

ROOTIMENT ARMS



ISLA SÓRNIA










PLAYER RULEBOOK
WELCOME KIT



ROOTIMENT ARMS



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THANK YOU
FOR EMBARKING ON THIS JOURNEY WITH US...

RETURN to Isla Sornia is the second installment of America's only Dinosaur themed airsoft event! On behalf of Rootiment Arms, ownership, staff and friends, we wish to thank you for being here.

For nearly 25 years it has been the only Dinosaur park whose inhabitants are living, breathing creatures. Needless to say, they are prized creatures desired by the wealthy worldwide.

The Iconic Park faces a disastrous future filled with uncertainty. Past ownership security personel **INGEN** have purchased a new set of islands that threaten the very existence of its predecessor. The endeavor is drawing attention from outside investors however, only the original park has the species, DNA and science to create these highly sought after creatures.

The **Ranger Park Staff** are now facing the threatening oncoming of **INGENS ACU (Asset Containment Unit)** whom aim to capture and seize the creatures on their list. No contractual agreements have been made however internal disarray have led them to board the island and threaten all of its inhabitants including *anyone who gets in there way.*



PARK RANGER STAFF



Headgear must be TAN, sand, beige or any lighter Tone - preferably solid color
- Helmets are allowed (TAN)

Player ID Badges must be worn around chest area i.e. Lanyard, Clip, etc...

MEDIC HitSticks **MUST** be clipped on chest area i.e. PC, Chest Rig

Plate carrier/Chest rig & all accessory GEAR/KIT can be nearly any color you own however TAN is strongly preferred

BDUS must be LIGHT colors i.e. TAN
Pants should be Brown, Beige
- Top must be TAN or Light colored
- Pants must be TAN/ Medium BROWN

DESIGNATORS must be worn if your loadout is OFF in color balance

Designator Color: Yellow



PARK RANGER KEY POINTS:

- Park Ranger Staff must be wearing LIGHT tones throughout with exception to their plates carriers /chest rigs, battle belt, dump, etc...
- HELMETS are allowed on both factions however HATS are strongly encouraged (adding to the authenticity)
- We UNDERSTAND if you dont have certain items or colors arent exact, simply run it past admin/staff and we will determine if your exception can be allowed





ACU (Asset Containment Unit) + POACHER DIVISION

Headgear must be DARK, Typhon, MCB or any DARK tone - preferably solid color. Helmets are allowed (BLACK, GRAY, etc.)

Player ID Badges must be worn around chest area i.e. Lanyard, Armban, Clip, etc..

MEDIC HitSticks MUST be clipped on chest area i.e. PC, Chest Rig

Plate carrier/Chest rig & all accessory GEAR/KIT can be nearly any color you own however GRAY is strongly preferred.

BDUS must be DARK colors i.e. Black
Pants should be GRAY.

- Top must be BLACK or Light colored
- Pant = If not GRAY/MCB/Black, etc.

DESIGNATORS must be worn if your loadout is OFF in color balance



ACU KEY POINTS:

Designator Color: Blue



- ACU agents must be wearing dark tones throughout with exception to their plates carriers/chest rigs, belts, etc - GRAY KIT would be a huge +
- HELMETS are allowed on both factions however HATS are strongly encouraged (adding to the authenticity)
- We UNDERSTAND if you dont have certain items or colors arent exact, simply run it past admin/staff and we will determine if your exception can be allowed





EYE
PROTECTION
REQUIRED

CAUTION

EYE PROTECTION REQUIREMENTS

- All attendees must use hard lens type goggles or glasses with a tight seal around the face + retention strap
- Full seal eye protection is strongly encouraged
- M-Frame style lens must have gasket seal
- Must be ANSI Z rated with no gaps bigger than a 1/8"
- Players younger than 18 must wear full face protection
- **NO MESH EYE PRO**

BUDDY SYSTEM: Isla Sornia does not have designated medics, all players can revive their fellow combatant by utilizing their HitStick

- **1st and 2nd hits** do not have any cooldown and once your HitStick tab is flipped and secured, you can get right back into the fight
- **3rd Hit** results in bleed out (5 MINUTE BLEED OUT)
- Gun Hits do not count as a HIT
- Dead LIGHTS are required in you plan on playing the (2) Night games
- **RED RAGs** are MANDATORY (If caught without one you will be asked to leave the field and retrieve one).
- **Bleed Out = RETURNING TO YOUR NEAREST FOB/RESPAWN area.**
- Faction specified FOBS (Forward operating Bases) designated by staff will serve as respawns

HITSTICK 3.0's (Time Delay)

HOW TO USE: Hitsticks track your 2 lives prior to 3rd HIT = bleedout.

- **1st HIT** - Undo velcro and flip TAB labeled "1st" down, then you must reattach velcro to securely fasten
- **2nd HIT** - Undo velcro and flip TAB downwards labeled "2nd", reattach velcro to officially mark your HIT
- 3rd HIT - Sit down in place (DO NOT STAND) and begin your 3 min count down.

DINOSAURS (VERY IMPORTANT)

- Dinosaurs can only be wounded by grenades (30 second downtime)
- (1) grenade hit = Disabled for 30 seconds. Multiple grenades will NOT stack up or add more time to their "downtime"
- Dinosaurs can be tranquilized by NERF style rifles (Provided, do not bring your own) resulting in a 3 minute "sleep" bleed out.
- Dinos do not have to return to Respawn - They respawn where they were hit.
- PROD guns do not DISABLE dinos in any way - Only deterrants that will result in the Dino running away from user. (DO NOT HIT DINOS)
- Dinosaurs cannot attack **if player stays perfectly still**



DEFENDING (against Dinos)

WARNING: Dinosaurs **CANNOT** BE shot with BBs and this behavior will result in immediate ejection. *(Please be considerate of the fact that without these players this event would be nothing).*

- Dinosaurs can only be disabled by GRENADE hits (Disabled mode last 30 seconds) -RUN!
- Dinosaurs run away from SMOKE GRENADES (DO NOT HIT DINOS)
- Dinosaurs run away if a PROD gun prop touches them (DO NOT HIT DINOS)
- Dinosaurs will not attack **if you stay perfectly still**
- Can only **retrieve** a dinosaur on missions designated by leadership
- Dinosaurs cannot be shot at in their spawn areas (safe zones on map)

ATTACKING (as Roleplaying Dinos)

- Dinosaurs can eat any human (ONLY touch player with snout, tail, etc...)
- (1) grenade hit = Disabled for 30 seconds (Please lay down)
- Tranquilizer darts hit = down for 3 minutes (use watch/fair judgement)
- If you are shot/hit by any # of BBs immediately locate/notify **ADMIN**
- Please note you may receive ricochet fire and use righteous judgement
- Dinosaurs run away if a **PROD gun prop** touches them (DO NOT HIT DINOS)
- Dinosaurs cannot attack **if player stays perfectly still (continue roaming, do not just sit there waiting for one person to move)**

COMMUNICATION: Dinosaurs will have a loud speaker signal sound to rendezvous at **1** of **2** meet up locations defined on map



PARK RANGER STAFF

Once you've purchased a ticket, you will be administered to join our private Discord groups which will contain your COMMS channels - Both Squads & Command

ACU (ASSET CONTAINMENT UNIT)

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DISCORD CHANNELS - @ROOTIMENTARMS

PISTOLS



- **1.55** joules @ .30bb
- SEMI-AUTO ONLY
- No minimum engagement
- **FULL AUTO PISTOLS - SMG RULES APPLY**

SMG



- FULL AUTO CLASS
- **1.0** joules or under @ .30bb
- Must be small caliber and qualify
- Low, Mid Cap mags only (NO HIGH-CAPS or over 120 rnds)
- 6 mag limit
- **All rules apply to FULL AUTO PISTOLS**

RIFLEMAN



- **1.55** joules @ .30bb
- SEMI-AUTO ONLY
- No minimum engagement
- 6+1 (7) mags maximum (including in your rifle)

LMG



- Standard Rifleman FPS rules apply
- ONLY 3 LMGs permitted per platoon
- No Full Auto inside building CQB
- Shooting from within to the exterior is allowed but barrel must break the plane of window/door

SNIPER / DMR



- **2.2** joules @ .30bb (Chrono)
- Bolt-action, Semi-Auto only
- 1-00 ft minimum engagement

DMR CLASS

- **1.86** joules
- 60ft minimum engagement

LAUNCHERS GRENADES



- **COLD BURN** pyro only (field requirement)
- **CHALK ROUNDS ONLY FOR LAUNCHERS**
- ONLY (2) Lethal Grenades on person at any time
- ONLY (2) Smoke Grenades on person at any time
- GRENADE HAVE **15ft** KILL RADIUS
- DO NOT FIRE projectiles directly at players
- DO NOT FIRE into enclosed Vehicles

MELEE



- Rubber or Foam tipped weapons only
- Gentle tap and/or slice motion permitted
- If "stealth killed" players CANNOT shout "Hit" and must bleed out immediately

FIELD ADDRESS

Field [FaceBook](#) Page: **SFOD_HQ**

7163 Wilson rd, Montrose, MI, United States, 48457

BARREL SOCKS (REQUIRED)

BARREL SOCKS ARE NOT REQUIRED but
STRONGLY encouraged - Testing to see who's
really reading

CAMPING

Camping on premise is permitted Friday night.

Please bring your own camping equipment.

There are NO outlets for charging, bring your own
power source

FOOD

Its bring you own food with the likely possibility of
food truck vending

POLICE YOUR TRASH

This is our first time being hosted by Sherwood
Forest and we truly wish to return - Please be kind,
corteous and treat the field and facilities with
respect - Like momma taught you.

