

SUMMER REIGN 2 RULESET

Main Objective of Summer Reign II

Lead your faction to become the ruling power of Calverton by earning the most points through real, in-game actions that shape the story and carry lasting consequences. Capture and hold the key strongholds the Commerce Militia built, complete major missions assigned by your Commanding Officer, and stack up points through side missions and NPC interactions.

Whether you fight to defend the Militia's rule or to overthrow it, every flag raised and mission completed brings your faction closer to controlling the wasteland and determining the future of Calverton.

How to Win

No matter what side you join, the path to victory is the same: your faction must earn the most points by the end of the game. There are three ways to score.

1. Control of the Five Key Objectives (Highest Value)

The main source of points comes from holding the five infrastructures:

- Bank
- Armory
- Water Purifier
- Hospital
- Communications Tower

Each location will have a flagpole. At the top of every hour, refs will check the flags. If your team's color flag is raised at an objective, your team scores points for it. The more objectives you hold, and the longer you hold them, the more points you will stack.

2. Main Missions (Medium Value)

Throughout the day, there will be three large missions directed by your team's Commanding Officer (CO). These missions involve all factions and are worth a significant chunk of points—not as much as the hourly objectives, but far more than side missions.

Completing or denying a main mission can swing the game.

3. Side Missions & NPC Interactions (Lower Value, But Add Up)

Interactive NPCs will hand out smaller missions, including supply runs, special tasks, escort missions, trades, and other objectives. Each one is worth a small number of points, but completing several can make a difference, especially if your team is struggling to hold objectives.

By 3:30 PM, the faction with the most points will rise as the rulers of Calverton, shaping the laws, taxes, and future of the wasteland. This is your chance to dethrone the Commerce Militia, rewrite the Reign series storyline, and leave your mark in Cousins Airsoft history.

Sign up now and claim your legacy!

Bleed Out Time

- 2 minutes after being hit.
- Penalty to team points if broken.

Stimpacks

- Can be used on yourself or another player to skip the bleed-out timer and avoid walking to respawn.

Bounties

- Bounties are assigned by the designated bounty broker.
 - Players hunting a bounty will wear a large, visible pink armband.
 - If you shoot someone wearing this pink armband, you are voluntarily entering a bounty engagement.
 - If the bounty hunter claims you are their bounty, you must travel with them back to the broker to confirm the kill.
 - Once confirmed, the bounty hunter receives the reward and the target may respawn.
 - Normal bounties are one-time use only (Pink).
 - Same-team bounties are NOT permitted (Commerce eliminating Commerce or CCP eliminating CCP).
-

Looting Rules

- Downed players must open pockets and bags once for looting.
 - Looters may take up to 25 percent .
 - Players cannot take personal or quest items.
 - No repeated looting after the initial search.
 - Downed players cannot be looted again after they have already been searched.
-

Tank Rides

- The tank is active for 10 minutes once unlocked.
 - Teams must purchase access with in-game currency.
 - To disable the tank, hit it with two grenades or a rocket launcher.
-

Melee Weapons

- All players are allowed to bring melee weapons.
- Weapons must be safe, foam, or LARP-approved.

- All melee weapons must be approved by a referee or in-game administrator (i.e. The Bard).
-

Spawn Camping

- Strictly prohibited.
 - Repeated violations will result in removal from the game.
 - A buffer zone will exist around all spawns that opposing forces may not cross.
-

Wasteland Bazaar (Neutral Zone)

The Wasteland Bazaar is a safe zone containing:

- Shops, markets, and trade stalls
- Bounty assignments and challenge boards
- Gambling games, mini-games, and side activities

Combat is not allowed in the Bazaar under any circumstances.

Eye protection must still be worn in the Bazaar.

GUN RULES

(All Classes Based on .25g BBs)

Riflemen Class (Default Class)

- Must shoot under 400 FPS.
- Semi-auto only.
- 10-foot engagement rule.

SMG Class (Unlockable)

- Must shoot under 1 Joule.
- Full-auto capable.
- Requires an SMG Upgrade Permit purchased with in-game currency at the Wasteland Bazaar.
- Players bringing an SMG should be prepared to use it under Rifleman rules until the permit is purchased.

LMG Class (Unlockable)

- Must shoot under 400 FPS.
- 50-foot engagement rule.
- Must be a true machine gun platform.
- Requires an LMG Certification Permit purchased with in-game currency at the Wasteland Bazaar before LMG rules and full-auto privileges may be used.
- Until purchased, the weapon must be operated under Rifleman rules or the player must switch to another approved weapon.
- In certain missions, LMGs may be restricted to semi-auto or replaced with Rifleman rules.

DMR Class

- Must shoot between 400–450 FPS.
- 50-foot engagement rule.
- Limited to 1 shot per second.
- Must have a total length greater than 30 inches.

Sniper Class

- Must shoot between 450–500 FPS.
- Bolt-action only.
- 100-foot engagement rule.

Important Notice

All players should plan to begin the event under standard Rifleman rules. Full-auto privileges for SMGs and LMGs are not automatically granted at chrono and must be earned through gameplay by purchasing the appropriate permit with in-game currency at the Wasteland Bazaar.

SUMMER REIGN 2 EVENT SCHEDULE

Saturday

8:00 AM – Gates Open

9:00 AM – Registration Opens

10:00 AM – Chronograph Station Opens

11:30 AM – Player Orientation & Safety Briefing

12:00 PM – 4:00 PM – Main Game Operations

Saturday Night Game

7:30 PM – Night Game Orientation

8:00 PM – 10:00 PM – Night Operation

Sunday

8:00 AM – Gates Open

9:00 AM – Registration Opens

10:30 AM – Reorientation & Mission Briefing

11:00 AM – 3:00 PM – Final Operations

3:15 PM – Awards Ceremony & Event Closing

FACTION DRESS CODES

Commerce Militia

Members of the Commerce Militia should wear woodland or muted tactical attire, reflecting their dual role as both corporate enforcers and military operators.

Executives and lawmakers can wear suits, dress shirts, ties, or jackets layered with subtle tactical gear, while police or military officers wear plate carriers, tactical vests, helmets, and combat uniforms in woodland or neutral tones.

Patches, insignias, and rank markings are encouraged to emphasize authority. The overall look should project control, discipline, and power, both in the field and in role-play.

Calverton Communist Party (CCP)

Following the collapse of the Red Raiders, many of the surviving raiders found themselves scattered, defeated, and struggling to survive. Out of the ashes rose the Red Menace, who united the remnants under a new banner: the Calverton Communist Party (CCP).

Alongside his trusted right-hand man, he transformed the fractured raider gangs into a disciplined revolutionary force determined to seize control of the wasteland.

While the CCP has become more organized than the old Red Raiders, its roots are still clearly visible. Many members continue to wear scavenged equipment, patched clothing, and battle-worn gear from their raider days.

Dress Code

- Red remains the primary team color.
- Red flannels, bandanas, armbands, and headwear are highly encouraged.
- Scavenged, post-apocalyptic, and rugged clothing fits the faction theme.
- Patched-up gear, homemade armor, surplus equipment, and mismatched loadouts are welcome.

- Soviet-inspired or revolutionary-themed accessories are encouraged but not required.
- The overall appearance should reflect a force that has evolved from a loose raider gang into a hardened revolutionary movement.

The more red, rugged, and wasteland-inspired your outfit is, the more authentic your CCP character will look on the battlefield.

SUMMER REIGN 2

SATURDAY OPERATIONS

Mission 01 – Oil Drummer Stockpile

Time: 11:45 AM – 12:30 PM

Objective:

A forgotten cache of oil barrels belonging to the long-extinct Oil Drummers has been discovered. Recover as many barrels as possible and transport them back to Commerce Militia territory.

Scoring:

- Each Oil Barrel Delivered = 50 Points
- Up to 5 Oil Barrels Available

Mission 02 – Take Over the Airwaves

Time: 1:30 PM – 2:30 PM

Objective:

Red Menace has been spreading anti-Militia propaganda across the

wasteland. Locate the broadcast station, eliminate the threat, and replace the transmission with a Commerce Militia message.

Reward:

- 200 Points to the winning faction
-

SATURDAY NIGHT OPERATIONS

Night Mission 01 – Fuel the Generators

Time: 8:00 PM – 8:45 PM

Objective:

Your faction's generators are running dry. Recover fuel supplies from across the battlefield and return them to your base to keep power flowing through the night.

Scoring:

- 50 Points per Fuel Supply Delivered
 - Maximum of 200 Points Available
-

Night Mission 02 – Restore Power

Time: 8:45 PM – 10:00 PM

Objective:

Search the battlefield for Fusion Cores and return them to your faction's generator. Restoring power will strengthen your faction's position during night operations.

Bonus: 250 points

Successfully powering your generator will illuminate your base and demonstrate your faction's control of critical resources.

SUNDAY OPERATIONS

Mission 03 – The Battle for Minknana

Time: 11:30 PM – 12:30 PM

Objective:

The legendary Minknana has resurfaced in the wasteland. Secure the artifact and prevent enemy forces from claiming it for themselves.

Reward:

- 350 Points to the winning faction
-

Mission 04 – Capture Dolphin Dave

Time: 1:30 PM – 2:30 PM

Objective:

Dolphin Dave has established a rogue faction in the center of the battlefield. Locate him, capture him, and escort him back to Commerce Militia territory.

Special Rules:

- Dolphin Dave must be escorted alive.
- If he is rescued before reaching your territory, the mission remains active.

Reward:

- 350 Points