

Point3Airsoft Presents:

Escape From BlackRock 4



Location: HTK Airsoft Campus, Loogootee, IN | 13706 550 S Loogootee, IN 47553

Schedule of Events:

12/5/2025	
1400	Point3Airsoft onsite to setup
1700	Gates open for early arrivals/campers
1800	Proshop Open
1830	Safety Brief
1900	Proshop Closes
2200	Gates close for camping
12/6/2025	
700	Gates Open for Staging
800	Checkin and Chrono Opens
945	Chrono Closes
1000	Mandatory Safety Briefing
1230	Break for Lunch
1400	Game Resumes
1700	Break for Dinner (Could do midday raffle)
1830	Game Resumes

2200	Endex Day 1
12/7/2025	
930	Rules Review/Brief
1000	Startex
1200	Endex
1230	Raffle
1300	P3A Staff Cleanup
1430	P3A Staff Off site

WHAT IS IT?

This is ***not*** a typical force on force event.

Escape from Blackrock 4 is a scenario event which pits players against one another in a shoot and loot style game.

In ONE CONTINUOUS RAID each participant will play for their preferred faction—NPO & UCF. Teams are identified by their tops (NPO - Black, UCF - camo).

Working together or independently, players will loot, trade, barter, & build their individual wealth to trade-in for other items and/or real life airsoft gear.

HOW TO PLAY:

Shoot. Loot. Escape.

Upon game start, players will be tasked with finding up to but **no more than 3 loot items**, placing them in their loot bags (cinch sack provided at game start) and extracting with said items. Loot is anything you find including but not limited to:

- Weapon Parts
- Food/Drinks
- Ammo cases
- Tactical Gear Items
- Medical supplies
- Anything else marked with a colored dot sticker

Players can, then, cash in their loot with the Vendors for “roubles”, items, and gear - BUT - only after escaping the field at one of the predetermined extraction points.

THE VENDORS

Escape from BlackRock 4 is full of interesting NPCs with which to interact, each with their own personality, missions, and shop. Meet the crew.

- **Artyom?**
 - Sells general goods - “If Artyom can sell, Artyom wants!”
- **Doc**
 - Sells medic tape
- **Ahab**
 - Sells body armor
- **The Nomads**
 - Gives Rogue armbands, discounted armor

INCAPACITATED

Once hit, you are required to take a knee where you were shot with your dead rag visible & loot sack open to be looted. There you will remain until one of 3 things happens:

- You’re looted by another player
- You’re revived by another player/yourself (does not apply to Rogues as they cannot be healed)
- You decide to respawn and leave your loot and loot sack behind

MEDIC RULES

On the field and available for purchase from the **Doc** are rolls of masking Tape. Medic tape **CAN BE LOOTED** and must remain in your loot sack during play (this counts as one of your 3 items, so if you choose to have tape on you, you’re sacrificing a loot spot). This tape can be used to heal a player who is incapacitated. Wrap one strip of tape around each arm AND each leg to “revive” the player. You can use heals on ANY player, including someone you aren’t allied with.

Medic tape can also be self applied. If you are incapacitated you may choose to medic yourself in. However, if you are tapped while attempting to heal you are KIA and must leave your loot behind - including the medic tape.

BODYARMOR RULES

For sale from specific vendors is “Body Armor”. When purchased from a vendor, a player is given blue ribbon that they must tie around their arm. If a player wearing this ribbon is hit, they may choose to call “ARMOR HIT” loudly, tear the ribbon off their arm, and resume play as normal. Think of it as an instantaneous revive. After the ribbon has been removed, the player must adhere to the typical hit and medic rules/requirements.

FACTIONS/UNIFORM REQUIREMENTS

NPO (New Patriot Order) - These patriotic zealots bear the mark of the fist in unity and rebellion against the United Coalition Forces. They believe a traditional United States is the key to a strong country and governing body. Composed of prior special forces, elite commandos, and volunteers, these warriors pose a definite threat to those who oppose them. Though whether or not their allegiance holds together against the cold winds of Mother Russia is yet to be determined.

- Black Tops Required

UCF (United Coalition Forces) - The United Coalition Forces represent a global initiative to combine the strengths of today's modern military superpowers. Featuring leadership from most of the world's nations as well as their technologies, the UCF stands virtually unopposed save for the NPO and the Vanguard.

- Camo Tops Required

Rogues - This year, The Rogues will be our third faction but with a twist. Any player can assume the role of a Rogue before entering the field at any time. Rogues are identified by a colored ribbon arm band. Being a Rogue has pros and cons.

- Pros
 - Rogues are not limited to 3 loot items and, instead, may loot as many items as they see fit.
 - Rogues may purchase “body armor” at a discounted rate from the Rogue vendor.
- Cons
 - Rogues **CANNOT** be revived by other players. Rogues may revive themselves if they have the necessary medic tape to do so.

Point3Airsoft Event Rules/Regulations

Section 1: On-Field Safety

1.A) Dead Rags

- You must have a red/bright orange dead rag in order to play (for night games, use a red/orange glow stick).
- When you are hit by another player you must call out "Hit!" loudly and produce your death rag, making sure it is visible to all. (It is your responsibility to let everyone around know you are hit.)
- EVEN IF YOU DO NOT KNOW WHERE THE BB CAME FROM — YOU ARE HIT!
- **Remember - if you are out, you are NOT allowed to talk other than informing other players that you are out, calling for a medic, or informing players you are a "dead man walking" when moving off of the field.**
- *SINCE THIS GAME HAS MEDIC RULES, YOU MUST STAY WHERE YOU ARE UNTIL SOMEONE REVIVES YOU, YOU REVIVE YOURSELF, OR YOU BLEED OUT. IF SOMEONE DOESN'T MAKE IT TO YOU IN 5 MINUTES, IT IS AT YOUR DISCRETION IF YOU CHOOSE TO WAIT LONGER FOR A POSSIBLE MEDIC OR BLEED OUT AND RESPAWN. IF YOU CHOOSE TO RESPAWN YOU MUST LEAVE YOUR LOOTSACK OPEN ON THE GROUND WHERE YOU WERE ELIMINATED.*

1.B) Weapon roles and FPS limits

You MUST KNOW what FPS or Joule you are shooting at all times. Players will be spot checked or asked. If you do not know, you must chrono your weapon. If you are shooting too hot, you may not bring your weapon onto the field until you are shooting within FPS limits. Also, you must re-chrono if you change BB weights.

All measured in Joules. You will need to know your BB weight and YOU MUST RE-CHRONO IF YOU CHANGE BB WEIGHTS.

CQB/Side Arm Chrono

HARD LIMITS: 350fps w/ .25, 331 w/ .28

Energy Limit: 1.42 J

Minimum Engagement Distance: NONE

Standard Primary Chrono

HARD LIMITS: 420fps w/ .2, 376fps w/ .25, 355fps w/ .28, 343fps w/ .3, 332fps w/ .32

Energy Limit: 1.63 J

Minimum Engagement Distance: NONE

SAW Chrono

HARD LIMITS: 400fps w/ .25, 378fps w/ .28, 365fps w/ .3

Energy Limit: 1.85 J

Minimum Engagement Distance: 30-50 feet

Sniper Chrono

HARD LIMITS: 500fps w/ .34, 447fps w/ .36, 424fps w/ .4

Energy Limit: 3.32 J

Minimum Engagement Distance: 100 feet

1.C) Full Auto and Semi

- This is a semi-only event. If you are caught shooting a weapon on full-auto and it is not an approved automatic weapon, or you don't have the high RoF mag, you will be warned. Habitual offenders will be ejected without refund.

1.D) Safety Kill Rule

Safety kills are a courtesy and are at the discretion of each player as to whether or not they accept the kill. Players must loudly announce "Safety Kill" or "Bang" to initiate the safety kill.

To call a Safety Kill, your weapon must be at the ready and pointed at the opponent when you call it. No more than two opponents can be safety killed in an engagement.

E.g. If you come around a corner and see three or more opponents, you may kill two but then you are a casualty as well, and you call yourself out. If someone aims their gun at you and says "Safety Kill" and your gun is aimed at them, or you both say "Safety Kill" at the same time, then you may both either parlay (walk away from each-other and engage different targets) or play a game of rock-paper-scissors to decide who is hit.

Sniper weapons cannot be used to engage targets within 100 feet, and SAW may not engage within 50 feet. All snipers and SAW gunners are expected to carry a sidearm weapon for close engagements.

Please remember to keep your cool if you get shot point blank. This is a big boy sport and mistakes can and WILL happen. Be prepared for these instances and maintain the highroad. If you have a problem with another player, report it to an admin immediately.

1.E) Blind Firing

- If you are shooting, you must be looking either down the sights of your weapon or down the side of your weapon — anything else counts as blind firing and will not be allowed.
- Shooting over a roof or top of a building is allowed but the blind firing rule still applies.
- Exceptions to this rule may apply. (miniguns ͇͇(ツ)͇͇)

1.F) Personal Protection Equipment:

- When on the field (there is a large sign depicting when this is necessary in case you can't read) you must have **FULL SEAL** eye pro on. Only when you are not on the field and not near live fire may you remove your eye protection.

- All goggles must have a minimum ANSI rating of z87.1 or milspec rating of MIL-V43511C and be **FULL SEAL PROTECTION TO YOUR NOGGIN.**
- Facial protection (shemaghs do not count) is strongly recommended and required for players 18 and under.
- Failure to comply to PPE rules is grounds for immediate removal from the game with no refund. We don't do this to hamper your operator status, we do it so you don't get hurt.

Section 2: Game-Play Mechanics

2.A) Grenades:

- Any airsoft grenade on the market may be used. *Homemade grenades & fireworks must be pre-approved*
 - When a grenade goes off in an enclosed room, anyone in that room is considered hit.
 - When outdoors grenades have a 15ft kill radius unless you are fully behind cover, if you're not sure if a grenade was close enough or not, play it safe and assume you are pink mist..
- **Please note any grenade found on the field must go in your loot sack. Personal grenades you have purchased do not need to follow this ruling.**

2.B) Rubber Knife and "Melee" Kills

- Players are allowed to "kill" another player with rubber edged weapons by touching or tapping the player in a non-aggressive manner and declaring "knife kill". DO NOT grab the player or put the fake weapon to the player's neck.
- When a player is touched/tapped with the rubber edged weapon they are considered "KIA". Players that have been "killed" by a rubber edged weapon cannot yell "hit" or "medic" they are mortally wounded and must go back and re-spawn (if applicable) **for this event the knife rule will be applicable. No revives if your throat is slashed.**
- No dull or modified "real edged" weapons are allowed.
- You may not throw non-throwing melee weapons. I.e. don't throw swords or hammers. Kunai are cool if you have them and they're like...soft...I guess?

2.C) Friendly Fire:

- Friendly fire counts; if you get hit by your team **you are hit.** And honestly this will probably happen.

2.D) What counts as a hit?

- Gun hits DO NOT count
- Ricochets DO NOT count, but if in doubt, take the most honorable route and assume the hit.

- You are NOT allowed to shoot through a crack between planks in a building (as this counts as blind firing) HOWEVER you may be hit if a BB goes between a gap in a wall. (make sure your cover is adequate!)
- If you get hit on ANY loose gear it counts as a hit.
- Airsoft is a game based on a system of honor. CALL YOUR HITS!

Section 3: Off-Field Safety

3.A) Staging Area Safety:

- When not on a field or designated firing area you must have the magazine out of your gun, your weapon on safe, and the chamber cleared. (clear your chamber on the field pointing away from any players)
- When adjusting hopup or testing your gun please make sure you are far away from the staging area or at the chrono station.
- If you are caught shooting a player or towards a player NOT during a game that is grounds for immediate expulsion with no refund. You will also be put on the permanent ban list.

3.B) Disagreements and Arguments:

In the event of a disagreement about anything game related, the disagreeing parties are expected to find one of the neutral designated admins to help with the discussion.

- If one engages in unwanted physical contact on or off the field the offender will be asked to leave with no refund and placed on the permanent ban list.
- If one points his or her weapon at another person or taunts another with their airsoft gun when not in play the offender will be asked to leave with no refund.
- If you find yourself getting angry please walk away from the situation, you are expected to know how to handle yourself like a mature adult.

3.C) Real Steel:

- NO REAL STEEL FIREARMS ALLOWED AT ANY TIME
- Nothing bigger than a pocket knife allowed on field

Section 4: Consequences and Admins

4.A) Consequences

Failure to follow any of these rules will be handled on a case per case basis at the discretion of the admins and/or the field owner, but is justification for being asked to sit out a game, sit out for the day, up to expulsion from ALL Point3Airsoft events in the future.

4.B) Failure To Do Right

Admins reserve the right to address players who fail to “do right”. This means skirting around the rules, finding loopholes, or otherwise finding and abusing missing rules in order to injure, harm, or otherwise ruin someone’s day is grounds for removal from the games or field.

4.C) Designated Admins

The following individuals are designated airsoft admins:

- Danny Schembre
- D.J. Osborne
- Neil Engleman
- Seth Whitehead
- Rowan Phillips
- Harrison McCoy

These are the admins as of now, more will be added in the time to come. Admins will be marked by bright-colored vests on the battlefield.

These individuals will act as in-game moderators for the field, and will do spot checks as well as enforce the rules. If an incident occurs, you may go to one of these individuals for assistance. If these individuals are not present, please see the owner of the field as a last resort.

WE ARE ALL (yes: you), however, responsible for enforcing and upholding the rules so everyone may have a good time and play airsoft. If you see someone doing something against the rules, please do not hesitate to let them know in a civil manner.