

**BI  
HAZ  
ARD**



**KWA**  
**TACTICAL  
LEAGUE**  
**BLACK OPS**

**RULES & PLAYER WARNORD**

# GAMEPLAY RULES – BLACK OPS



## EVENT THEME & FORMAT (BLACK OPS)

- Intense, close quarter cover-to-cover fighting in small squad format featuring quick pace 5-10-minute rounds
- Round-by-round running scoreboard tallying points and overall EVENT WINNING FACTION
- Match scoring will be scaled to reward objective completion above all else – see GAME MODE slides for specific scoring rules
- DESIGNATED PLAYERS CLASS SYSTEM - SEE CLASS LOADOUTS SLIDE

## UNIVERSAL GAME RULES (ALL GAME MODES)

- ALL GAME MODES will feature a band medic-system. With this system, ALL PLAYERS will receive a white snap bracelet that they will write their name on in marker. This band will be worn at the start of every round. Once shot, players will be able to slide on their stomachs and in a sitting position to find teammates to remove the snap bracelet and revive them.
- Once a player has been revived and no longer has their snap bracelet on their wrist, they are OUT the instant they are shot – no bleed out times or medic revives if you do not have bracelet
- Only assigned Medics will be able to revive white-banded players without having to remove the revived player's bracelet via STIM or TQ– either 2 clicks via STIM or placing the TQ up the downed players arm.
- If the downed player no longer has their white snap band, they cannot be revived by a medic
- MEDICS cannot drag players, the downed players will slide across floor to help reach medics
- Downed players cannot talk and will move to designated DEAD ZONE immediately once expired
- NO ENGAGEMENT DISTANCE MIN / NO BANG BANG / NO MELEE WEAPONS
- NO MOVING BARRIERS or WINDOW COVERINGS
- FRIENDLY FIRE is ON and counts as a HIT
- If your barrel can fit through hole, you can shoot out of it
- See CLASS LOADOUTS slide for weapon and gear specific rules



# CHRONO LIMITS + SPECIALTY RULES

ALL CLASSES (EXCEPT MARKSMAN) MUST CHRONO AT OR BELOW

# 350 FPS

measured with .20 BBs

**SHIELDS:** Must be no larger than standard side and cannot be attached to gun. CAN shoot while covered.

ALL SHIELDS must be standard size and approved by game control.

**GRENADES:** Two per match. Thunder Bs and Tornados-ONLY. NO PYRO or SMOKE. No launchers!

SEE CLASS RULES SLIDE FOR SPECIFIC CLASS DETAILS

1,000 BB MAX PER GAME – ALL CLASSES

# CLASS LOADOUTS - INDOOR

## COMMANDER



1 SLOT

ALL WEAPONS – NO PISTOL PRIMARY

Mid-Caps Only

PERK(S):

- RECON: Radio – Even After Death
- SCAVENGER: Unlimited Ammo

## BREACHER



4 SLOTS

NO WEAPONS RESTRICTIONS

Mid-Caps-Only

PERK(S):

- JUGGERNAUT: Riot Shield – Full Size Only
- DEMOLITION: 40MM Launcher + Extra Grenade Slot (3)

## ASSAULT



UNLIMITED

ALL WEAPONS – NO PISTOL PRIMARY

Mid-Caps Only

PERK(S):

- OVERKILL: Carry Two Primary Weapons
- DOUBLE TAP II: Full Auto Sidearm – GBB Pistols Only
- AKIMBO: Dual Wield Sidearms (GBB Pistols-only)

## SUPPORT



4 SLOTS

LIGHT MACHINE GUNS ONLY

Box / Drum Mags Only

PERK(S):

- DOUBLE TAP: Full Auto Primary (<350 FPS)
- SCAVENGER: Unlimited Ammo
- BANDOLIER: Carry & Refill Team Mags On-Field

## MEDIC



4 SLOTS

RIFLE / SMG / PISTOLS / SHOTGUNS-only

Mid-Caps or Drum Mag OK

PERK(S):

- STIM: 1 Self-Revive Per Round + Unlimited Team Revives

## MARKSMAN



4 SLOTS

BOLT-ACTION SNIPERS ONLY

PERK (S):

- NINJA: 3-Second Head Start Each Round
- DEEP IMPACT: FPS Boost – 400 FPS (NO MED)

# MEDIC SYSTEM & STIM REVIVES

ALL GAME MODES will feature a band medic-system. With this system, ALL PLAYERS will receive a white snap bracelet that will be worn at the start of every round.

Once shot, players will be able to slide on their stomachs and in a sitting position to find teammates to remove the snap bracelet from their wrist and revive them.

Once a player has been revived and no longer has their snap bracelet on their wrist, they are OUT the instant they are shot – no bleed out times or medic revives if you do not have bracelet

Only assigned Medics will be able to revive white-banded players without having to remove the revived player's bracelet via STIM or TQ– either 2 clicks via STIM or placing the TQ up the downed players arm. There are ZERO self-revives today – even for medics!

Light bands WILL ONLY be utilized for team designations – do NOT cycle colors

If the downed player no longer has their white snap band, they cannot be revived by a medic

**ZERO-TOLERANCE POLICY FOR CHEATING MEDIC SYSTEM**



# GAME MODES

SEARCH & DESTROY

DOMINATION

EMBASSY



KWA

# TACTICAL LEAGUE BLACK OPS



# GAME MODE – SEARCH & DESTROY



- Attackers will attempt to plant bombs at objective sites ALPHA and BRAVO
- Defenders must defend both bomb sites for the duration of the game
- Attackers will arm bomb by holding band to the SKIRMESH objective marker for 10-seconds to arm the device
- Once armed, the device will have a 30-second timer to detonation
- Defenders will need to defuse the armed device by holding their band to the SKIRMESH objective marker for 10-seconds
- Attackers will attempt to detonate BOTH bomb sites for maximum points
- Each player will have 1 RESPAWN per round + active Medic System
- Players will need to scan back into game at designated respawn marker in order to re-enter game and interact with objectives
- Each rounds of search and destroy will last 15-minutes

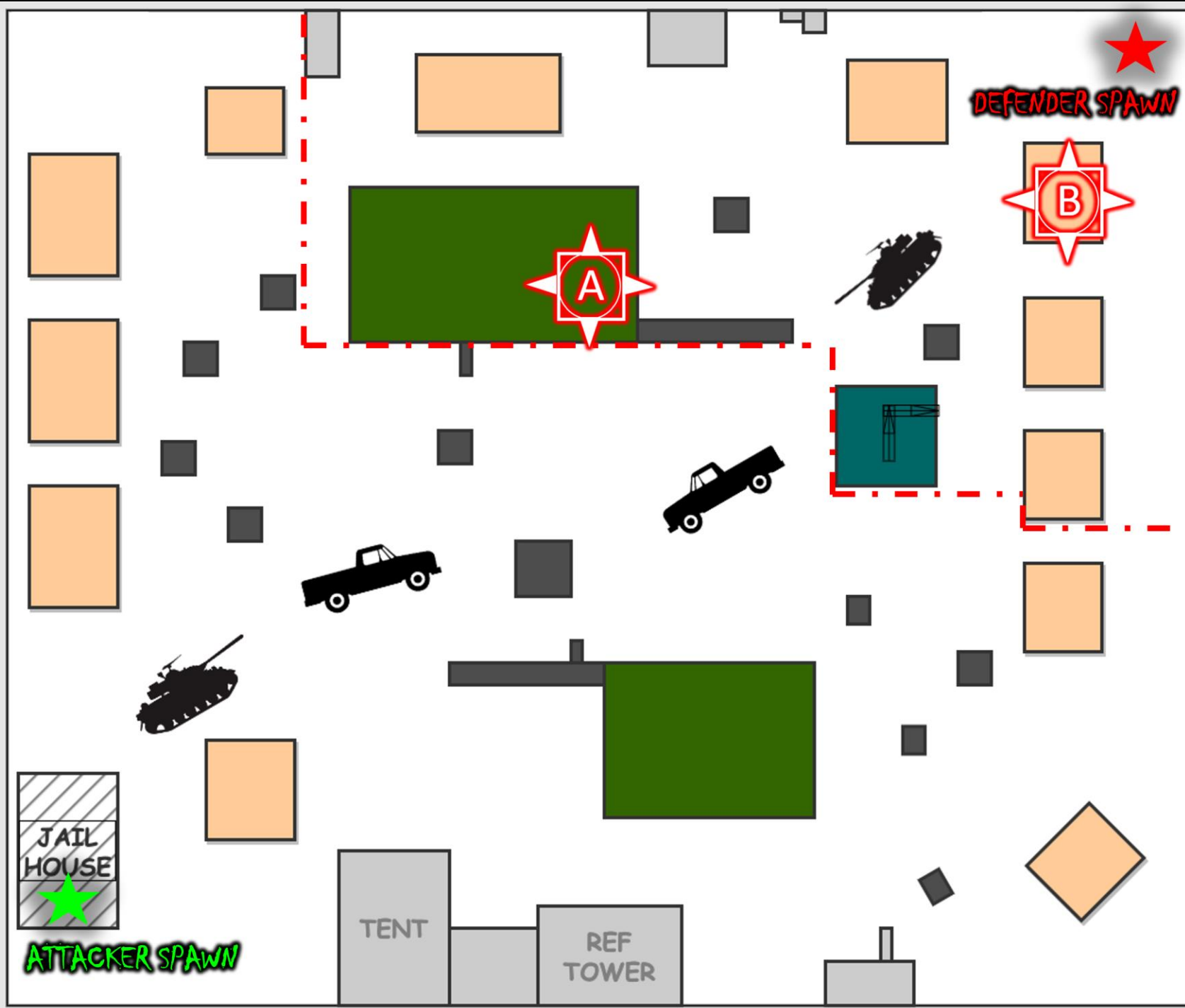
## SCORING

- Each successful detonation +2 / defense +1





**BIHAZARD**



GAME MODE:  
**SEARCH &  
DESTROY**

**KWA**  
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# GAME MODE – DOMINATION



- Both teams will fight over multiple capture points located across the map
- Players will take control of the capture point by swiping their Skirmesh band across the device and holding the territory for a total of 30 total seconds to capture the point.
- The more players that swipe to capture a device speed up the process by 20%
- Points at each of the objective points will accumulate as the territory is controlled by each team
- Both teams will have UNLIMITED respawns with players need to swipe their band at the designated respawn devices to re-enter game and interact with objectives
- Each round of DOMINATION will last 30-minutes, with a 5-minute halftime for reload and reset

## SCORING

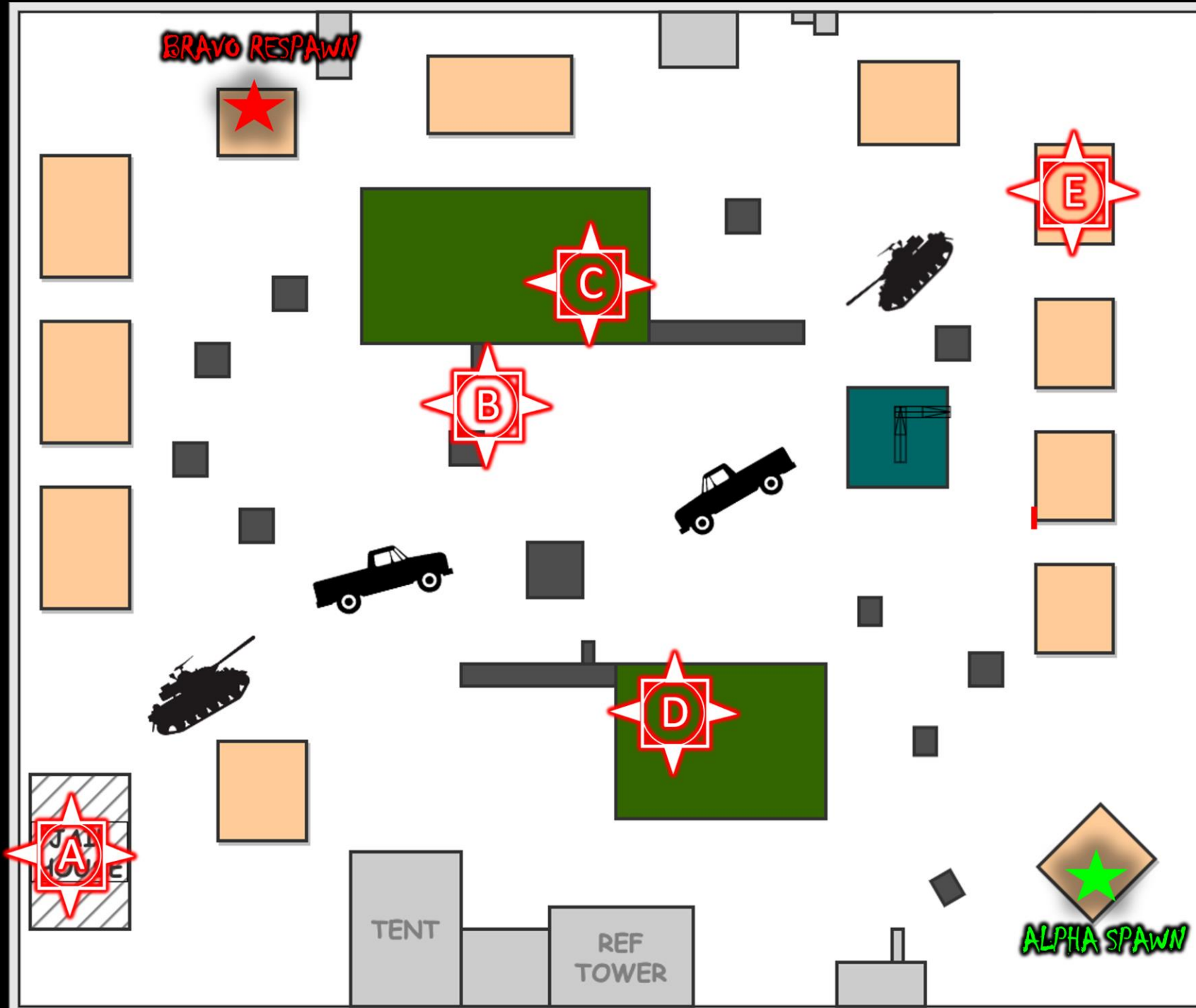
- The team with the most total points at the end of each the combined 30 minutes wins the match





BRavo RESPAWN

GAME MODE:  
DOMINATION



BIHAZARD

ALPHA SPAWN

KWA  
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LEAGUE  
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# GAME MODE – EMBASSY

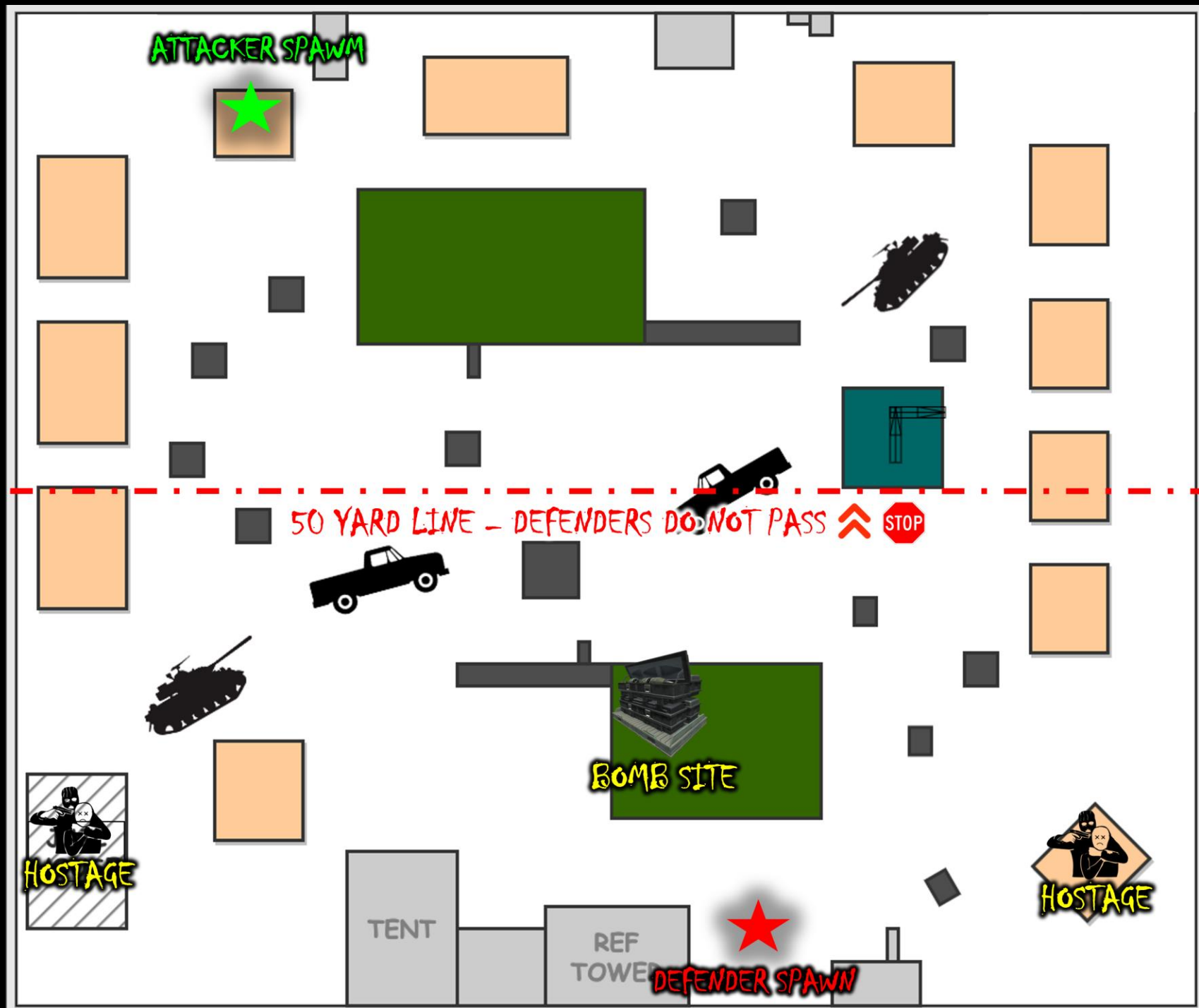
- Attackers will attempt to rescue two captured hostages while also working to prevent the Defenders from planting and detonating a bomb in the center of the map
- Defenders will attempt to maintain control of the hostages and also arm the bomb located at the center of the map which needs to be held for 2 minutes straight to detonate – which will be worth +2 points whoever detonates/defends successfully
- Attackers will need to place their hand on the hostages to move them from their capture point back to the attacker respawn point – at which point they will scan with the tower referee – hostages will be worth +1 each
- If an attacker is shot while escorting the hostage, the hostage will stop and hold in place until picked up by another attacker
- Defenders CANNOT move the hostages

## SCORING

- Center bomb will be worth +2 to whichever team successfully attacks/defends it
- Each hostage rescued / defended will be worth +1 point



GAME MODE:  
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