



Hell Under Siege: The Canadian Invasion

After years of grueling conflict with a distant enemy, the United States, weakened and stretched thin, faces a new and unexpected threat. Canada, historically peaceful, has militarized, seizing the opportunity to expand its territory and secure vital resources amid global scarcity. The battleground is Hell Survivors, a critical location dotted with strategic points of interest, now the epicenter of this North American conflict.

Day 1: The Sudden Strike and Resource Scramble

Game 1 - East Point vs. West Point: Operation Black Box

The conflict ignites at East Pointe, stretching to West Point. Between these points lies a path of strategic locations: Archie, Firebase Bravo, the downed Helicopter, and Zulu Camp. Canadian forces aim to capture the black box near Firebase Bravo, traversing the treacherous Tobacco Road, a vital artery that circles the Water-Snake Swamp. This mission is critical for gaining early intelligence and disrupting U.S. communications. The black box is particularly vital as it contains the codes necessary to arm the bombs used in Game 1 on Day 2.

Game 2 - Highlands vs. Castle Rock: The Supply Line Skirmish

As the battle rages, both factions vie for control over the supply routes near Highlands and Castle Rock, situated in the eerie Stonehenge area. This two-flag Capture the Flag mission symbolizes the fight to maintain or disrupt the flow of resources and reinforcements, essential for sustaining the prolonged conflict.

Night of Skirmishes

Between Day 1 and Day 2, a night game takes place in Sin City under UV blacklights. This skirmish may shift the balance of power, adding a layer of strategic complexity and altering the starting conditions for the second day based on the outcomes of these nocturnal encounters.

Day 2: The Desperate Defense and Urban Warfare

Game 1 - Tippmann Towers & Highgrounds Assault

The fate of the Tippmann Towers, perched atop Tippmann Mountain, hangs in the balance. The team not in control of the towers starts at Pentagon, strategically positioned for the assault. They must navigate the treacherous terrain, climbing Tippmann Mountain, to launch an offensive against the towers and the adjacent Highlands, a key area on Heartbreak Ridge known for its strategic importance in the wider battle.

Game 2 - Sin City Domination

The final showdown unfolds in the urban sprawl of Sin City, a crucial territory for establishing dominance over Hell Survivors. Control of this area is vital, with each faction vying for domination points within the city.

As the sun sets over the battered landscape of Hell Survivors, the echoes of battle fade, leaving behind a tense silence. The outcome of this fierce conflict between Canada and the USA hangs in the balance. With strategic locations like Sin City, Tippmann Towers, and the shadowed paths of Tobacco Road etched with the scars of war, each side awaits the final tally. As the dust settles, only one question remains: Who will emerge victorious in this epic showdown? Will it be the invading Canadian forces, seizing control and resources in a bold power move, or the defending Americans, outlasting their northern adversaries to reclaim their territory? The answer lies in the strategy, courage, and resilience of each player on the battlefield.

Strategic Significance of Locations & Objectives

Day 1

- **East Point and West Point:** The key battlegrounds where initial skirmishes determine the momentum of the invasion, crucial for establishing control over the area.

Objective: Secure the black box.

Upon elimination, players must drop the box; it must hit the ground before being picked up again or points will be deducted.

- Phase 1: Hold the base to clear the landing zone. Spawning is closed and only reopens upon the opposing team collecting the box.
 - Phase 2: Hold the base to extract the black box.
 - Initial spawns are at their starting bases, then move to far entrances.
- **Archie to Zulu Camp:** A critical path featuring vital landmarks like Firebase Bravo and the downed Helicopter, representing the flow of the battle and strategic points for gathering intelligence and resources.
 - **Tobacco Road:** The main logistical route for troop and supply movement, essential for sustaining the offensive and defensive efforts.
 - **Highlands and Castle Rock:** Strategic locations for capturing flags, symbolizing the control of supply lines and resources crucial to the war effort.

Objective:

- Two-flag capture the Flag. Flags are manually scored with no need to hold the location; they reset by refs upon capture.
 - Spawns are at field entrances on the far sides of the nets.
- - **Water-Snake Swamp:** A natural barrier that adds complexity to troop movements and tactics, representing the unpredictable challenges of warfare.

Day 2

- **Pentagon:** Serving as a starting point for the day's assault, symbolizing the logistical and strategic planning center for the attacking faction.
- **Tippmann Towers & The Highlands:** Representing the last stand of defensive power, where the high ground offers significant tactical advantages.

Objective:

- Saturday's losing team defends the towers.
 - Attackers spawn at the large middle exit with 5-minute respawn waves.
 - Defenders have 2 lives, tasked with preventing bomb planting.
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- **Sin City & City Tower:** The urban center of conflict, where domination of this area signifies control over the heart of Hell Survivors, crucial for claiming victory in this war.

Lore-Based Mission Objectives:

- **Black Box Recovery:** Symbolizes the battle for intelligence and technological supremacy.
- **Flag Operations:** Represents the struggle to control vital supply lines and resources.
- **Sin City Blacklight Elimination Night Game:** Highlights the intensity of covert operations and the criticality of maintaining stealth under pressure, pivotal for weakening enemy forces and gaining nighttime tactical dominance.
- **Tippmann Towers & Highgrounds Assault:** Embodies the fierce defense and strategic significance of fortified positions.

Sin City Domination: Captures the urban warfare aspect, crucial for territorial control and the overall victory in this conflict.

Equipment and Gameplay Rules

Equipment Limitations:

- Box mag rules apply to hopper U mag adapters & Empire Defenders (no “lunchboxes”). NO PODS OF ANY SIZE.
- No tac caps.
- Q-pods (Q-loader) allowed if fed into side or bottom of marker, no center-feed speedball type markers.
- Maxx loader backpacks are allowed as “perks” and will cost game points to use (see Scenario Manager day of event)
 - Follows same feeding rules as Q-pods, listed above
- Slingshots & Air bows are permitted.
- Foam melee weapons permitted.
- No 10 round tubes fed directly into markers but can be used to repack mags.
- No standard pump (stock class) markers
- No hopper fed (Speedball) markers unless it falls under exceptions.
- Shields can be used with any stockless gun, excluding box mags or drums.
- Snipers and drum mag players must follow specific engagement and equipment rules.
- Players in ghillie must call ALL hits, regardless of breaks.
- Non-cardholding snipers are considered sharpshooters and must chrono at 280fps.
- General Rules: Uncapped full auto, smoke grenades (field only), paint grenades (Field Only), and sound grenades (co2 based) allowed. Specific guidelines for tanks and launchers.

Player Class Cards Limitations ([Strategic Combat Roles \(https://hrtacticalin.com/blogs/hr-tactical-strategic-combat-roles/strategic-combat-roles-an-overview\)](https://hrtacticalin.com/blogs/hr-tactical-strategic-combat-roles/strategic-combat-roles-an-overview)):

Players are encouraged to split up into fire teams and squads with mixes of SCRs to accomplish objectives using traditional tactics.

- 1 box mag per 10 players – Broadsword/ Heavy Rifleman
- 1 shield per 10 players – Clash/ Shield Operator
- 1 sniper per 10 players – Ambush/Sniper
 - 300fps rifle, 289fps sidearm, 50ft minimum engagement
- 1 launcher per 20 players. – Demolisher/Field Artillery
- 1 drum mag per 10 players – Hammer/Heavy Gunner
 - 300fps rifle, 289fps sidearm, 60ft minimum engagement
- 1 medic per 20 players, cannot hold any other player class listed here with special rules – recommended Saber/Medium Rifleman
 - Medic must have an AFAK sized pouch (8.5” x 6” x 4” or larger) for med-pack.
 - Medic must have Med-pack and zip-lock of zip-tie “stitches” in AFAK (provided by promoter)

- To complete a revive:
 - Medic must hold med-pack to downed player to make contact.
 - Insert the zip-tie through the designated holes.
 - Tighten zip-tie completely to revive.
 - Commanders may “purchase” additional med-packs to reload Medic players.
- Headshots cannot be revived.
- 1 drone operator per Team – Signal/ Comms Tech
 - Multiple Signal roles can be in play, but only one with a drone per team.

Drone Rules

- May not be armed in any way.
- Drone operators must hold the Signal/Comms Tech Player Card
- Drone operators may operate the Ares Alpha app to mark targets.
- May not be shot at
 - **Potentially subject to FAA Laws & regulations for shooting down aircraft.**
 - You are responsible for your own equipment.
- Cannot enter structures.
- Cannot interact with props.
- Must be deployed and operated from designated mask off areas.
- Only 1 drone can be active per team at a time.
- Drones must maintain a safe distance from all players and staff.
- Staff has the right to inspect drones.
- Hell Survivors has the right to limit drone usage as needed.

MAGFED Paintball Rules

Marker Rules

- Traditional spring or chain-fed detachable magazines only (no hoppers, exception see “helicopter” rules).
- Box Mags & Drum magazines:
 - Subject to class restrictions as per Player Class Guidelines.

Marker Types

- Revolvers
- Internal Spring Assisted Tube Feed (Shotgun, lever action)
- Bolt-Action
- Traditional Magazine Fed Markers
- NO feedneck/hopper to magazine adapters allowed.

Shield Rules

- Maximum size: 24x46 inches, made from solid materials (no netting). No portholes allowed.
- Only one shield per player
- No covering small windows to create portholes. Complete covering is allowed.
- Maximum shield wall of up to 3 players.
- Shield units cannot be armed.
- Cannot be used as a melee weapon.
- Only the player with the Clash/Shield Operator card can utilize the shield.
- Shields may not be left on the field unattended

Marker Class Specifications

- **Shotguns**
 - Max 250 FPS.
- **Hammer/ Heavy Gunner**
 - Max 300 FPS.
 - Barrel length: 12-14 inches; drum feed only, must have burst or full auto.
- **Sniper**
 - Max 300 FPS; 50 feet minimum engagement range.
 - Barrel length over 14 inches; no drum feed or full auto.
 - Only class permitted full ghillie suits.
 - If equipped as a sniper but not holding a sniper player card, the player is considered a standard Scout/Marksman and falls under general player rules.

Event Safety and Gameplay Rules

Masks

- Must be ASTM certified. Mesh mask/goggle combos are not allowed.

Team Colors

- Players must wear provided team identifiers.

Firing Rules

- No blind firing allowed. Players may shoot through gaps/holes in cover if they have a clear line of sight to their intended target.

Surrender Rule

- Surrender is optional. Players can use barrel tags or "soft" touches with foam/training weapons for safe contact.

Marker Hits

- **Hits on the marker do not count unless the marker is holstered or slung. In such cases, the player is considered eliminated.**

Eliminated Players

- Must immediately secure their marker, raise their hands, and exit the playing area.
- Cannot engage in game-related conversations with active players.
- Must drop (not throw or hand off) any props unless mission parameters specify otherwise.
- Cannot transfer gear/ammo to another player.
- Absolutely NO dead-man walk.

Paint Checks

- If no event staff is available for a paint check, players should consider any questionable hits as valid.

Props

- Interaction with or moving of props is only allowed if specified by mission/game parameters.

Ceasefires

- Upon a ceasefire call, players must freeze in place and kneel until directed otherwise by field or event staff.

Field Specific Regulations

- Additional rules may be specified on the related field page.

Compliance and Penalties

- Cheating or rule violations can result in point deductions, suspension, or ejection at the discretion of the event field staff.
- **Players must attend the daily safety & game briefings. Factions may lose points if more than 10% of their players are absent from these briefings.**

This comprehensive schedule and rule set aims to provide a structured, fair, and engaging experience for all participants.