

IDMS RULES

Rounds are 5 minutes

ALL FIRE MODES ARE ALLOWED

Mid cap magazines are required, no winding mags

Magazine adapters are not allowed

350 FPS or 1.14 Joule maximum

30 Rounds per second maximum

Players are limited to ONE primary weapon magazine and TWO standard secondary magazines

Magazines that hold over 180 BBs are not allowed

Attackers can enter and exit the target house as necessary

Attackers have 5 minutes to clear the house and neutralize the defending team

Attackers may use up to TWO grenades to assist in clearing the house.

Grenades must expel projectiles to be considered lethal. Sound only devices are considered distraction devices.

Grenades tossed into a room clears the entire room except for behind hard cover and subrooms

Grenades tossed down hallways have a 5 foot kill radius not including around bends and corners.

Attackers cannot move barricades until the final minute

Defenders cannot leave the target house but may shoot out of it

Defenders must survive inside the house for 5 minutes

Defenders may move barricades at any time during the round

All players have ONE extra life. Players can be revived by teammates or confirm killed by enemies by removing their player band (Provided by Project N1)

Downed players can talk to teammates or taunt the enemy. They can also move on their butts away from the enemy and to safety to get revived by teammates. Downed players that are talking or moving can be continuously shot until they are quiet or stop moving.

Dead players cannot talk or move

Players may not touch other player's persons or equipment for any reason

*RULES SUBJECT TO CHANGE

*UNLESS SPECIFICALLY CHANGED FOR IDMS, STANDARD RULES APPLY AND ARE TO BE FOLLOWED