



OPERATION BREAKPOINT SITE/GAME RULES

OPERATION BREAKPOINT

Behaviour:

We operate a zero tolerance policy on our sites. Poor conduct, cheating or any act of violent behaviour will not be tolerated and you will be banned with no refund. The marshals word is final and arguing will not be tolerated and remember operation breakpoint is not a hardcore milsim. It's about having fun. Any bad conduct will result in the player being removed and points lost from their team.

If you have any problems inform a marshal immediately, not hours later when nothing can be done!

Hits:

When hit, a player must shout hit followed by shouting there team medic. All players will abide to one medic then go to your nearest team respawn, no medic within 5 minutes go to your nearest team respawn. Note we will issue red cylumes to all players as a marker to show your hit at night. A hit is classed as a direct strike from a bb on any part of the player's body and their equipment including the weapon in hand and dead players don't talk. Overkill will not be tolerated along with blind firing which will result in the player being removed from game.

Bang/ surrender rule:

We do not enforce the bang rule, but you may use it at your discretion, we do however expect common sense at close ranges!

Fps limits:

- AEGS/GBB rifle/pistol = maximum 370 fps with (0.2G).
- Bolt action sniper = maximum 500 fps (0.2G).
- Dmr rifles locked to semi = maximum 450 fps (0.2G).
- 25 Metre minimum engagement rule for all sniper / DMR rifles.

All weapons will be chrono'd before commencement of play with 0.20G bb's and random chronographing will take place throughout the event. Please ensure your weapons is within the limits. If any weapon is found to be over the fps limit it must be placed back in the player's vehicle or left in the event office until the end of the event. No exceptions will be made. Any player found trying to cheat the chrono will be immediately removed from the event.

Single shot only inside buildings:

You may fire full auto in and out of a building or window, but must switch to semi once you are in a building. Ammo limits: there are no ammo limits. Players can carry as much as they want but can only use mid capacity magazines unless using a support gun.

Dress code:

Team dress code must be adhered to at all times. Please see below for team colours:

Coalition special forces - MTP, DPM, Multicam, Desert DPM



MTP



DPM



MULTICAM



DESERT DPM

Militia / rebel faction - Any Check, Denim, Urban, Flecktarn, OD, Black



ANY CHECK



DENIM



URBAN



FLECKTARN



OD



BLACK

Shemaghs / scarves, gloves and footwear do not fall under team colour requirements. Small and sensible deviations from this chart are allowed but if unsure, please check first. Remember it is you who will be potentially taking friendly fire if the colour charts are not adhered to. Snipers - your ghillie suits / sniper hoods do not fall under uniform requirements. But please make sure your base layers do.

Medic rules:

There will be approx 10 allocated medics per team, the medic will have a medic bag with 2 colored chips, 1 red, 1 green. If someone is shot, shout for a medic then its a lucky dip. If you pull the green, you carry on, if you pull the red its back to re-gen. Re-gen - Any building is a re-gen and we will be operating a flip card system for control of the building. If your team control the building you can re-gen if not find one that you control or back to your FOB.

AMMO:

Mid/ Low caps only. No High Caps unless you are running with a support weapon. You may also carry loose ammo.

Pyro:

Only pyro purchased at the event will be allowed. Prebooked pyro will be available on site on the friday night and until the safety brief on saturday morning.

Tag rounds: tag rounds are acceptable but must be fired at a 45 degree angle and not directly at a player. A tag round landing within 5 metres of a vehicle is an instant kill (goto respawn) including all players in vehicles resulting in the vehicle been imobilised for 5 minutes.

Note: this excludes armoured vehicles. Impact grenades (dynatex / trmr) must be thrown under arm. Any player in a room is dead unless behind hard cover. Hard cover is classed as a physical barrier between the player and line of sight of the grenade - i.e., a wall, not hiding behind the player in front of you! Outside/open terrain:

A grenade landing within 5 metres is an instant kill (goto respawn). Hard cover rule applies. Smoke: smoke is for screening purposes only and does not have any other in game effect. No smokes are to be used inside the buildings.

Game effect pyro:

Any other pyro which has any in game effects will be used and controlled by a marshal, the marshal will inform the players effected and to what extent.

In game vehicles:

Vehicles will only be driven by an authorised driver. The speed limit is 15mph and no vehicle is to go off road. Any vehicle reversing must have a marshall or out of game player watching them back. All doors must be closed and no one is to hang on the outside of them. Only vehicles with a yellow/black taped cross on the vehicle doors can be stolen or shot at. If the driver is shot the vehicle is out of action. If a passenger is shot they are to stop firing and be removed from the vehicle when out of contact. No pyro is to be thrown in or under any vehicle and any vehicle hit by a grenade. The vehicle can carry on but the occupants nearest the explosion and within 5 meters are dead.

If these vehicle rules are not followed we will pull them from play.

Sleeping:

Sleep in game. Players must wear their eye protection at all times and it must have a band on the back to hold them in place. There will be no safe area for sleeping, however you may sleep in your own vehicle but you must inform your game commander before leaving and on return.

Note: whilst outside your vehicle safety glasses rule still applies. Please keep your sleeping kit packed and secure in your base when not in use to avoid any chance of pyro burning damage.

HVT:

A HVT (high value target) is a key player who has a character role. If this person is killed, that character's role is finished. However, you must get photographic evidence of yourself or team with the hvt playing dead. This must be shown to a marshal as soon as possible to gain game points.

Kidnapping:

If an enemy player is killed then your medic must revive them before they can be kidnapped. If you kidnap a player or hvt you must hold for a maximum of 30 minutes.

Note: do not force a player to do something they do not wish to do!

Building holding:

All key buildings will have a flip card with team colours/ logos attached. Flip the card to your team colour/ logo to own the building.

Note: a key building in your control with your team logo can be used as a respawn. Anyone found manipulating the flip cards will loose game points.

Admin:

The minimum age to play operation breakpoint 24 hour event is 18 yrs.

All players must wear adequate footwear which gives maximum ankle support (i.e. Boots, no trainers!). Players are also advised to wear full face masks however safety glasses to ballistic standard en166 can be worn at the players own risk but must cover the whole of the eye socket inc the side. All players must sign in when entering the site at gate house 4 where you will hand in your waiver and outstanding balance.

No alcohol is allowed on site.

No smoking or cooking is allowed inside any of the buildings.

Do not use the buildings as a toilet, there will be toilets allocated around the site. Players must not enter buildings/areas which are 'out of bounds' as there are also military operating on the training area.

Note if you see military in our area of operations shout seize fire, apply your safety catch and inform staff. Do not be rude or take images of any military.

No fixed blade knives however rubber training knives are allowed and must be used with a tap on the shoulder.

All deposits are non refundable, unless we cancel/change the event dates and deposits of £40 per person must be paid before the event.

No food provided at this event, however there will be an onsite shop selling a selection of drinks and snacks. You are responsible for providing and cooking your own meals during your time on site.

THINGS TO REMEMBER:

It's hard routine so that means you need your own food water etc for a 24hr Op.

There will be a Burger van located near gate 4 (our entrance)

There will be an onsite shop located in the guard house at gate 4, this will stock a wide selection of Ammo, Pyro's, accessories, drinks and snacks. (card payment accepted for all shop purchases)

Car share where possible.

You will be operating from your fob which will be water tight but cold at night pack accordingly and there is no power so think about batteries etc.

Sleep in game:

You will be using your allocated FOB's so eye protection MUST be worn at all times during the event. Players can choose to sleep in their vehicle if they wanted. Make sure you have your filled in waiver ready to hand with your balance at booking in and we only take CASH for the balance payments. Remember it's a 24hr Op not a month Op so don't go bringing the kitchen sink!!

Military site safety: (explained during safety brief).