dor call an admin over radio.   |            |  |  |

If players are blocking the vehicle or being unsafe on board you can use your phone to take evidence and show it to an admin for conflict resolution. Do not be confrontational.

If drivers are caught not doing their due diligence they will face vehicle penalties that will impound the vehicle for 1+ hours up to a full day ban.

| VEHICLE CLASS SPECIFIC RULES |  |   |  |  |
|------------------------------|--|---|--|--|
|                              | TECHNICALS TECHNICALS  | TRANSPORTS -  |  |  |
| Crew                         | 1. Driver 2. Gunner 3. Regular Troop -> Can be any class except MEDIC  | Crew of ONE MINIMUM  1. Driver  - (Carry as many troops as you can fit securely - all players must be sitting in proper seats or sitting on the trunk/bed. No standing, squatting, kneeling or sitting on truck bed rails)  |  |  |
| Vehicle Setup                | <ol> <li>All vehicles must carry a GOOD RADIO and minimum one fire extinguisher</li> <li>Must have either mounted Dash Cam, or phone on person</li> <li>Must have a minimum of one EXTERNAL YELLOW STROBE(AMBER) LIGHT mounted on roof, if vehicle does NOT have working Hazard light a. Amber light must meet our minimum outline specifications (see below)</li> <li>Must have cabin (No ATVs, Motorcycles, Scooters)</li> <li>4x4 Capable Only</li> <li>OFF-ROADING spec tires installed</li> <li>Minimum 8" ground clearance (Specialty vehicles such as Side-by-sides that are designed for all terrain use are exempted from this rule)</li> <li>ALL LIGHTS, Head &amp; Tail must be functional</li> <li>No vehicle trailers</li> <li>No side firing ports or positions</li> </ol> |   |  |  |
| Front Windshield             | Covered with <b>HARD</b> material, such as but not limited to, Plexiglass, Safety Glass, Polycarbonate, etc. ( <b>No Netting</b> )   |   |  |  |
| Cabin Covering               | All movable windows (if applicable) must be rolled UP and CLOSED completely  - Fully covered 360 with HARD material  | All movable windows (if applicable) must be rolled UP and CLOSED completely  - Sides and rear can be covered using HARD material (plexiglass, wood, etc) or netting (Netting must be able to fully stop BBs and Paintballs)  - Coverage must be 100% to protect occupants |  |  |

| Mounted Guns                          | YES  - 1 to 2 Turrets or Top firing positions - Must have a safety strap/harness to secure player(s)  | NO   |
|---------------------------------------|---|--|
| Extra External<br>Lights              | NO  - Turret can mount a single weapon flashlight, complies with standard flashlight rules, max 1500 lumen  | NO   |
| Can carry<br>supplies/extra<br>troops | NO  | YES - Except Enemy Banner  DEPLOY TROOPs - Vehicle must come to FULL STOP, before players exit   |
| Turret Armor                          | YES - See Turret Armor section below  | NO   |
| VEHICLE ENGAGE                        | EMENT RULES   |  |
|                                       | TECHNICALS TECHNICALS   | TRANSPORTS -   |
| Crew HIT<br>Conditions                | GUNNER - Can be <b>HIT</b> and wounded by BBs -> follows standard <b>HIT</b> rules  | PASSENGERS - SAFE inside the vehicle, outside vehicle follows standard HIT rules  SAFE Condition: ALL doors and windows closed, player is sitting properly on seat/platform with all appendages inside the vehicle |
|                                       | If player is HIT during the process of a 1. Call "HIT", raise hand & gun down 2. Calmy exit the vehicle 3. Walk minimum of 10 feet away 1. Then follow standard HIT process | wn, if possible  from vehicle  |

YES (<u>If following conditions met</u>)

**FACE Protection** 

1. Gunner(s) wearing FULL

2. Visually see the target, &

using any equipment
3. Must be inside the turret or top

aiming through sights, without

NO

No firing of any kind or using any

equipment from within vehicle

**Shooting From** 

Vehicle

|                   | firing position  4. Can shoot or use any authorized class of gun/equipment (including launchers and grenades) - follows same rules for the respective equipment |  |
|-------------------|---|--|
| Engaging Vehicles | DO NOT THROW GRENADES INTO VEHICLES  1. Paintballs fired from 40mm Launcher a. Paintball must be direct hit and break on Front windshield only                  |  |

- b. All passengers are "Dead" **NO** revive
- 2. Artillery Strike
  - a. Destroys any vehicle in the strike zone
  - b. All passengers are "Dead" NO revive
- 3. Vehicle Barriers
  - a. Will be provided to your team to use
  - b. Blocks the road path, vehicles cannot pass through
  - c. Can be moved by any "alive" player and transported using Transport vehicles
- 4. Smoke (regardless of color)
  - a. If vehicle is inside or being affected by a smoke cloud
  - b. FULL STOP
  - c. Wait until smoke clears before moving
  - d. All passengers inside of vehicle is safe

# **DESTROYED VEHICLES**

## If the vehicle is destroyed:

### 1. TURN ON HAZARD LIGHT

- a. Use External Yellow Strobe (Amber) light only if vehicle does not have working Hazard light
- 2. Radio base commander that the vehicle has been destroyed
  - a. Off-load any gameplay props at current location (If applicable), if prop is not unloaded before driving to admin area it will be considered destroyed and collected by admin
- 3. (If required) Driver off-loads any on-board dead players to nearest friendly spawn point
- 4. Driver heads to Admin area to wait for respawn

### DO NOT CLEAN OFF PAINTBALL MARK ON YOUR OWN

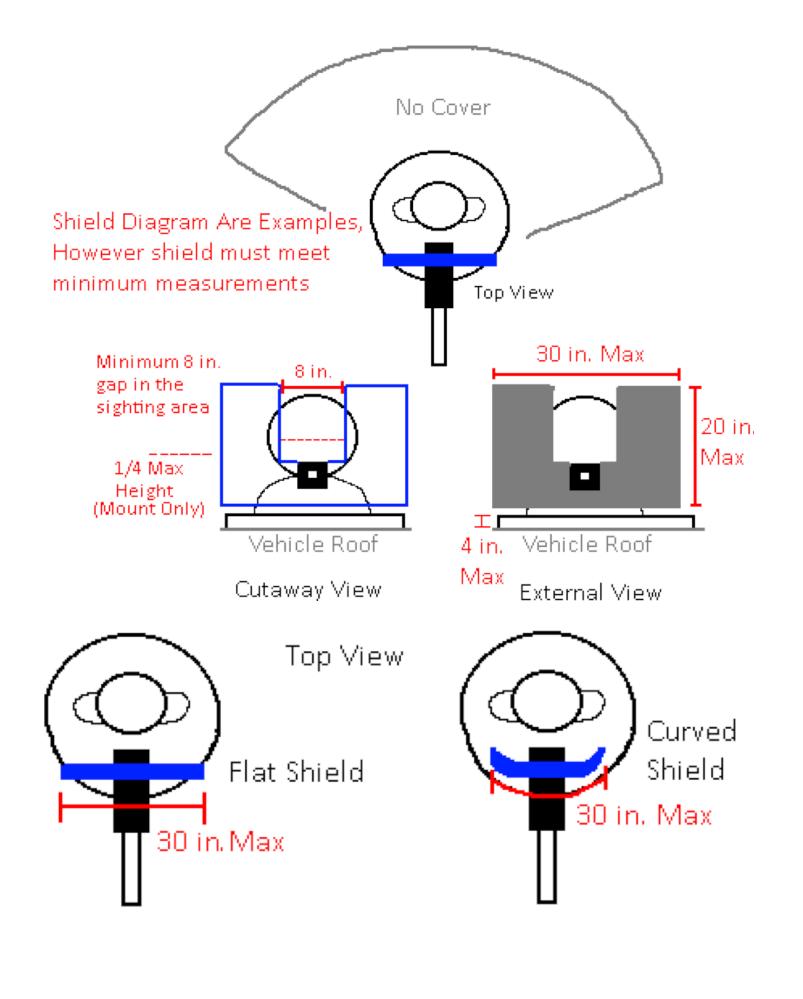
- Any vehicle hit by paintball on front windshield or in artillery strike zone are destroyed
- All passengers onboard at time of destruction are "DEAD" no water bottle revives
- Destroyed vehicles can only transport "DEAD" players
- Any gameplay props/items/water bottles must be unloaded and dropped at current spot, if prop is not unloaded before driving to admin area it will be considered destroyed and collected by admin
- Destroyed vehicles head to admin area to have hit recorded and start respawn timer:
  - **Technicals respawn timer: 45 minutes**
  - Transports respawn timer: 30 minutes



Turret can be either fully exposed or armored, <u>if turret/firing position is armored, must comply with minimum armor requirements</u>:

A turret shield is the only cover permitted, provided the following requirements:

- 1. Shield can be flat or curved, max dimensions L 30 x H 20 inches (measured as total length)
  - a. SHIELD AREA must be BLACKED OUT, NON-TRANSPARENT
  - b. <u>SIGHTING AREA must be EXPOSED</u>, no protected covering permitted, a <u>minimum of 8 inch</u> gap is required (measured straight across two points)
    - i. Depending on the type of gun being mounted, we understand you may require a bracket to fit the gun, we do permit a covering/bracket mount that can cover a max of 1/4 of your overall shield height.
- 2. Turret ring max height 4 inches (measured from vehicle roof and up)
- **3.** Rest of the turret area must be fully exposed
- 4. NO OVERHEAD COVER





Specification of model shown:



Model: Amber 72 LED Rooftop Strobe Light Dimensions: 33 x 20.3 x 10.2 cm (L x W x H)

Color: **YELLOW**Mount Position: Top
Bulb Type: 72x LED

Voltage: 12 V

Your Amber light must meet or exceed the minimum <u>72 individual LEDs, dimensions, and color requirements</u>