

1. GENERAL RULES

- **Zero tolerance for alcohol during game time.** We are a game, not a festival or a club party.
- **Zero tolerance for other intoxicating substances and drugs during game time.** If you bring "weed" to the event, you go home. We say this openly: we do not want drugs or anything similar at the event and we will not tolerate them.
- **Leave animals at home** - they do not belong at the event, we do not want them there, and you will not be allowed in with them.
- **Use common sense** and think twice before doing anything. *#safety_first*
- **Everyone must wear certified eye protection** for the entire duration of the game! Anyone without it cannot play.
- **We don't want any weapons at the event other than airsoft weapons.** There is no reason for them!
- **Play within the rules.** They are the boundaries that define the direction of the game; do not look for loopholes.
- **Play for others and other players will then play for you.** A good-looking death is better than acting tough and not calling hits!
- **Don't be an asshole - interpret this however you want; you know what it means!**
- **Civilian cars** - will not be allowed in before the end of game time. During the game they must not be in the game area and must remain in the parking lot. An exception may be granted only by ORG or a faction commander for serious reasons (for example medical reasons).
- **18+ only** - the event is for adult participants only. Please leave your children at home; we are not a children's camp.

2. GAME AREA RULES

- **BIO BBs! Mandatory for everyone.** We do not want to pollute the forests and nature. We will check this.
- **Do not leave waste in the forest.** Please pick it up even if it is not yours. The waste container is in the parking lot.
- **No campfire!** If you absolutely need one, only with the explicit consent of an organizer, who will approve the specific fire pit on site under these conditions:
 - the fire pit must not be in contact with the ground; it must be a raised fire pit on legs
 - there must be a CO2 fire extinguisher or a full bucket / barrel / two PET bottles of water next to every fire pit
 - a fire must never be left unattended; if I go into action, I must thoroughly extinguish the fire pit
 - and depending on the current fire-safety situation - read: "if it is dry, there will be no fires"!
- **Do not poop in the forest!** We have portable toilets. Plan your bathroom breaks outside combat. This is a requirement from the landowners, so follow it!
- **Do not smoke in the forest!** Cigarette butts have already set forests on fire. We will be very strict about this, and if you cannot take an e-cigarette into combat, then hold out. Burning cigarettes are tolerated only in the camp / village / base.
- **No digging, trenching, scraping, or any terrain modifications!** Just because something already exists in the area does not mean we will deepen it or add to it!

Violation of the camp fire rules means immediate departure home. Smoking a "burning cigarette" in the forest means a yellow card or even being sent home!

3. PYROTECHNICS

Do not throw armed grenades into vehicles - use your brain with pyrotechnics in general; do not just throw them absolutely anywhere!

Smoke grenades and smoke devices are prohibited - we do not want to create the impression of a fire, so no colored smoke variants or smoke grenades either.

Pyro is allowed until 22:00 - if people in the surrounding villages cannot sleep because we played war too hard, this will be the last time we are here.

Only class P1 pyrotechnics with a maximum of 2 g of explosive composition are allowed in the following cases and types, and no others!

- Grenades from the manufacturers Taginn, Pyrosoft, and GR-2 (Polish, paper) are allowed.
- Homemade "toilet-roll" grenades are allowed, up to 2 g of explosive composition (i.e. maximum Megatresk-level power or similar, with filling only peas/flour/BBs).
- Taginn Paladin is allowed (vehicles only) and Reaper is allowed (infantry only).
- Taginn KC is allowed - please just try not to shoot through a car window with it or hit your buddy with it
- **Anything stronger than 2 g of explosive composition or stronger than class P1 is prohibited.**

When does a grenade hit count? - a BB / pea / flour / powder (simply the contents of the grenade) must actually hit the opponent. Anyone hit by grenade fragments is considered wounded in the same way as by gunfire! Only approved types of grenade launchers may be used; see the weapons section.

3.1 EXPLOSIVE / SOUND IEDs

EXPLOSIVE IEDs

IED charges may be made only in accordance with the pyrotechnics rules - max. 2 g explosive / 1 pcs.

- **An explosive IED must be** detonated only under the direct supervision of the person who planted it - for safety reasons (so no burying it somewhere and walking away! We really do not want that!).
- **An explosive IED must contain BBs / peas + flour / chalk dust** so that its explosion is visible even to the driver inside a vehicle.
- **An explosive IED may be used against moving vehicles.**
 - **it must be detonated within 3 meters in front of the moving vehicle**
 - **it must have at least 2 charges** (one on each side of the road - hit vehicles stop, the crew lives; see point 9.1- the point is that the driver must see it; if you pop it under his wheel, he will barely notice anything. The more IEDs you use, the more likely he is to acknowledge the hit and the clearer it will be immediately)
- **An explosive IED used against personnel** - infantry must be hit by a BB/pea (therefore we recommend multiple charges).

SOUND IED (vest)

explosion of vest is simulated by a car horn - supplied by the organizer in a very limited quantity

- The vests have remote controls. The explosion is simulated by a car horn mounted on the vest.
- **The IED vest destroys everyone and everything within a 10 m radius** (players, vehicles, game items), with no possibility of treatment or repair - the explosion is so massive that vehicles cannot be repaired and the wounded cannot be treated.
- **The vest can be neutralized by taking the remote control and then removing it from the person.**
- After the vest explodes, the player hands the vest to the nearest ORG / Marshall, who returns it to ORG (the vest is single-use), or they take it back to their village and return it to their commander / elder.

4. STUNNING, DETENTION, SEARCHING

Stunning - indicated by miming a buttstock strike to the head and announcing "I am stunning you". A stunned person is unconscious for 10 minutes but remembers what happened. Two stuns in a row within one hour cause internal injury and death with no possibility of medic treatment (so yes, if you stun someone for the second time and someone before you already did it during that hour, you killed him - and no, there is no way to tell whether someone already stunned him before you; you must decide whether it is worth the risk).

Restraining a person / restraints - hands are restrained only in front of the body and there is no in-game escape from restraints without help from another person. Use only restraint methods that you are able to remove safely! If the captive does not object to the restraint method, it is assumed they are fine with it (for example duct tape or zip ties). Never use a gag.

Detention / captivity - may last a maximum of 3 hours; after that the detained person must be killed or released. (But play with captives: torture them, interrogate them, or simply do something with them. Nobody enjoys being tied to a tree for 3 hours.)

Interrogation - played in-game and psychological pressure may be used. Before each question, the captive flips a coin.

If heads comes up, they may or may not lie in their answer; in fact, they may say anything.

If tails comes up, they must give a 100% truthful answer in full, including relevant context.

If the detained person does not want to role-play the interrogation, they use "Red Stop" and then must answer all questions truthfully, as if the coin had always landed tails.

Searching - is played both in-game and physically. If someone does not like being searched, they say "Red Stop" and hand over all game items.

Searching a dwelling / tent - all tents are game by default and may be searched. A tent that you do not want searched and that is off-game (you may keep only off-game items in it) must be marked at the entrance with a reflective vest. Please minimize the number of tents marked with a reflective vest.

"Red Stop / Rudá stop" - this phrase ends all in-game interaction and fun -> the situation is then resolved because the line of tolerability has been crossed! We ask you to be considerate to one another!

5. WEAPONS, LIMITS AND WEAPON CATEGORIES

WE DO NOT WANT WEAPONS WITHOUT A REAL-WORLD BASIS (for example an AAP converted to an M4 magazine + HPA, or similar monstrosities. If you have a basic AAP pistol purely as a sidearm, that is not a problem. Likewise, please rather do not bring various speed-soft weapons).

ASSAULT RIFLE / SUBMACHINE GUN - most AR-15, AK, MP, G36 type weapons etc. fall into this category, including standard HPA systems from various manufacturers.

MACHINE GUN - a weapon that must be belt-fed! Not drum-magazine fed!

A machine gun is NOT: MG36, LSW L86, M27 IAR, RPK, or similar support weapons.

DMR is a very specific weapon category that must meet all of these points:

- allows fire only in semi-only mode (full-auto has been mechanically or electronically disabled)
- 400 mm+ barrel - this specifically means an **OUTER ONE-PIECE BARREL**; a suppressor does not count,
- equipped with a rifle scope and bipod legs
- An airsoft replica in the DMR category must be based on a real weapon chambered in 7.62 or higher.
 - **The named exceptions are:**
 - An accurate airsoft copy of the MK12 MOD0 / MOD1, which were actually used in 5.56 caliber.
This is not a precedent for every long M4/AR15 that you think is an MK12 because it is long and looks similar. It is a specific rifle...
 - SVD-63 Dragunov in 7.62x54 R (but not SVK or SVDS)

These limits also include **GBB rifles**, for example the **M16A1 in GBBR version (not in HPA version)**.

SNIPER - a weapon that must manually chamber a new BB after every shot (manually reload / cock).

	Režim střelby	Max. Joule	Max g BB	Kapacita zásobníku	Max RPS	Záložní zbraň
Puška / samopal	Full auto	2	0,32	Mid-cap - max. 200 bb	22	NE
Kulomet	Full auto	2,5	0,36	Hi-cap - max. 4000 bb	22	ANO
DMR	Semi only	3	0,40	Low-cap - max. 100bb	1	ANO
Sniper	Semi only	3,5	0,48	Low-cap - max. 30 bb	1	ANO

A sidearm means a pistol in its basic configuration without power modification, any type of pistol. Weapon measurement is carried out with hop-up set.

After measurement you will receive a tape marker on the weapon proving that you successfully passed measurement and meet the limits!

During the event, weapons may be randomly re-measured by a Marshall, CREW, or ORG.

GRENADE LAUNCHER - only one that meets the following parameters is approved (and marked with tape):

- **Based on a real-world model** - i.e. a faithful copy, not a modified monstrosity or airsoft fantasy build!
- In underbarrel configuration or as a standalone weapon. No other configuration.
- GL for ISAF is approved by HQ; GL for Tali is approved by the faction commander. They will issue you GL/RPG tapes.
- Every GL must have a tape marker even if the owner claims it does not fire anti-vehicle ammunition, only BBs.
- **Using a GL without a tape marker means a yellow card for the individual. Repeated use without a tape marker means a red card and the individual leaves the event - DO NOT BRING AN UNMARKED GL INTO THE GAME!**

RPG - approved (and marked with tape), for example built from a PB weapon, if it meets these parameters:

- **Visual design** - we do not want gray waste pipes, and we do not want strange monstrosities either.
- **Must not have a magazine**, must shoot bullets one at a time, **must reload for at least 20 seconds after** each shot
- **At least a 1 m long and 3 kg replica** (similar to Carl Gustaf, RPG-7, LAW, AT4, etc.).
- **Anti-tank rifles and anything similar are not allowed.**
- RPG for ISAF is approved by HQ; RPG for Tali is approved by the faction commander. They will issue you GL/RPG tapes.
- **Using a RPG without a tape marker means a yellow card for the individual. Repeated use without a tape marker means a red card and the individual leaves the event - DO NOT BRING AN UNMARKED GL INTO THE GAME!**

PROJECTILE LAUNCHING DEVICE (for example the "hoboj" type) **is not allowed.**

PB ammunition of the HS PROJECTILES / FIRST STRIKE **type is allowed in the game!**

- **Weapon destruction** - is played by wrapping the weapon barrel with white electrical tape and writing the time of destruction on it (the player carries their own tape; if they do not have any, they cannot destroy a weapon). The weapon has the same refresh as its owner (for example Taliban weapon 120 minutes, ISAF weapon 210 minutes, civilian weapon also 240 minutes; see point 8.1 refresh).
- **No blind-fire** - I do not shoot where I do not have clear visibility through the sights.
- Other players' weapons - without the owner's explicit consent, we do not borrow weapons or magazines and we do not steal them from dead bodies!
- **"No Bang" / no "bang kills"** - shoot the person in the boot, or symbolically next to them, but always in such a way that it is clear they are dead and that a shot was fired. Under 5 meters, it is recommended to use a secondary short weapon (sidearm).
- **Ballistic shields** - allowed only with the organizer's explicit consent before the event (usually they are rejected). Hits on the shield are considered invalid - the shield provides real cover, has no durability, and cannot be destroyed or stolen.

5.1 AMMUNITION, MAGAZINES, AMMUNITION RESUPPLY

- **BBs in a bag - leave them in a vehicle or at base.** Individual players may not carry a bag of BBs or any other ammunition supply except what is in magazines. You fight only with what you have in the allowed magazines!
- **Magazine limit** - players have a limited amount of carried ammunition. Each player may have on them and in their weapon:

- **MAX 6 MAGAZINES** (5 carried + 1 in the weapon), Mid-cap (up to 200 BBs) or Low-cap (100/30 BBs).

(Do you have a gas gun with only 30 rounds in a magazine? Tough luck, you are playing the hard-core version of the game and you still have the same magazine limit as everyone else.)

- **Or, for machine guns, max. 2 Hi-cap magazines with a combined total of max. 4000 BBs.**
(for example, a machine gunner may have 1 box for 1500 BBs in the weapon and 1 full 1500-BB box carried on them)

THE MACHINE GUNNER MAY NOT "POUR OUT BBs" FROM MAGAZINES TO OTHER PEOPLE WHO ONLY HAVE RIFLES!

- **For a sidearm (pistol)**, a maximum of 2 magazines with a total capacity of max. 50 rounds.
- **For shotguns**, max. 25 shotgun shells per person with a total capacity of max. 700 rounds.
- **Ammunition resupply** - possible only at any vehicle physically carrying a bag of ammunition, at the home base / village, OR at the Ammunition Factory location (there only from BBs available in the ammunition factory, supplied by the event organizer).
- Paintball ammunition - supplied by the organizer for destroying vehicles - do not bring your own ammunition! There is only one type, one valid color, and the ammunition can be obtained in the village. To use Taginn Paladin, PB ammunition must also be obtained; however, instead of loading the ball, you load the Taginn and destroy the PB ball (for example by stepping on it).
- **ISAF and Taliban do not need any weapon permit! - ISAF uses weapons normally, and so does Taliban.**

Civilians without training may use only pistols (they may bring their own pistols). To use a long weapon, they must be trained by Taliban and the weapon must be supplied (loaned) to them. A pistol can be destroyed by wrapping it with white tape.

5.2 CHECKPOINT IRON GATE

- **Shooting at / inside / out of the CP is allowed with all weapon types** - according to the weapon power table in the rules.
 - No minimum distance (but use common sense, especially those of you with DMR or sniper rifles).
- **Shooting through walls is allowed and the hit counts** - inspired by reality. This is a lightly fortified checkpoint, not an impregnable fortress!
- **Pyro is allowed into and out of the CP** - according to the pyrotechnics rules, but again, follow the rule: do not be an asshole!
(Seriously, watch where you throw it and who it lands on.)
- **Gate destruction** - the gate can be destroyed by "replacing the flags on the gate" and only then can it be opened.

Physically, the procedure is that a live attacker must reach the gate and replace all flags on the gate (the blue one (ISAF) is taken down and the red one - attacker - is put up). In-game, this simulates a situation where the attacker has enough time (superiority and control of the situation) to place and detonate a charge that would destroy the gate.

- There may be 1-5 flags on the gate, determining how resistant the gate is.
- Blue flags are owned by ISAF / Red flags are owned by Taliban / Civilians.
- Taliban / Civilian flags are obtained by completing tasks; ISAF obtains flags through supply convoys.
 - **Procedure:**
 - To open the gate, all blue flags on the gate must be replaced with red flags.
 - It is not enough to only remove the blue flags; red flags must also be hung in the holders (do not carry removed flags away; leave them lying next to the gate - this applies to ISAF and everyone else).
 - Once all flags hanging are red (all blue flags have been replaced with red ones), a LIVE attacker may open the gate for 210 minutes / 3.5 h (same as the ISAF soldier refresh).
 - The gate must not be locked from the inside, for example with a chain; it must be possible to open it.

Q: What if only 1 red and 3 blue flags remain on the gate because the attempt was not completed - how long can the red flag stay there?

A: A red flag may be removed only after 210 minutes / 3.5 hours from the time it was put up.

Q: May Taliban occupy the CP and, if the gate flags are then red, does ISAF need the same mechanic to open the gate?

A: No. Taliban does not have the means to repair the gate, but of course they may hold the CP! They may therefore physically close the gate (not lock it), but no X blue flags are required to open it. ISAF may simply open it again even without flags.

Note for exploiters: you simply may not get inside any other way than by opening the gate according to the procedure above!

- **Destroying the Checkpoint** - these 3 conditions must be met:
 - 100% elimination of the CP crew; no living enemy / defender may remain inside!
 - At least one gate must be destroyed and opened (including displayed flags).
 - The large NATO flag displayed in the center of the CP must be carried away. Take the flag to your camp / village and hand it to the village elder / village leader!
(note: if Taliban occupies the CP, they may keep it occupied and ISAF must capture the CP back)
- **Prohibited:**
 - climbing over or crawling under walls and fences, including with a ladder, jumping from a car, or using any other aid.
 - ramming the gate or fences with a car, destroying equipment, locking the gate, or preventing it from being opened.
 - destroying or modifying walls, fences, geotextile, or creating firing ports in the geotextile (does not apply to flags on the gate).

5.3 GAME MECHANICS (POPPY, AMMO FACTORY, OIL, CIVILIAN WEAPONS)

AMMUNITION FACTORY

- Generates grenades, thermal-vision tapes, and resupply ammunition at hourly intervals.
- **How it works:**
 - Roughly every hour, an SMS arrives on the phone with a box number and lock code.
 - The contents of the box are in-game and may be kept and used.
 - Leave the boxes closed, but unlocked.
- **Prohibited:**
 - moving boxes, turning off the phone, or manipulating it in any way.
 - destroying or modifying walls, fences, geotextile, or creating firing ports in the geotextile.

OIL WELLS

- They generate oil barrels at irregular intervals. Once enough are collected, they may provide an in-game advantage to an individual or faction.
- **Villagers and rebels can get** thermal imaging tapes or GL/RPG ammunition or GL/RPG weapon tapes themselves for oil barrels, or fake black market ID cards or shorten refresh,
- **ISAF can get** reinforcements for oil - **for 20 barrels of oil, 1 platoon of reinforcements can arrive** - this means the ability to revive one platoon immediately (only by ISAF HQ coommander Reeper) if necessary, as a reinforcement simulation)
- **How it works:**
 - A guide tag with the production time is placed on the barrels.
 - The barrel must not be moved before its production time (hidden, destroyed, etc.).
- **Prohibited:**
 - moving or modifying wells, or manipulating barrels before the given time!
 - destroying or modifying walls, fences, geotextile, or creating firing ports in the geotextile.

POPPY FIELDS

- **Only villagers can grow poppies in poppy fields.** The harvested poppies then have game value for both ISAF and Taliban, so the villagers have a trade item that is valuable to both sides of the game.
- Each villager, after agreement with the elder, is allowed to establish a poppy field in a place where the sun shines (poppy does not actually grow in the forest, in the bushes, it needs open space!)
- The villager can give the poppy to ISAF or the Taliban as a trade item.
- **ISAF wants the poppy** so that it does not produce opium and the Taliban cannot sell the raw material on the black market - they either liquidate the fields immediately or buy the raw material from the villagers (barter trade for other game raw materials / items)
- **The Taliban wants the poppy** so that it can be used to produce opium and thus gain game advantages (RPG tapes, Thermal Imaging tapes, ammunition)
- **How it works:**
 - **A poppy field is square at least 4x4 m in size (marked with tape on the ground).**
 - For the poppy to grow, a bag with poppy heads must be placed in the field and the planting time written on it.
 - Poppy grows for 6 hours (it also grows at night, but not in the shade in the forest).
 - After 6 hours, the harvest time is written on the bag.
 - A field is destroyed by physically taking the game items and tape from the ground - they are handed over to the commander at base.
 - Only one bag of poppies can be placed on one field. If the field is 8x8m, 2 bags of poppies can be placed there, if the field is 12x12m, 3 bags of poppies can be placed there, etc. etc. etc.
- **Prohibited:**
 - moving the field (once it is established, it cannot be moved and grows there until it matures).
 - destroying game items or manipulating the time written on the bag of poppy heads!!!

CIVILIAN WEAPONS (game mechanic powered by Specna Arms)

The purpose of this game mechanic is to allow civilians to defend themselves, but they will never be as combat-capable as insurgents. At the same time, this opens the door to a completely new gameplay element with no real equivalent so far - you are playing with functional airsoft weapons, so please try not to destroy them so we can use them in future years and keep the game unique!

- **Villagers are prohibited from using their own long airsoft weapons (pistols are OK).**
- They may use weapons supplied by the organizer (from event partner Specna Arms) for shooting.
- They are supplied with one push magazine and a 1000 mAh Li-Pol battery with a small Tamiya connector.
- **Weapons can be obtained:**
 - Primarily from insurgents; the handover includes training in use (for example for poppy or oil).
 - To a lesser extent from ISAF as well (for example 1-2 pieces as an unofficial trade article of Western units).
 - From the ammunition factory (1-2 pieces) - a card with the GPS position of a dead drop containing the weapon.
 - From civilian tasks (also 1-2 pieces - rather rare).
 - From civilian traders (1-2 pieces).

Villagers are advised to:

- Bring your own magazines - maybe by chance you receive a weapon that uses your type...
- Bring chargers for Li-Pol batteries - they will be charged, but just in case.
- Bring weapon slings so you can carry them on your back (because of ISAF ROE).

Prohibited:

- Burying or disassembling weapons - if your weapon stops working, then the insurgents supplied you with junk. Play it in-game and demand a functioning weapon from the insurgents in a one-for-one exchange.
- Removing game markings - each weapon has a game permit (dog tag) attached, which indicates that the weapon is part of this mechanic and may be confiscated (including one magazine - it is marked).

Allowed:

- A civilian may use pistols even without training (nobody is so stupid they cannot manage that), and therefore may bring only their own pistols, not long weapons.
- Do not bring pistols in conversion kits; it is ugly and makes no sense. Likewise, do not bring extended magazines, etc. - a pistol is simply allowed only in its basic configuration.

DARA WEAPONS THAT YOU HAVE BEEN LOANED FOR THE GAME MUST PLEASE BE RETURNED TO REGISTRATION AT THE END OF THE GAME!

Please do not destroy or lose any game items. If you have them on you (for example things for the poppy field), return them to the base commander / village elder or insurgent leader. Of course, keep weapons until the end of the game or until ISAF confiscates them from you :-)

5.4 THERMAL VISION - "THERMAL VISION" TAPES IN THE GAME

"We understand that playing at night against thermal vision without thermal vision is almost impossible. We want to maintain the asymmetry of the conflict, but give insurgents the chance to change the course of night fighting in their favor through their gameplay. Therefore, also as part of returning to the old days, we have decided to limit thermal vision. We want players with and without thermal vision to cooperate more, and we do not want thermal vision on every rifle. We do not distinguish whether these are optics, observation devices, clip-ons, helmet-mounted thermal devices, etc., nor how powerful they are. We believe you will understand this step; it is a step toward a more interesting game for all sides."

How it works:

- From 2026 (from Dara Horizon I.), all thermal vision devices in the game must have a Thermal Vision tape attached to that device.
- Using thermal vision without a tape is considered a serious violation of the event rules (we remove players for this).
- If a soldier with thermal vision does not remain lying in place for the specified time, this is considered a violation of the event rules (there is no shame in having a thermal-vision tape taken from a soldier; on the contrary, we want you to play this for others as well and hand over the tape); see point 8.1 - how to die properly!
- At the very start of the event, ISAF has 10 thermal-vision tapes per platoon (approx. 20-25 people); the platoon commander directly decides who will have thermal vision.
- **Taliban** - can obtain tapes during the game:
 - From a dead ISAF soldier.
 - From the ammunition factory (they appear at random intervals and in random quantities).
 - For completing tasks from the Taliban commander.
- **Civilian** - can obtain thermal-vision tapes:
 - From Taliban, to support a pro-insurgent orientation among villagers.
 - From ISAF, to support a pro-Western orientation of the village.
 - For completing in-game milestones (or tasks).

Thermal-vision tapes will be randomly checked by Marshalls, CREW, and ORG.

5.4.1 NIGHT VISION / NVG

They are not restricted by any tape, number, or game side; everyone may use them if they follow the following:

- A Civilian / Insurgent must have NVG on a "skull crusher" / head harness or on a weapon. If they use a helmet (please, really only very rarely), they **MUST** wrap it in a shemagh so that it looks like a high-tech turban with night vision!
- ISAF may have NVG only on a helmet (logically, because helmets are mandatory), or possibly on a weapon.

OFFGAME / INGAME / GAME / OFF-GAME

OFF-GAME - in such places, any game activity by the opposing side or a neutral game side is prohibited. No observation, test firing, or restricting movement within 100 m around such an off-game base! Bases are marked on the map! - **specifically OFFGAME is Camp Nari and FOB Blessing.**

OFF-ZONE - this is where registration and crew facilities are located. It is an area where shooting is prohibited and it is marked on the map! Avoid any game interaction here.

IN-GAME - these points are marked on the map! (**Ammo factory, Darbat village, Oil Rig, CP Iron Gate**)

PARKING LOT - avoid any game activity around parked civilian vehicles. Vehicles may not be parked anywhere other than the marked location.

6. DRESS CODE DISCIPLINE OF INDIVIDUAL SIDES

ISAF:

- **Mandatory complete camouflage uniform of a NATO state that participated in the ISAF mission.**
- **Mandatory helmet** - from 2026 (Dara I.) a mandatory piece of equipment for ISAF.
- **Single-color tactical accessories are allowed** (for example a green vest with an MC clothing set).
- **Prohibited:** single-color uniform elements, shemaghs,
- **Prohibited:** disguises and disguises as insurgents or civilians.
- **Prohibited:** black vests, black chest rigs, black helmets, or backpacks (another color is OK).
- **Prohibited:** dark camouflage patterns, such as night-camo / night Multicam, etc.
- **Ghillie / half-ghillie / camouflage suits only after approval by ISAF HQ on site.**
"Laser-cut leaves" and other modern shoulder covers may not pass approval - the event theme is Afghanistan from 2009 to 2014. We want authenticity.
- **We currently recommend** sand-colored or light camouflage uniforms to increase event authenticity.
- **We currently recommend** ballistic vests / plate carriers to increase event authenticity.
- **Development of ISAF dress requirements in future rotations - preliminary:**
 - **from Dara II. (09/2026)** - mandatory plate carrier / ballistic vest (mandatory helmet and everything previous still remains).
 - **from Dara III. (2027)** - mandatory to keep a weapon with you / within reach at base at all times (future MP will check this).
 - **from Dara IV. (2027)** - only complete sand-colored uniforms mandatory (yes, MC will also be considered a sand/light uniform).
 - **from Dara V. (2028)** - fully in-game ISAF base, including tower rotations. A ballistic vest / plate carrier provides the same protection as a helmet.

CIVILIANS:

- **Mandatory** civilian clothing in Eastern / Arab style or other single-color clothing.
- **Mandatory** pakul / shemagh / turban or other Afghan head covering.
- **Prohibited:** wearing a helmet, cap, beret, boonie hat, camouflage uniforms (or even parts of a uniform).
- **Prohibited:** wearing any tactical equipment / accessories in a camouflage pattern.
- **Prohibited:** disguises and disguises for ISAF
- **Prohibited:** completely black clothing (does not apply to Fatimas, who may be completely in black).
- **Prohibited:** Ghillie / half-ghillie / camouflage suits - wear blankets; you are Afghans, not US SOF.
- **We recommend** additional authentic clothing elements (local blankets, pipes, beards, etc.).

TALIBAN:

- **Camouflage-pattern trousers are allowed** (please as authentic as possible, for example old Eastern patterns), civilian clothing in Eastern / Arab style, and KZS covers.
- **Mandatory pakul / scarf / shemagh / turbans in Eastern / Arab style.**
- **Prohibited:** wearing a helmet, cap, beret, boonie hat, and the upper part of a camouflage uniform, or any ghillie / camouflage suit other than the allowed KZS cover.
- **Prohibited:** disguises and disguises for ISAF
- **Prohibited:** wearing any tactical equipment / accessories in a camouflage pattern,
 - An exception applies to fabric NVG head caps, for example Crye NightCap (we understand it is not easy to have these in several patterns, so this is acceptable > when used exclusively at night).
- **We recommend** additional authentic clothing elements (local blankets, authentic weapons/equipment...).

8. HIT / INJURY / DEATH / REFRESH / MEDIC

A hit is valid on all parts of the body and is announced as "HIT" / "I'M HIT"; the following cases also apply:

- A hit by a ricocheted BB **is not valid.**
- A hit on a mounted weapon **is not valid.**
- A hit on a helmet (the helmet protects) **is not valid.**
- **Blue-on-blue / friendly fire is valid.**
- **A hit on a weapon is valid;** the weapon is non-functional for 30 minutes. The player is not wounded. (The weapon owner counts the 30 minutes fairly and honestly themselves; do not cheat with this, you are only robbing yourself of the game.)

8.1 HOW TO DIE PROPERLY

We mention this because many of you leave immediately after the first BB hit, and that is wrong! - you are supposed to wait there for 5 minutes! Get used to the fact that death is also played out. We are not on an ordinary airsoft field or skirmish where you leave immediately. The corpse waits specifically so it can be searched, for example - this is also part of the game for the others who are trying to reach and search you...

First hit - I AM WOUNDED

- **I am wounded, not dead! So I DO NOT PUT ON A VEST and I DO NOT leave immediately!**
- I lie down / sit down on the ground and pray that a medic arrives OR another burst of BBs! I do not wear a reflective vest.
- While I am wounded, I may be bandaged by a medic; see rule point "8.2 Medic" below.
- **I look at my watch and start counting 5 minutes!**
- I may communicate, but I am in shock, so only 2 teammates can move me by supporting my shoulders!

Did I immediately take a terrible burst of BBs from an opposing buddy? - then I am dead immediately, but I will still wait there for 5 minutes in a reflective vest as a corpse, so someone can try to search me and so I follow the 5-minute rule!

Second hit - I AM DEAD = DEATH = REFLECTIVE VEST

- I am screwed, they finished me off and I am dead, no longer just wounded! **Now I take out my reflective vest or reflective panel!**
- **I DO NOT GO ANYWHERE** - I continue calmly sitting / lying down and still watch the clock, where the 5 minutes from the first hit are running (I count the 5 minutes only once, after the first hit, not again after the second hit!).
- A medic can no longer help me because I have a reflective vest on!
- I also should not communicate, because I am dead - I should only announce "corpse".
- Meanwhile I watch my friends die and wait to see whether someone runs up to search me. **If someone starts searching me, I keep playing with them even longer than 5 minutes! Do not stand up and leave in the middle of being searched...**
- Only when the 5 minutes are over do I get up and return to my home base / village.

8.2 REFRESH

ISAF: 210 minutes (3.5 hours) - may be shortened by in-game successes / extended by failures.

TALIBAN: 120 minutes (2 hours) - may be shortened by in-game successes.

CIVILIANS: 240 minutes (4 hours) - *however, in the village they may continue playing as a living person, but must not interfere in the game. They may live the life of a villager, but must not attack, hold a weapon, or otherwise negatively influence events in the village. The goal is to keep the village "naturally full". If during this time they again become a target of shooting in the village, they call the hit normally, play a corpse again, and count a new 4 hours. However, we want villagers to try to play as if they have 1 life and to be afraid of losing it through overacting or unreasonable behavior.*

REFRESH TIME - se počítá od okamžiku, kdy jsi dostal zásah (tedy vč. cesty zpět na základu / do vesnice)

8.3 MEDIC

Only ISAF soldiers have medics available. A medic may bandage a wounded player (including a civilian or insurgent). There is 1 medic assigned per approx. 10-12 people (smaller platoons have one, larger platoons may have two medics). A medic may treat himself with his own bandage / CAT!

Bandaging must begin within the first 5 minutes after the hit, before the wounded player bleeds out.

It is done in 2 steps (1. die roll and 2. treatment):

- first the player rolls the die that every medic carries; the die says either "dead" or "live" - this lets the medic determine whether the injuries are incompatible with life (simulation of a random element).

If "live" comes up, the player returns to the game after medic treatment.

If "dead" comes up, the player's injuries are so serious that the medic cannot resolve them and the player is dead. They wait until 5 minutes have passed and then are dead and leave.

- If the die rolled "live", then a CAT / bandage is applied to the wounded player, on the limb closest to the hit location. The wounded player's own bandage / CAT may be used (so the medic does not have to carry XY bandages).

- After applying the CAT/bandage, the player returns to the game.

A player may be bandaged by a medic only once; a player who has already been wounded and bandaged cannot be bandaged a second time. Bandaging is reset after visiting the home location - the place where you sleep (FOB Blessing base / Village / Camp).

9. GAME VEHICLES (BASIC RULES AND VEHICLE CATEGORIES)

1. **Behave safely and respectfully.** It is forbidden to climb onto vehicles, lie under a vehicle, jump into or step into the path of a moving vehicle, or manipulate someone else's vehicle in any way during combat (for example grabbing the door handle).
2. **Do not shoot if they are not shooting at you** - so if a vehicle is not shooting at me, I do not fire at the vehicle and do not shoot it unnecessarily, because I am not an idiot and I do not want to unnecessarily destroy everything possible on that car...
 - a. If I want to attack a vehicle, I use the methods A/B/C listed below.
 - b. If the vehicle is shooting at me or the enemy is using the vehicle for cover, then I may return fire.
 - c. Shooting at a vehicle that is not shooting at me is considered a rule violation - simply do not damage the cars unnecessarily more than absolutely necessary; nobody gains anything by it. A different case is when people are on the bed or when shooting at a gunner behind a mount; there, shooting is justified and is not a rule violation.
3. **Speed max. 40 km/h,** but do not drive like an idiot; safety always comes first! I will not take a blind corner at 40 km/h just because I can; I will drive like a human being - slower and safely!!!
4. **Do not shoot through a gap between a window and door** - this is dirty play exploiting the fact that BBs are only plastic.
5. **Road blocking** - for example with a log across the road - is allowed, but seriously do not lie behind that log in case someone wants to ram through it! And if you do not clean up that mess and we ORG have to do it for you players after the game, then we will ban it again and you will deprive yourselves of the option to block roads. So do not be indifferent and clean it up!

ISAF vehicles

- A turret with full cover **is allowed** (including cover from above).
- A mounted weapon on the turret for destroying vehicles **is allowed**.
- Sand, green, gray, or black **color is recommended** (for 2026 - Dara I. and Dara II. this is not mandatory).
- **An ISAF vehicle has right of way** - when 2 vehicles meet on a road and one of them is military, the civilian gives way.

Other vehicles (Civil / Insurgents)

- Fully covered turrets are prohibited; the gunner must have no cover (not even a shield).
- Mounted weapons for destroying vehicles are prohibited (for example mounted MK19 or other RPG / grenade launcher types).
- A mounted weapon on the vehicle bed or roof is allowed (without a cover shield - simply a machine gun on a pipe, punk style).
- An authentic mounted weapon is recommended - for example a DShK on a pipe, or other machine guns used by insurgents.
- Additional authentic accessories are recommended - a tea-making set, prayer rug, holy scripture, etc.
- A civilian vehicle gives way to a military vehicle - if two vehicles meet, the civilian vehicle moves aside.
- An Afghanistan flag on a pole attached to the vehicle is recommended instead of the real flag of the insurgent organization!

*The BRDM vehicle described below is an exception; see point 9.5.

9.2 ATTACKING A VEHICLE

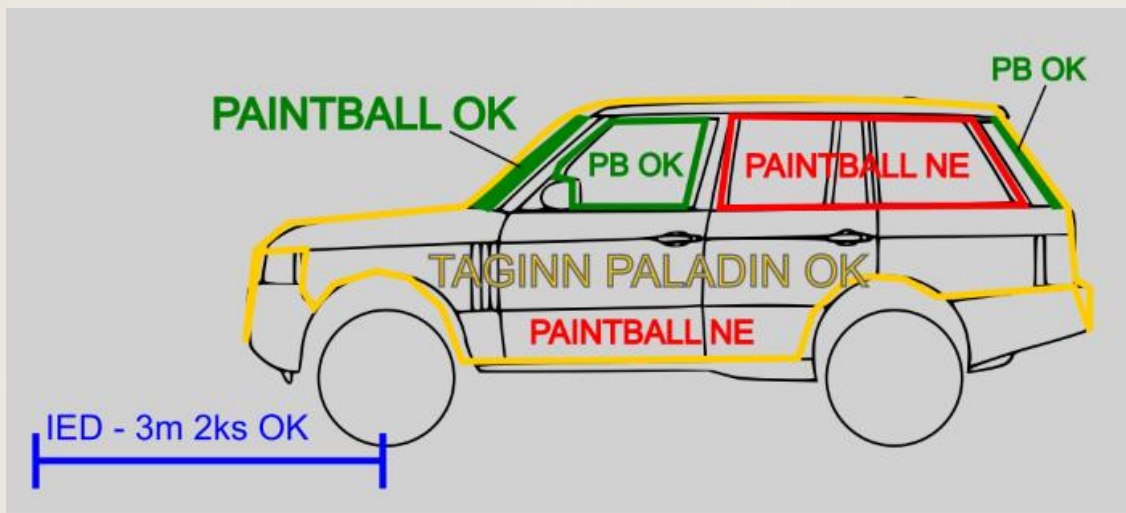
It is possible only in the following ways, and no other ways:

A) by hitting the front window, driver's side window, or passenger's side window with a paintball.

B) by hitting anywhere on the vehicle with a Taginn - Paladin type (powder/chalk). The grenade must break; a bounce does not count.

C) IED - detonating an IED in front of the vehicle. Maximum distance 3 m from the vehicle (IED placed on the road).

D) Shooting the driver - for example on ATVs / UTVs, motorcycles, bicycles...



Hit on an ISAF vehicle:

A+B: the vehicle survives 1 hit without damage; the 2nd hit requires it to stop (the crew is not wounded, does not have to get out, and the turret may continue firing; only the vehicle is stationary); the 3rd hit destroys the vehicle, including everyone and everything inside.

C: The vehicle must stop immediately. An IED causes 2 hits immediately on the first detonation (the crew is not wounded, does not have to get out, and the turret may continue firing; only the vehicle is stationary). Any further hit destroys the vehicle including everything and everyone inside. The minimum number of charges is always 2 or more. If more explode (for example for better visibility), it is always counted as 2 hits out of three.

D: ATVs, scooters, and motorcycles - a hit on the driver by an airsoft BB - the driver must stop and wait on the spot like every corpse.

Hit on any other vehicle (Civilian or Taliban):

A+B: the vehicle survives 1 hit and must stop (the crew is not wounded, does not have to get out); the 2nd hit destroys the vehicle, including everyone and everything inside.

C: The vehicle is destroyed immediately, including everything inside. The crew is dead, with no possibility of treatment.

D: ATVs, scooters, and motorcycles - a hit on the driver by an airsoft BB - the driver must stop and wait on the spot like any hit player or corpse. The vehicle must be parked safely so it does not obstruct.

Destroyed vehicle - immediately leaves the battlefield (really immediately and as soon as possible, not in 10 minutes), has hazard lights on, and a reflective vest hung on the driver's mirror. It gives way to live vehicles that are playing and does not obstruct.

Destruction of an ATV, motorcycle, or scooter - done by wrapping the handlebar with white adhesive tape (same as a weapon) - the vehicle is destroyed for the refresh duration of its owner / driver.

Responsibility for the vehicle - always lies with the driver (and it is assumed the driver is also the vehicle owner), therefore they do not move away from the vehicle and, if possible, always remain in the immediate vicinity of the vehicle. They are responsible for the safety of the vehicle crew and other players around the vehicle.

9.3 VEHICLE REPAIR / REFRESH

Field repair: A field repair of a vehicle takes 15 minutes and the vehicle must have its hood open. Two unwounded players stand by the engine and simulate work on the engine (check operating fluids, clean the engine with a rag, play tic-tac-toe - or anything that requires 100% attention during the activity). If one of the players is wounded or moves away and stops performing the activity, the repair must start again and the 15 minutes are counted again. ISAF may repair a vehicle after the 1st and 2nd hit; after the 3rd hit it is no longer possible. Other vehicles may be repaired only after the 1st hit; after the 2nd hit it is no longer possible.

Vehicle refresh: Only at the home location (read: "where the driver sleeps"). The refresh is the same as the driver / vehicle owner refresh (yes, the same difference by faction applies).

9.4 VEHICLE THEFT / SEARCHING

In-game vehicle theft: it is possible to steal a vehicle (but it is complicated):

- if it is not destroyed and is standing still with the engine off (so there is no risk of it starting to move and no injury risk during departure).
- vehicles may be stolen only in-game - meaning only with its owner and driver, who will drive the vehicle.
- you may not drive away in someone else's vehicle / drive someone else's game vehicle without its original driver!

Vehicle search: possible only in the presence of the driver / vehicle owner; even if the driver is dead, they must always be present! (This is so you do not take apart something on the car that is only held together by hope.) Game items (weapons, ammo crate, oil barrel, and others) are large enough to be found in the vehicle.

9.5 BRDM (the only insurgent armored vehicle)

This is a remnant of old equipment captured by insurgents from a previous war. It is a very clumsy, slow, but armored machine...

The BRDM follows the same hit-count rule as an ISAF vehicle and additionally:

- A hit on the BRDM is valid on the front windows or hit plates with the camera! (the driver's vision slit must never be closed, for safety reasons and because it is a hit area).
- A hit is also valid on 2 side plexiglass plates of A4 size or larger (in-game, this represents a weak armor spot because it has no side windows that could be hit).
- The BRDM survives 1 valid hit without damage; the 2nd valid hit - it must stop (the crew is not wounded, does not have to get out, and the turret may continue firing; the vehicle is only stationary and unable to drive further); the 3rd hit destroys the vehicle, including everyone and everything inside.
- The first 2 hits must be on 2 different hit areas (for example the front window and 1 side).

Safety notice for the BRDM vehicle:

- The BRDM vehicle includes a navigator - a person who will climb in and out in various ways - marked with a BLUE reflective vest. The navigator assists with maneuvering (turning, reversing, etc.). Please try not to shoot the navigator too much.
- Infantry must not approach the vehicle at close distance! - it is a moving blind spot weighing 7 tons - you will not be seen, and that is a problem!
- Do not climb close behind / beside / under / in front of the vehicle - again, you will not be seen and it is a safety problem.

APPROVAL OF GAME VEHICLES

The event organizer reserves the right to approve or reject vehicles based on these criteria:

- Visual appearance of the vehicle (how the vehicle looks in relation to the game faction).
- Weight, dimensions, and safety of the vehicle for its surroundings (uncovered windows, mirrors, lights working, etc.).
- Vehicles must be registered before the event and must wait for approval in the event registration system.
- - All types of vehicles are registered (cars, armored personnel carriers, Humvees, motorcycles, scooters, vans, ATVs).

10. GAME ASYMMETRY - PLAY STYLE OF THE GAME SIDES

Conditions (advantages and disadvantages) for ISAF:

- **Vehicles survive the first hit** by PB ammunition or Taginn without damage and must stop only after the second hit. This symbolizes the light armor of vehicles used by Western units.
- **Helmets protect** - even a burst of BBs hitting the helmet does not count! Ballistic helmet protection is functional and only ISAF soldiers may wear helmets.
- **ISAF medic** - may bandage one of their own wounded who received the first hit. However, they may bandage only once. A medic may treat himself!
- **Thermal vision available** - they have 10 thermal-vision devices per platoon available from the start of the game! Every thermal-vision device in the game must have a tape proving that the thermal vision is in the game! Using thermal vision without a tape means removal from the game - we consider it a serious rule violation and cheating; see rule point 5.4.
- **Drones** - may be used in accordance with applicable legislation. Minimum flight altitude is AGL 70 m (except during takeoff and landing).
- **ROE #1** - A soldier does not shoot first and may return fire only when fire is directed at him or allied units.
The only case in which he may shoot first is when a civilian / insurgent is aiming a weapon at ISAF (shouldered, looking through the sights) - simply put, do not aim at a soldier or he will shoot you without hesitation because you are a threat.
- **ROE #2** - If a villager or insurgent is unarmed, they must not be shot. Civilian casualties are unacceptable and soldiers are punished in-game (for example they collect trash and empty bins in camp).
- **ROE #3** - If a civilian / insurgent has a weapon carried on their back, not in their hand, they do not pose a direct threat to ISAF and must not be shot. This is the same offense as killing a civilian!
- **ROE #4** - If a civilian / insurgent has a weapon in hand, they still must not be shot, but must first be repeatedly ordered to put the weapon back on their back. If they fail to do so, this is grounds for detaining the person or destroying the weapon.
- **ROE #5** - Soldiers must not destroy a vehicle unless Taliban with hostile intent is confirmed inside. They may only stop and search it, but destroying a vehicle that had no hostile intent is a serious ROE violation.
- **Interpreters** - a civilian or Taliban insurgent may or may not play that they do not understand the soldier and therefore do not know what the soldier wants. Be careful: a civilian/insurgent is not an idiot and understands gestures or threats with a weapon. They understand an interpreter (a marked soldier) 100%, and civilians and insurgents can speak with him without a language barrier. ISAF has a limited number of interpreters (1-2 people for all of ISAF - and must obtain a Guide from among the villagers).
- **Full refresh time** - Although there are more soldiers in number, it takes time for new trained reinforcements to arrive. Refresh time is 3.5 hours and can be shortened by completing game tasks.
- **No disguise as rebels or civilians**

Conditions (advantages and disadvantages) for Taliban:

- **IED** - they may place explosive devices by the road and detonate them against ISAF vehicles or infantry, according to the instructions above!
- **Moral flexibility** - Taliban may exploit the transparent ROE rules against ISAF; we encourage this!
- **Civilian disguises** - Taliban may disguise themselves as civilians and freely visit the game area.
- **Half refresh** - Taliban has only a 2-hour refresh.
- **Thermal vision must be fought for** - Thermal vision may be used only if they obtain a "THERMAL" tape and place it on the given thermal-vision device. Obtaining such tapes is difficult, but not impossible. Using thermal vision without a tape means removal from the game - we consider it a serious rule violation and cheating; see rule point 5.4.
- **No drones** - use of drones and other unmanned devices, or trail cameras, is prohibited.

Conditions (advantages and disadvantages) for Civilians:

- **Weapon use** - they may use a LONG weapon only if the civilian has been trained by Taliban.
- **Guide** - a player who can train additional interpreters for ISAF (teach them the language and knowledge of local conditions), and ISAF hires these people as escorts in the province because of their knowledge of local conditions.
- **Refresh** - Civilians have a specific refresh: if a civilian is dead, they put on a vest and return to their tent in the village. Directly in the village of Darbat, they may take part in ordinary life, play a harmless villager, and must not provoke conflicts or arbitrarily interact with other factions (they do not have to wear a reflective vest). Until the refresh has elapsed (4 hours), they may not leave the village.
- **Fear for life - every civilian must try to play the game as one life, without dying. A civilian is afraid of death!**
- **No thermal vision** - even with a thermal-vision tape that they may have obtained somewhere, a civilian MUST NEVER use thermal vision.
- **No drones** - use of drones and other unmanned devices is prohibited.
- **IED** - a civilian may use an IED only if trained by Taliban.

11. PENALTIES AND SANCTIONS FOR VIOLATING GAME RULES

The event strongly relies on compliance with the rules. If a rule is bad or you disagree with it, still follow that rule and complain after the event - we reflect gameplay experience and people's opinions. Do not look for tricks and loopholes in the rules - rules can never cover every game situation that may arise.

Marshall - a player who acts as an extended arm of the organizer (usually they take part in game preparation, or are faction commanders or trusted persons) and has very high authority in enforcing and upholding the rules. A Marshall may issue a "yellow card" depending on the offense they handled and always has the final word. ORG will not veto a Marshall's decision made on site. The goal of Marshalls is primarily to watch over their own faction and their own people; the goal is not to point out others' mistakes and police the enemy.

Sanctions are issued in a simple system: (We say this openly so everyone knows where they stand.)

Minor rule violation - you behave like a human being and deal with it politely and with an apology. For such a violation you may or may not receive a "yellow card" from a Marshall / CREW / ORG. If you receive a sanction, the game authority takes your participant wristband ID and reports it in the ORG WhatsApp group. After two yellow cards you go home, and your entire team / unit may go with you.

Serious rule violation - you make a fire in the forest, violate rules that affect all of us and not just you (for example you mess up a field mechanic, take something from an oil well too early, smoke in the forest, fail to open the gate properly or climb over / crawl under fences, jump into the path of a moving car, and many other offenses not listed here) - you receive a "red card" for which you leave home immediately, and your entire team / unit leaves with you.

Black-list - we observe the behavior of individuals and teams and record offenses and inappropriate behavior in the community or at other events. We do not hide the fact that Dara Horizon is connected to the airsoft community. Players who cause problems at other events (or simply cheat rules elsewhere) have the door to our event closed immediately and are placed on the blacklist in the registration system. Only faction commanders and ORG may view such a list. This is purely prevention against problematic players - we are not mean, only strict, and we do not overlook problems.

