

# REVELATIONS

## THE FERTILE CRESCENT V

MAY 18<sup>TH</sup> AND 19<sup>TH</sup> AT BALLAHACK AIRSOFT



Pre-Registration is \$70 for One Day or \$100 for Two Days  
Registration includes A Custom Fertile Crescent V Patch, free water all day, Pizza at Scenario Endex, and a raffle ticket for the Raffle.

Camping onsite is allowed Friday and Saturday Night but not Sunday night. All campers must have their equipment cleaned up and back at their vehicles by 7AM.

**PLEASE** carpool as much as possible for this event as it normally has very large player numbers.

# TIMELINE

## May 18<sup>th</sup> 2019 Day 1

|            |              |
|------------|--------------|
| Parking    | 0730 to 0930 |
| Sign In    | 0800 to 0930 |
| Briefing   | 0930 to 1000 |
| Game Start | 1015         |
| Game End   | 1800         |
| Raffles    | 1830         |

## May 19<sup>th</sup> 2019 Day 2

|            |              |
|------------|--------------|
| Parking    | 0730 to 0930 |
| Sign In    | 0800 to 0930 |
| Briefing   | 0930 to 1000 |
| Game Start | 1015         |
| Game End   | 1800         |
| Raffles    | 1830         |

# BACKSTORY

Many years after the occurrences of Revelations, following the Great War, nearly the entire Earth is left dead. One place is trying to heal. The rebirth of life in the Fertile Crescent brings hope to mankind.

Ragged travelers have found refuge, but it is becoming ever crowded and some are hellbent on proving man's unworthiness of the Earth.

Several wars have been fought in the Crescent turning the rivers red. As blood is split and dries powers alike rise and fall. High social status and warrior ability is now designated by whomever is the brightest and most colorful amongst the living. A lust for gold and metal is reborn amongst men. Those who do not possess it are cast outside into the darkness where there is weeping and the gnashing of teeth.

## GAMEPLAY RULES

### 1. FIELD MARSHALS:

Field Marshals are the supreme authority on the field. They are present in order to maintain a safe and fun environment. Disobeying, disrespecting and/or arguing with a marshal is strictly prohibited. Field marshals must be informed of any violations of field or game rules. **FIELD MARSHALS MUST BE INFORMED IMMEDIATELY OF ANY FIELD EMERGENCY SITUATIONS.**

## **2. HIT CALLING:**

Airsoft is an honor sport! Honor, Integrity and Respect go hand-in-hand with quality gameplay. All players must call their hits! All direct hits to any part of a player's body are valid; whether a player is hit in the chest, head, or pinky. Gun hits and ricochets do not count; however, if a player is not certain, when in doubt, call it out. **THERE IS A 60 SECOND BLEED OUT TIME AFTER A PLAYER IS HIT.**

- When hit, a player must yell as loudly and clearly as possibly "HIT" or scream violently.
- All hit players must immediately drop to the ground as if actually hit.
- To visually signify a hit, dead rags must be placed on top of the head, and the player's weapon and/or hands must be raised over their head.
- While a player is "dead" s/he is not allowed to speak words other than "medic", "respawning", or "dead man walking" in order to ensure no "dead" player can communicate information to his/her team (enemy positions, etc.) until s/he has been "healed" by a medic or has respawned.
- Players cannot speak while being "healed" by a medic.

## **3. MEDICS:**

There are no classical medics at Revelations, instead any player possessing a Stimpack (More on this later) can heal any other player. When healing another survivor the individual using the Stimpack cannot fire his or her weapons without having to restart the timer on the Stimpack.

## **4. RESPAWNS:**

If a Stimpack is not readily available players can utilize one of several community Respawns. Players must travel all the way to respawn if they decide to respawn. Players cannot start on the way to respawn and end up being healed via

Stimpack. Players must wait at respawn for **THREE** minutes before they can enter gameplay. Players are encouraged to remain calm at respawn as they are community respawns and players may be in the awkward situation of respawning next to hostile players. Firefights at respawn points are strictly prohibited.

### **5. Chrono and Minimum Engagement Distances:**

All players must chronograph every weapon they use before entering gameplay. Standard Chrono regulations apply and minimum engagement distances apply.

Unless using a full auto only gun (a red taped gun) All guns must be kept on the "Semi-Automatic" rate of fire during the event.

#### **FPS Regulations**

All AEG's/GBBR's must shoot below 420 FPS

All bolt action sniper rifles must shoot below 550 FPS

All Pistols must shoot below 400 FPS

All weapons are chronographed with either .20 or .40 BB's.

See Safety Rules on Ballahack's website for Joule limits.

In the case of full auto weapons, firing rate cannot exceed 24 RPS and may not engage within 50ft of their target.

- **NO FULL AUTO** is allowed except for support weapons.

### **6. Rules Of Engagement:**

All players are to use control when in firefights. Blind firing over ledges or around corners is strictly prohibited. As previously stated players must be on semi-automatic all day unless they have an LMG. When firing players should be able to see down the sites of their weapons. No safety kills are permitted. Grenade kills are allowed only in cases in which a BB from a grenade hits a live player. There is no radius for grenade kills. Please avoid throwing Thunder B's in Conex boxes. Melee kills are not permitted outside of the Blood Pit.

## **7. Stimpacks:**

Stimpacks are gameplay items that allow players to heal their companions. Stimpacks are a syringe (Don't worry, it's not an actual needle) with a timer affixed to it. Players must hold the Stimpack against a dead player for one minute. After the timer counts down to one minute the player is considered alive. Stimpacks cannot be looted. Players cannot self-heal with a Stimpack however they can let other players heal them with their own stimpack.

## **8. Looting and the Economy:**

Rev is at its heart a role playing event, concordantly a large part of the game is accruing wealth. This wealth is represented in the form of bottle caps and radom gameplay items. Bottle caps are used as currency for all manner of goods and services. All players are requested to bring several lootable items to barter in gameplay. When players are killed they can be looted for up to 5 bottle caps or one lootable item.

## **9. Roleplayers and Admin:**

There will be a multitude of Admin designated roleplayers in the game. These characters range from beggars to merchants to warlords. These roleplayers will be designated with an overt symbol. Players are encouraged to avoid antagonizing roleplayers as they are invincible. Roleplayers are included in gameplay to enrich player experience through quests, factions, and trade. Players are encouraged to interact with roleplayers whenever possible. There will also be multiple photographers and gameplay admin staff, these individuals are not in gameplay and thus not to be engaged.

# **ATMOSPHERE AND ATTITUDE**

## **GUNS:**

Fertile Crescent takes place in a post apocalyptic wasteland, as such players are expected to look and act the part. Weapons should be free of sights, lasers, flashlights, and other such accessories. Guns should be made to look as beaten up as possible.

## **GEAR:**

Gear should also reflect the dire, stark atmosphere with the exception of this year's theme being bright vibrant colors is a symbol of power and social status.

Players should eschew modern military gear and rigs.

Ballahack Airsoft reserves the right to deny players entry if their kit does not match the atmosphere. This is the event for rags, not Cryes. Please do not show up in full modern military kit.

## **ATTITUDE:**

Rev is a unique experience; there are very few airsoft events that come close to creating an environment akin to Revelations. There are many trying situations that might arise from this game however all players are expected to comport themselves in a mature, friendly manner, even when the game gets intense. Any instances of verbal or physical aggression are grounds for immediate banning from the field

We're thrilled that you're coming to Revelations FC V! All players must fill out a waiver that can be found at <https://ballahackairsoftllc.waiverapps.com/locations/ballahackairsoft/waivers/new?lang=en>

Community Spawn reference map -

