



THE CANADIAN INVASION HELL UNDER SIEGE



EVENT SCHEDULE

SATURDAY

- 7am Registration & Paint sales
- 8:30am: Chronographing
- 9am: Safety & Game Briefing
 - Overview of the day's objectives and special rules.
 - All players must chrono again at insertion.
- 10:30am-Game 1 End: Game 1 - East Pointe vs. West Pointe
 - 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.
- If game one ends between 11:30am & 1pm there will be a 1 hour reset where flags will be inactive.
- Game 1 end-5pm: Game 2 - Highlands vs. Castle Rock
 - 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.
- 5pm-8pm: Dinner Break, Cornhole, giant Jenga, Tiki Bar, & more
- 5pm-6pm: Battle-ready Aesthetics Competition
 - Players to showcase their loadouts and markers.
 - Winning pot prize for best loadout and marker; must enter both categories.
 - Winners picked by a panel of judges.

- 7:30pm: Night Game Re-chrono
 - All players must chrono at 280fps or lower.
- 8pm-10pm: Night Game
 - Sin City Blacklight Game - Standard Elimination
 - Score counts towards overall game score.

SUNDAY

- 7am Registration Paint Sales & Chronographing
- 8:00am Game Briefing
 - Recap of rules and objectives.
 - All players must chrono again at insertion.
- 9am-11:30am: Game 1 - Tippmann Towers & Highlands Assault
 - Saturday's team without the black box defends the towers.
 - Attackers spawn at the large middle exit with 5-minute respawn waves.
 - Defenders have 2 lives, tasked with preventing bomb planting.
- 11:30pm-1pm: Lunch Break
- 1pm-3pm: Game 2 - Sin City Domination - Final Battle
 - 3 POI Domination battle in Sin City
 - Starting positions are in city corners, focusing on control of three buildings.
- 3:30pm-4pm: Awards Ceremony

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STRATEGIC SIGNIFICANCE OF LOCATIONS

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.
- 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.
- 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.
- 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.



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**MAGFED
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DAY 1: THE SUDDEN STRIKE AND RESOURCE SCRAMBLE

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.



GAME 1 - EAST POINT VS. WEST POINT: OPERATION BLACK BOX

BLACK BOX RECOVERY

The conflict ignites at East Point, 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 needed for the next day's assault.

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GAME 2 - HIGHLANDS VS. CASTLE ROCK: THE SUPPLY LINE SKIRMISH

TRADITIONAL 2 FLAG CTF

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.



BLACKLIGHT GLOWBALL: NIGHT OF SKIRMISHES

ELIMINATION

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.

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DAY 2: THE DESPERATE DEFENSE AND URBAN WARFARE



GAME 1 - TIPPMANN TOWERS & HIGHGROUNDS ASSAULT

BOMB PLANT 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.

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GAME 2 - FINAL BATTLE SIN CITY DOMINATION

3 OBJECTIVE 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.

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GENERAL EQUIPMENT RULES

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.

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 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.
- 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.

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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.

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MAGFED ONLY



**TANK
REGISTRATION**

**MAGFED ASSAULT MISSION
RULES & DESCRIPTIONS**



Key Rules

Players must be at their team's insertion gate for timely departure.
All participants must be scanned in before missions.
Firing rules and engagement distances are strictly enforced.
Vehicle and aircraft operations are limited to specific times and zones.
Each team has a cap on the number of mission assets per time slot.



**AIRPLANE
INSERTION/MISSION**

COST: \$TBD

- **Schedule:** Departures every hour on the half hour from 10:30 AM to 4:30 PM on Saturday; 10:30 AM to 12:30 PM on Sunday.
- **Details:**
 - Purchase through C.I.A.
 - Maximum 10 people per flight.
 - No shooting at/from the airplane.
 - Grenades can be thrown from the plane.
 - 10-minute flight limit within playable areas (excluding restricted zones).
 - Players must parachute out; cannot re-enter after leaving.
 - Arrival at the insertion gate is mandatory; late arrivals will miss the flight.

**GROUND ASSAULT
TANK/APC**

COST: \$TBD

- **Schedule:** Every hour on the half hour, matching airplane insertions.
- **Details:**
 - Operate on designated tank roads.
 - Gunmen must cease fire after 5 minutes and return with the vehicle to the dead zone.
 - Travel time to mission area not counted.
 - No firing into enemy's green zone or at other tanks/helicopters.
 - Vehicle capacity depends on size; all riders must be scanned in.

ATTACK HELICOPTERS

COST: \$TBD

- **Schedule:** Departures every hour on the half hour, matching airplane, and tank timings.
- **Details:**
 - Must be accompanied by a referee.
 - 5-minute mission limit.
 - Travel time to mission area not counted.
 - No shooting within 10 feet of players.
 - Cannot blockade or enter restricted areas.
 - Late arrivals miss the mission.
 - Not possible to run a helicopter frame with a magfed or box magfed gun, so a speedball marker is permitted for ONLY this use.
 - **AMMO LIMIT:** 1 standard hopper and 2 pods.

MERCENARY FORCES

COST: \$TBD

- **Details:**
 - 10-minute assault missions on specific targets.
 - Travel time to mission area not counted.
 - Follows all equipment and gameplay rules.
 - Available only for the current day's purchase.
 - Can support any team after the mission, wearing the corresponding team color.
 - No action in enemy's green zone.
 - Can be used by the Scenario Manager to move the game along.
 - Mercenaries must follow general magfed ruleset and will match player card limits set for specialty roles amongst their own numbers.

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