

OP CS2 Rules of engagement

2.1 Firearms

FIREARMS are PROHIBITED at PQAC events

2.2 Goggles and Masks

- APPROVED Paintball and Tactical goggles are mandatory. A full face masks is optional.
- Goggles must completely cover the eye with no gaps for a BB to slip through.
- Goggles must be worn at all times unless you are in a safe zone and the security Marshall has given you permission.

2.3 Bbs / FPS / Joules

- AEG upgrades: Max M120 spring or equivalent.
- Bolt action and PSG1: Max PDI 250% (or equivalent)
- Other "sniper" systems must be inspected by a PQAC representative before being allowed on the field

2.4 Unloading and Securing Guns

Unloading and securing an AEG

- Remove magazine / Point in safe direction
- Fire remaining bb's / Place gun on safe
- Attach barrel pug (or other suitable barrel block)

Unloading and securing a GBB

- Engage safety / Place gun in holster
- If no holster is available then remove magazine

2.5 Littering, Smoking, and Drugs

- No littering will be tolerated, both in the playing fields, and the staging area.
- Smoking is allowed ONLY in the Staging Area. Smoking on the field will result in immediate expulsion.
- Absolutely no drugs or alcohol will be tolerated during the game.

3. Safe Areas

In those areas designated as "safe areas" goggles may be removed. When in these safe, all guns will be properly unload (with their magazines removed) and WILL NOT be fired. Any violations of this rule will be considered a serious safety violation and will result in a verbal warning and/or expulsion from the game with not refund.

4. Off Limit Areas

Several areas on the field will be designated as OFF LIMITS. No player may enter these areas with a valid reason (like a medical emergency).

5. Field Fee

The field fee is still to be determined.

6. Ammunition Limits

6.1 Ammunition Limits

Low-Cap Magazines

Player may carry as many Low-cap magazines as they can. They may also carry spare BBs and a loading tool on their person to reload in the field.

High-Cap Magazines

Players who choose to play with High-Cap magazines, may only carry one (1) magazine at a time. Furthermore, they may NOT carry spare BBs on their person when leaving their base.

7. Lottery Ticket Hit Rules

All players will be using the Lottery Ticket hit rules

- For each player will be draw 8 sealed cards at the beginning of the game.
- Each card may represent either a death, a critical wounds, or a minor wound
- When hit, the player will cease-fire, call himself hit, and draw one of his cards.
 - If he draws a death card, he will be out of that fight and wait until the fight is over before he can head back to his respawn point.
 - If the player draws a minor hit card, he can re-join the fight. A minor does not affect his combat effectiveness.
 - If the player draws a critical wound, he will cease-fire and shout for a medic. At this point the player will no longer be able to return in the fight until his team takes him back to their respawn point.
 - A critically wounded player must be carried, dragged, or slung to the respawn point.

- A critically wounded player may keep communicating but my not shoot or manipulate equipment.
- A critically wounded player MUST remain in place.
- If enemy forces manage to overtake a critically wounded player, he is considered captured and may be taken back to the team's base camp.

8. Captured Players

Any critically wounded player may be captured.

The following rules apply to captured players:

1. A captured may move only when another player is making physical contact with him (escorting him)
2. Once captured, player cannot escape and may not resist physically.
3. Players remain captured until they are rescued by their team, or some other game objective is met.
4. A captured player may be rescued by his team. The rescuers must escort the player back to their base, where he may then rejoin the game.

9. Respawn

9.1 Cartel players

When a player is dead, he must return to team's respawn area and wait there for 40 minutes before rejoining the game.

9.2 US Players

When a player is dead, he must return to the team's base camp, and wait for the main body of the team to return before rejoining them. While they are waiting they are considered inactive and may not engage in any attack or defense activity. Players wounded while defending the US camp are out of action for 40 minutes.

10. Chemlights (Glow-Sticks)

Dead players making their way back to their base may mark them selves by holding up an activated chemlight.

11. Demolition Rules

- Destruction of a site, camp, or vehicle is accomplished through the use of a satchel charge. The charge must be placed or thrown in or adjacent to the location to be destroyed.

12. Destruction of a Base

When a team's base is destroyed, that team loses all command and coordination ability for a period of 40 minutes. That means that:

- All command radios will be ignored (but still monitored in case of injuries or emergencies)
- The team commander will be considered dead for 40 minutes and may not give orders or coordinate actions.
- If the base is also a respawn area, no players may respawn during the 40 minute period.
- All players inside the base when it is destroyed are considered dead and may not respawn for 40 minutes.
- **PROTECT YOUR BASES!**
- After a base is destroyed, it may be moved, if the team desires do to so.

13. About the Delivery Vehicle

13.1 General Rules

- At the delivery site, the vehicle must be parked at least 50 meters away and the merchandise transported manually (the vehicle has to be out of the way should a fire fight ensue)

13.2 Stopping the Vehicle

There are 3 ways in which the vehicle may stopped by the US team:

- Using a LAW: a LAW will be simulated using a laser. The laser must be shinned through the front or side windows at the driver. Upon noticing the Laser, the driver MUST stop.
 - After a successful LAW hit, all player in the vehicles as well as those within a 10 foot radius are considered dead.
 - The US team only get a limited (2) number of LAW hits for the whole game and these have to be done from within 50 ft
- By physically touching it (tapping on it)
 - US players must get close enough to the vehicle to physically tap it.
 - Upon hearing the tapping sound, the driver MUST stop
 - The vehicle may then be destroyed by placing a satchel charge underneath
- A physical Obstacle
 - The US team my attempt to setup some sort of physical obstacle barring the route that vehicle is using. The truck must come to a stop while the obstacle is removed from the path.