



Manifesto v2.0

The purpose of this Manifesto is to establish a living framework of principles, rules, and practices that guide all who enter Zone 37. These are not mere restrictions — they are the foundation of an experience built on discipline, respect, and shared immersion. Drawn from proven tactics, techniques, and procedures, this document exists to ensure that every participant, present or future, understands the standards that preserve the integrity and safety of our world.

Zone 37 is a dynamic environment. Its conditions, like its challenges, may shift without warning. The organizers reserve the right to adapt and refine this manifesto at any moment — before or during any operation — to maintain balance, fairness, and the high quality of the event.

At the core of this Manifesto lies respect. Every participant, regardless of faction or role, deserves dignity and fair treatment. The purpose of Zone 37 is not victory — it is experience. The game is not about domination, but immersion. Whether your side advances or retreats, every moment contributes to the shared story. Play your role with authenticity, humility, and enthusiasm.

In Zone 37, there are no winners — only survivors, storytellers, and believers in the world we build together.

October 2025

<https://zone37airsoft.com/>

Introduction

Zone 37 is a 40-hour nonstop **airsoft ROLE-PLAYING event** with an evolving story. Each game builds on the last, changing the world and pushing the story forward.

You can be anything you want — a broke bandit, a treasure hunter, a kind medic, a cultist, a zealot, a bounty hunter, a government soldier, or a PMC merc. The choice is yours. Play your role, have fun, and help shape the world of Zone 37.

Each player has a profile in our electronic system. Players can earn in-game reputation and money. This will be useful to you during the game and when participating in raffles where we give airsoft guns and/or gear.

Please note:

- This is NOT a milsim event.
- This is NOT a speedsoft event.
- This is NOT your regular weekend game.
- This is NOT a K/D competition.
- This is NOT a place to hurt people.
- This is NOT a place for drama.

Since our events focus heavily on character-driven role-play, participants who prefer a pure combat experience may find them less fulfilling. Please adjust your expectations accordingly and do not ruin other players' experiences.

Table of contents

General Safety Rules.....	6
Non-negotiables.....	6
GOLDEN RULE.....	6
EYE PROTECTION.....	7
HEARING PROTECTION.....	7
DEAD RAG.....	7
LASERS AND FLASHLIGHTS.....	7
AGE RESTRICTIONS.....	7
HYDRATION.....	8
REAL-WORLD WEAPONS.....	8
CAMPFIRES.....	8
CAMPING.....	8
ALCOHOL, DRUGS, AND GLASS BOTTLES.....	8
TRASH.....	8
LOST AND FOUND.....	9
Check-In Procedure.....	9
Check-Out Procedure.....	9
General Rules.....	10
RESPAWN AND MEDICS.....	10
SAFE ZONES.....	10
RULES OF ENGAGEMENT.....	10
CHRONOGRAPH.....	11
DRESS CODE.....	11
Looting.....	11
Packing List.....	12
Flashlights.....	12
Weapons Restrictions.....	14
MAGAZINE RESTRICTIONS.....	14
AMMUNITION.....	14
Weapon Class Qualifications.....	14
RIFLEMAN.....	14
MMG/LMG.....	15
MARKSMAN.....	15
SNIPER.....	15
Grenades, smoke, and simulated explosives.....	16
Technical engagement.....	16
Melee Weapons.....	17

Shields.....	17
Factions and Leadership.....	18
PMC RUBICON.....	19
PMC TITANS.....	20
UNITED GLOBAL FORCES.....	21
VELMOR.....	22
CIVILIANS.....	23
Game Items, NPCs, Tools and more.....	25
MEDIC WATER.....	25
ARES ALPHA APP.....	25
CURRENCY.....	25
JAIL & BOUNTIES.....	25
LOCKBOXES (SAFES).....	26
ARTIFACTS.....	26
RADIOACTIVE AREAS.....	28
STASHES.....	28
RAIDS.....	29
CENTRAL RADIO STATION.....	29
EMISSIONS.....	29
UV FLASHLIGHTS.....	30
QUESTS.....	30
THE BANK.....	31
IN-GAME ECONOMY.....	31
Staff Interactions.....	31

General Rules

General Safety Rules

- **EYEPRO will remain on at all times. No exceptions! This means even while you sleep.**
- **Airsoft is a game of HONOR. Please call YOUR OWN hits!**
- If you think that a player is cheating, please talk to an admin; do NOT confront the player.
- Do not cheat.
- Do not be a jerk.
- Players who break the law will be referred to local law enforcement and barred from future events.
- **Subordinate players will respect leadership ranks.**
- If a player loses their eye protection or has a medical emergency, immediately call "Blind Man". Admins will pause the game until the affected player gives "All Clear". Admins will then signal to continue. In the absence of officials, nearby players will wave their dead rags to indicate a "Blind Man" call. Once the player gives "All Clear", players will yell "All Clear."
- If you spot a player who is seriously injured or if you yourself are seriously injured, shout "Emergency" and call 911 immediately! All players must echo "Emergency"! After this, immediately notify the admins about the incident in any way possible. Admins will then signal to continue the game after the incident is resolved.
- No blind firing. You must be able to see where your gun is shooting.
- **Don't shoot through small holes or cracks;** if your head can fit through the opening, you can shoot through the opening.
- **It is strictly forbidden to block doors or barricade passages and windows,** as well as to move objects around the AO without admin permission. Everyone who commits such a violation will be immediately removed from the game.
- Under no circumstances will participants be bound or zip-tied!

Non-negotiables

These are the most important rules that all participants, spectators, and staff must abide by. These rules are not negotiable. Failure to comply with these rules may result in a permanent ban from our games.

GOLDEN RULE

- **We do not tolerate cheaters of any kind. If you are an unstable person and unable to play by the rules, respect other participants, and constantly ruin the gameplay, please refrain from participating in our games. Sooner or later, we will identify you and permanently ban you.**
- Whenever in doubt about how to act or behave in any situation not specifically mentioned within this rule set, always **use your best judgment to keep within the spirit of the event.** Don't "game" the event; go with the flow and enjoy the experience.

- **Disrespect of the staff or other participants will not be tolerated.** Participants found cheating or disrespecting the staff and other participants will be ejected from the event without a refund.
- Participants who attempt to steal, cause bodily harm, or break any other laws will be handed over to local law enforcement officials.

EYE PROTECTION

ANSI Z87.1-1989-rated full-seal-to-your-face glasses or goggles are required to be worn at all times during the event. Mesh eyewear and paintball masks are not allowed. Be sure to wear comfortable glasses, as you will not be able to take them off during the entire event.

HEARING PROTECTION

Hearing protection should be worn at all times. You could be subject to noises in excess of 120 dbs at any time during an event. This includes but is not limited to loud sirens, alarms, and commercial 1.4 C pyro (such as Enola Gaye products). Zone 37 will not be responsible for injuries caused by participants who choose not to use hearing protection during the event.

Any military style hearing protection is appropriate; however, foam earplugs work just fine.

DEAD RAG

All players should carry a dead rag (HIGH VIS RED - You cannot wear gear of this color) on them at all times. If a dead rag is lost, the player should do everything possible to "stage death" and avoid causing confusion by being "dead" without an available dead rag for their head. DO NOT wear RED head coverings, as this can be confusing while you are alive. Dead Rags should be no smaller than 12" x 12".

If you are dead, you MUST NOT be standing upright, and you MUST NOT be moving. If your bleeding time (4 mins) is over, you should stand up, raise your replica and hand above your head, and walk to a respawn area. **Continuous failure to comply with this rule will result in a permanent ban.**

LASERS AND FLASHLIGHTS

Strobes and lasers of any kind are strictly prohibited in our games. If your flashlight and laser are one unit, make sure to replace it with a regular flashlight.

AGE RESTRICTIONS

We DO NOT allow participants younger than 18 at our events. All participants must sign the waiver before each game. Our events are designed for a mature audience and require a level of self-control and respect not typically found in minors.

HYDRATION

All players are required to have one quart (1 liter, 2 disposable bottles) of water capacity with them at all times on the field. If you are not hydrated for this event, you will have a very bad time.

REAL-WORLD WEAPONS

No actual weapons should be brought to an event. This includes bladed weapons, firearms, tasers, etc. Utility tools and knives with blades under 6" are permitted for camping purposes. Disregarding this is grounds for immediate expulsion from the event and a permanent ban from our games. You must also adhere to all local, state, and federal laws and regulations.

CAMPFIRES

Campfires are NOT allowed, but you can use camping cans/stoves on stones or clear ground without any dry grass or leaves, and observe all fire safety rules. Double-check with your faction leadership before starting, and never leave burning cans/stoves unattended.

Absolutely no fires of any type indoors: this also applies to jetboils, camping cans, stoves, etc. Violation of this rule will result in immediate removal from the game.

CAMPING

You may place your camping gear and set up camp **ONLY** within your faction's base or in the Main City. Camping outside of these areas is **strictly prohibited**. Violation of this rule will result in immediate removal from the game. **Players may NOT shoot into or out of open tents. This is a non-negotiable. You will be immediately removed from the event for violating this rule.**

ALCOHOL, DRUGS, AND GLASS BOTTLES

Intoxication is not allowed. Behave responsibly and obey the law or you will be ejected from the experience. Glass bottles are not allowed on the playing field due to the hazard they pose should they become litter.

TRASH

Put trash in designated trash receptacles only when on the field. If camping on-site, bag all trash for your campsite and take the trash to the dumpsters or designated trash pick-up sites. If the organizer catches you littering, you will be fined.

LOST AND FOUND

If you come across any items that another participant obviously dropped, please pick them up and turn them in to the event staff so they may be returned to their rightful owner. Zone 37 is not responsible for items left on the field after event staff clear the site.

Check-In Procedure

Players must arrive on Friday. Check-in starts when the gates open. When you arrive at the field, proceed to the indicated parking area.

When parked, your next steps are the following:

1. **SIGN THE WAIVER ONLINE!**
2. **Wear your faction uniform and gear!** Bring your eye protection, your airsoft guns, and rubber knives you will be using during the event, and proceed to the check-in area of your faction. Make sure your mags are out and safeties are on.
3. Place your gear and backpacks in the **designated area** for the gear check procedure.
4. Wait for your commander to check your gear. You will be required to show all items from the mandatory list. If you are missing anything, you will be sent back until you return with everything required.
5. Proceed to the chronograph station to chrono your airsoft guns and tag them.
6. Proceed to the check-in station, where you will be issued your starting items: patch, ammo, ID card, and the faction QR code (Ares Alpha app) to join the game.
7. Return to your gear and wait for the briefing.
8. All players must return to the ready line for final gear checks and faction briefings before deployment begins.
9. All participants must be on the field by **7:30 PM** on Friday. NO EXCEPTIONS.
10. **You are not allowed to leave the field after deployment.** If you leave the field (go out of bounds or to your car for any reason), you will not be allowed to return. We ask you not to leave the game without a serious reason.

Check-Out Procedure

At the end of the event, be sure to:

1. Attend the After-Action Report (AAR). Some transportation to the parking area will be available following the AAR, but players may walk off should they need to leave early.
2. Verified vehicles may enter the field at the scheduled times to assist with takedown.
3. **Turn in all in-game props to the Bank before, during, or after the AAR.**
4. Dispose of all trash at the designated trash zones.
5. Ensure that all your camping stuff is removed from the field.
6. **If you leave the game early, please inform the organizers and do all of the above.**

General Rules

RESPAWN AND MEDICS

- If you have been hit, you **must** scream as loudly as possible, present yourself as dead, and fall to the ground. Let the opponent know that you have been hit; otherwise, you risk getting hit again. **BE AS LOUD AS YOU CAN.**
- Once hit, you are “down” and must place a red “dead rag” on your head. You have **four (4) minutes** before you “bleed out”. **All you can do for those 4 minutes is yell “medic.” DO NOT** adjust gear, remain seated, and **DO NOT test fire your replica.** You can confuse your opponent and get hit again. If you have **no tourniquets left**, then after **four (4) minutes** of “bleeding out” you are “dead”.
- **PLEASE DO NOT SKIP THE BLEED OUT TIMER!** This pause is necessary so that you or your opponent can loot “dead” players. Besides, returning to base can be very long and tiring. Our games take place on large or HUGE AOs. It's better to wait for a medic.
- You are required to carry a tourniquet with you so that you can be treated. You are allowed to carry **up to two (2) tourniquets.**
- **Any player can heal “downed” players back to life by wrapping a tourniquet around their hand or other limbs. Don't avoid this procedure!**
- **After a second hit and four (4) minutes** of bleeding out, you must return to the closest respawn (your base, or the trader).
- Medics can heal downed players using **medic water.**
- A player **must fully drink the bottle** to come back to life!
- Medics are appointed by faction commanders with the player's consent.
- Medics may not shoot or move while healing a dead player.
- **Anyone can move a downed player** (friendly or not) by maintaining physical contact. When moving a downed player, you can only use a pistol.
- **Medic cannot revive himself with medic water!**
- **No real tourniquets!**

SAFE ZONES

- **The Trader, The Bank, The Church, and The Jail. These Safe Zones are clearly marked (mags out zones).** You may not shoot into or from these zones. Violating this rule will result in immediate removal from the event.
- **The safe zone does not mean you can take off your glasses!**

RULES OF ENGAGEMENT

Try to aim for center mass when possible. Blind firing is not allowed, weapons should always be shouldered, and players should have the ability to aim down sights when firing. All weapons must be on semi-auto inside buildings.

CHRONOGRAPH

Every time you come to our games, you must get your gun chronoed, even if you've been chronoed before. Admins may chrono your replica at any time during the event if we receive a complaint about your replica firing too hot. You will be permanently disqualified and banned from the event without discussion if we find that your replica does not meet the event requirements or if you adjust it after the chrono station.

DRESS CODE

Your gear and uniform must **fully comply** with the requirements of your chosen faction. Otherwise, you will not be allowed to play.

Absolutely no misrepresentation of a faction. As a PMC or UGF member, you cannot completely betray your faction and turn against them. You are required to wear your faction's patch on your left shoulder for the entire game.

If you are unsure whether your outfit meets the faction requirements, please contact the admins by posting a photo on the official Zone 37 Discord server or sending an email to info@zone37airsoft.com.

Looting

You can search opponents if they are “downed” or “dead”. **Looting of players is physical, not verbal.** Expect your external pouches WILL be searched.

This is an implied consent event for appropriate contact. You can allow the player to search you, or show him everything you have. It's your choice.

You can search your opponent for artifacts, intel, money (DBs), maps, or BBs. After that, you have to choose **only one item** to take! **UGF soldiers can confiscate all artifacts from even living players.**

What you CAN NOT loot:

- **NPCs CANNOT be looted**
- You CANNOT take the BBs loaded into a player's mags, but you can take the BBs out of their loaders.
- Players can only be looted **once** per death.
- **You CANNOT take radio frequencies.** Our events rely heavily on radio; don't break this rule and other players' immersion.

Packing List

This is a list of items you will need. **Items from the red list are mandatory**; the rest is up to you. Please print this page and ensure you have all the necessary items to maximize your experience at the event. **You will be checked for the presence of these items.**

Uniform and gear: Top, bottom, boots, plate carrier, etc. - correct for the faction you signed up for.	Face and mouth protection (Strongly recommended).
Picture ID (keep on you at all times)	Assault Backpack (Strongly recommended).
Medical Card: Name, allergies, conditions, etc.	Tent and tarp.
Primary Airsoft Replica	Stove and camping equipment.
Eye protection: MUST BE WORN ON THE FIELD AT ALL TIMES. Eye protection needs to meet ANSI Z87.1-1989 standards!	A dry set of extra clothes stored in a waterproof bag or garbage pack for safety reasons.
Sleeping pad and bag	Personal Hygiene Kit: toothbrush, deodorant.
Enough food and water for two days of the game	Flashlight/head lamp. Must have red lens/light mode during the night phase of the game.
Cold/Wet Weather Gear	Replica repair kit or spare parts.
3x pair of socks	3-day Backpack for all your items.
Enough batteries, gas, or air for your replicas!	Personal items and medications.
Power bank for your smartphone (Ares Alpha app uses GPS)	
Flashlight (head, chest, or weapon-mounted).	

Flashlights

Flashlights are a necessary part of our events because the AO might be very dangerous, and they also add atmosphere and overall immersion. Flashlights are counted as an attachment for Civilians **if they are attached to a rifle**. Otherwise, you can attach a light to any part of your person or carry it in your hand.

Weapons Restrictions

Weapons Restrictions

All weapons are chronographed with .30g bbs. HPA guns are subject to having Tournament Locks applied to their regulators. **BINARY TRIGGERS ARE NOT PERMITTED. Trigger spamming will NOT be tolerated.**

Type	Chrono Limit	MED	Special Conditions
SMG/Shotgun	1.2 J	No	Burst (30 RPS max)
Pistol/Rifle	1.5 J	No	Semi Only
LMG/MMG	1.8 J	75ft	Full Auto (30 RPS max)
DMR/Sniper	2.8 J	100ft	Semi Only

MAGAZINE RESTRICTIONS

- Box or drum magazines are authorized for use by LMG/MMG Gunners **ONLY**.
- **Spring-powered standard or midcap magazines are the only magazines allowed for all other players.**
- Winding, electric, and/or pull cord magazines are strictly **PROHIBITED**.
- M4/AK/etc. magazine HPA adapters may **NOT** be used with pistols/handguns, shotguns, DMRs, and sniper rifles.
- Spring-powered magazines **must NOT exceed 140 rounds**. NO EXCEPTIONS.

AMMUNITION

Outside ammunition is not allowed at our events. All ammunition will be provided during the game. We will provide **.30 BBs for all and .42 BBs for DMR/snipers**. Make sure your replica can hop them properly. At the beginning of the game, you are issued **200 BBs (.30)**. You can get more BBs by selling artifacts, completing quests, finding stashes, and looting dead players.

Weapon Class Qualifications

RIFLEMAN

The backbone of any squad, the Rifleman, is generally the most flexible class, and many players will find their airsoft guns suited for it. Rifles are classified as airsoft guns, which replicate intermediate or full-power caliber rifles.

Examples of Rifleman class weapons include M4, AK, SCAR, AR15, ACR, G36, etc. SMGs are also considered Rifleman class weapons but have their specific limitations (see "Weapon Restrictions" table).

MMG/LMG

The Medium/Light Machine Gunner is the most common sustained fire solution for any squad. MMG/LMGs are replicas of belt-fed dedicated machine guns that have seen military service and may use drum or box magazines. LMGs not in the original military configuration must have a feed tray and be incapable of accepting standard AEG magazines to use box or drum magazines. **All MMG/LMG MUST carry a Handgun as a sidearm.**

MMG/LMGs may only use fully automatic fire indoors to engage targets that are fully outside of the structure they are in.

Examples: M249, RPD, Stoner 63, Mk43, Mk48, M240, PKM, M60 etc.

MARKSMAN

The Marksman is the long-range precision weapons class. Marksman rifles must use non-winding low or mid-capacity magazines only. **All Marksmen MUST carry a Handgun as a sidearm.** Marksman rifles are mechanically semi-auto-locked replicas. May only be used indoors if shooting outdoors at a target outside their MED.

Examples: M110, SR-25, M24, SVD Dragunov, L96, VSS Vintorez, Mk12 SPR, etc.

AR15, M4, and AK, even with a long barrel and a silencer, ARE NOT DMR! Real-world DMR replicas that do not meet length requirements must be in the correct military configuration. All marksman rifles must have a stock.

SNIPER

The Sniper is the long-range precision weapons class. Sniper rifles must use non-winding low or mid-capacity magazines only. **All Snipers MUST carry a Handgun as a sidearm.** Sniper rifles are **only bolt-action replicas** with a magnified optic. Real-world sniper replicas that do not meet requirements must be in the correct military configuration. All sniper rifles must have a stock. May only be used indoors if shooting outdoors at a target outside their MED.

SIDEARMS

In the Zone, sidearms strike the right balance of mobility and firepower for civilians and treasure hunters alike.

Sidearms are secondary weapons that may be carried by any player as a supplement to any weapons class. Sidearms must be handgun, revolver, or breacher shotgun-type weapons. **Handguns in a chassis system do not fall into the sidearm class.**

Sidearms must use non-winding, weapon-specific magazines. Sidearms must not have adapters to use AEG rifle magazines or drum, or box magazines. Extended-type magazines

made for handguns are approved. All optic, flashlight, and muzzle device configurations are approved.

Any handgun-type weapon with no stock can be carried as a sidearm. Examples include Glock 17/18c/19/34, 1911, Hi Capa, Sig, M9, Revolvers, etc. **SMG-type replicas cannot be your sidearm!**

Any spring or gas-powered shotgun replica **without a stock** may be carried as a sidearm. Examples include M870 Breacher, M3, M500 Shockwave, etc. Sidearms must pass the Standard energy limit and are limited to semi-auto only, with no minimum engagement distance.

Grenades, smoke, and simulated explosives

Branded PYRO grenades, smokes, or simulated explosives may only be used if weather and other conditions allow. The use of smoke inside buildings is PROHIBITED. You will find out if pyro is allowed from our email with the final roster 1-2 weeks before the event.

Grenades, simulated explosives that eject BBs and simulated explosives that utilize gas, primers, etc., to create a loud report upon detonation, have a kill radius of **15 feet from impact (this is approximately the length of your car)**. Launchers consist of simulated grenade or rocket-launching weapons, such as the RPG-7, AT4, M-72, LAW, M203, M320, or GP-25, and have a **MED of 100 feet** (approximately the length of two semi trucks). **NO MED** for BB Shower type launchers. **No Airsoft Innovations Master Mikes!**

Due to the nature of our game, we limit the number of grenades per person.

- **Homemade pyrotechnics are prohibited.**
- **No tripwires or rigged grenades.**
- **BRANDED** gas, primer (internal ignition only), and spring-powered grenades **are always permitted.**
- You can carry no more than **2 grenades OR shells, OR their cartridges** on you at a time.
- You cannot have more than **10 grenades OR shells, OR their cartridges total.**
- You **must show** all 10 grenades/shells/cartridges during the gear check procedure.

Technical engagement

Technicals may be present at some of our events. These vehicles are part of the game and can be disabled. The rules of engagement are as follows:

- Only a Rocket, launchable, **203-type grenade hit** or a **chalk round** will disable a vehicle.
- Must adhere to engagement distance for launchers while engaging a technical.

- Sustained rifle fire will **not** destroy or kill a vehicle.
- After a vehicle is “killed,” its **emergency blinkers will be turned on immediately.**
- A disabled vehicle remains out of action for **1 hour.**
- All occupants of a disabled vehicle are considered **dead** and may be looted for **one item each.**

Melee Weapons

No real-life knives on the field! No Bayonets of any type! The player may carry dummy melee weapons like rubber knives or swords. Each melee weapon must be presented during the chrono of your primary airsoft replica. To “hit” a player, you should always use the broad side of the blade and just gently touch the player. **Never stab with the sharp end of a dummy knife,** because even a rubber dummy knife is quite hard and can cause injury.

If you want to use such a weapon, then this weapon must meet the following requirements:

- **The tip of the blade of the dummy knife must be blunt!**
- The blade should bend if adequate force is applied.
- The melee weapon must be attached to your gear (you cannot carry it in your backpack).

INSTANT DEATH

If you are hit with a melee weapon, you are considered "dead" immediately. You need a medic, or you need to return to the nearest respawn point.

Shields

Players' shields are prohibited. Shields are an in-game prop and are **only issued to the UGF faction.** Please refrain from bringing your shields to our events. You will be immediately removed from the game for using them. The following shield usage conditions apply:

- The shield bearer (a UGF agent) may **only use a sidearm while carrying the shield.**
- **The shield cannot be used as a stationary cover.** The player must hold it in his hands.
- BB shots fired at the shield do not count as a hit.
- Any hit to the shield bearer’s limbs or body counts as a hit.
- A grenade detonation near the shield bearer, or a direct impact to the shield from any launcher (excluding BB showers), counts as a hit.
- One shield per a UGF squad.

Factions and Leadership



PMC RUBICON

Gameplay style: Squad-based military-style gameplay.

Freedom level: Average.

The paramilitary association of former special forces officers from the Eastern Bloc and other Slavic countries. They are distinguished by their brutal approach to achieving their goals. They do not disdain to do dirty work and are ready to go to the end. Rules of Engagement (ROE) states that we may not open fire until fired upon; however, this will only apply to Civilians present in Zone 37.

Leadership and objectives: The faction has a stationary base, a commander, and squads subordinate to him. A squad cannot have fewer than 4 people. Each squad must have a medic and a squad leader. Each squad itself assigns these roles to its members. As a PMC operator, you see Zone 37 as a source of profit and a good place for illegal trade. Therefore, you will not allow anyone to establish control over it. Your PMC is even ready to launch a nuclear strike on Zone 37 to keep control over it. **You receive specific orders from your commander as the game progresses.**



Appearance: Green-based Russian camo (Pixel, ATACS-FG, Gorka, M81 Woodland, Marpat Woodland, Jungle Tiger Stripes). The top and bottom must match. **No black headgear, plate carriers, or chest rigs, and pouches on them.** Black pistol holsters and leg plates are allowed. Multicam and OD gear colors are allowed.

Airsoft Replicas: There are no restrictions, but it is recommended to use airsoft replicas of Russian and Eastern Bloc weapons.



PMC TITANS

Gameplay style: Squad-based military-style gameplay.

Freedom level: Average.

An American private military company consisting predominantly of former (and possibly active) CIA agents. Despite being funded by the American government for homeland security and conducting “dirty work” outside the American borders, PMC Titans is being investigated after a situation that happened in Zone 16 in May 2022. Records show that PMC Titans have allegedly committed war crimes, including (but not limited to) the shooting of unarmed civilians, mutilation of corpses, and false surrendering. No one knows their real purpose for being in Zone 37 nowadays.

Leadership and objectives: The faction has a stationary base, a commander, and squads subordinate to him. A squad cannot have fewer than 4 people. Each squad must have a medic and a squad leader. Each squad itself assigns these roles to its members. As a PMC operator, you strive to establish your authority over Zone 37 and provide your scientists with everything they need to develop advanced military technologies. **You receive specific orders from your commander as the game progresses.**



Appearance: Tan-based American camo (Multicam, Arid Multicam, AOR1, Desert Marpat, DCU, Chocolate Chip). The top and bottom must match. **No black headgear, plate carriers, or chest rigs, and pouches on them.** Black pistol holsters and leg plates are allowed. Tan, coyote brown, and OD gear colors are allowed.

Airsoft Replicas: There are no restrictions, but it is advisable to use airsoft replicas of US/NATO weapons.



UNITED GLOBAL FORCES

Gameplay style: Squad-based, police-style gameplay.

Freedom level: Average.

The United Global Forces (UGF) are military forces from European countries, Africa, South America, and Australia. They strive to maintain order and prevent conflicts from spreading beyond Zone 37. **UGF operates very much like a police force.**

Leadership and objectives: The faction has a stationary base and multiple checkpoints on the field, a commander, and squads subordinate to him. A squad cannot have fewer than 4 people. Each squad must have a medic and a squad leader. Each squad itself assigns these roles to its members. As a UGF operator, you are a well-armed government employee, and your job is to maintain order in Zone 37 and stop any illegal trade in artifacts outside the city. **You receive specific orders from your commander as the game progresses.**



Special perks:

- Each UGF squad has **a shield bearer**.
- If you kill a UGF agent, **a bounty** may be placed on your head.
- UGF agents **can confiscate all artifacts** from even living players.
- **UGF has a strong presence in the Main City.** They can search and seize in this area.
- You can use them to follow leads on open bounties, hire private security, and gain advantages during certain situations. **Do not underestimate their usefulness.**

Appearance: Any black camo or clothes. **The top and bottom must match.** Plate carriers, chest rigs, and pouches can be used in any camo, including multicam, RG, tan, etc.

Airsoft Replicas: All allowed



VELMOR

Gameplay style: Role-playing, recon-style gameplay.

Freedom level: High.

The Velmor faction appeared seemingly out of nowhere. Their leader, known only as the **Revenant (NPC)**, is a figure shrouded in mystery, rumored to have come from another time or even another world. His original world was destroyed, and now he seeks the most powerful artifacts of the Zone to restore it.

Leadership and objectives: The faction has a stationary base and a commander. Members of Velmor operate alone in secret, moving through the Zone like ghosts. Outwardly, they seem like mercenaries or fanatics, but in truth, they pursue a singular, desperate goal: the resurrection of a lost reality. **You receive specific orders from your commander as the game progresses.**

Special perks and restrictions:

- The faction can have no more than **10 active** members and **10 recruits** during a game.
- **Revenant is an NPC** with whom you can trade and who gives special quests (if you want to join Velmor).
- **Revenant** cannot be looted or killed, but he **can be downed by a player for 2 minutes**.
- **The Revenant cannot search for artifacts on his own, but he can attack players and loot them.**
- It is impossible to join this faction from the beginning of the game if the player has not completed the initiation (the quests that need to be completed to join Velmor) in the previous Zone 37 game.
- Velmor members **are immune** to emissions.
- Velmor members **cannot be killed** by phantoms.
- Velmor members have a **one (1) minute** bleed-out time.
- Velmor members are **all medics** by default.
- **Recruits do not have any special perks.**

Appearance: Solid OD, Green color uniform only. **The top and bottom must match. Dark green, blue, or gray long hooded scarf, post-apocalyptic shawl, or shaman cowl is a mandatory item.** You must wear this cape and hood at all times. A respirator is optional. The gear can be any camo/color except black.

Airsoft Replicas: All allowed.



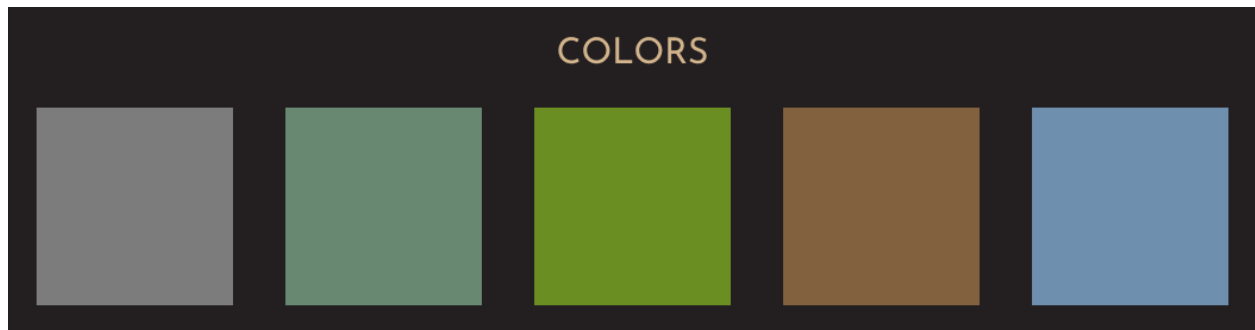
CIVILIANS

Gameplay style: Immersive exploration-style role-playing gameplay.

Freedom level: Maximum.

Who said you can't just make money there? Zone 37 attracts all sorts of people from all over the world, including bounty hunters, treasure hunters, traders, doctors, and just onlookers who are not averse to making money peacefully, or not quite peacefully...

Leadership and objectives: The faction has a stationary camp within the Main City, and a **Chief of Medicine** (Commander). **Players can team up at their discretion.** As a civilian, you can search for artifacts and stashes, trade with Traders, and among your faction. You CAN revive players (if you are a medic), and team up with other factions. But keep in mind that reputation is hard to earn and very easy to lose.



Appearance: ANY civilian clothes, jeans, shirts, hoodies, etc. **The top and bottom may NOT match.** Homemade post-apocalyptic costumes are very welcome! But you can wear ANY gear color/camo **except black**. Black pistol holsters are fine.

General Restrictions:

- MILITARY-STYLE HELMETS and **head-mounted** devices such as an NVG or thermal are **PROHIBITED**. Only handheld NVG or thermal devices are allowed!
- Clothing should not be in a combat style. Military uniform is **PROHIBITED**.
- **NO CAMO OR BLACK CLOTHING!**
- **Replicas can only have TWO attachments.** The following are considered attachments: flashlights, silencers/cans, bipods, any red dots or scopes, magnifiers, all tracer units (we do not supply tracer BBs), hand stops, or fore grips, etc.

Airsoft Replicas: All allowed, **except** MMG/LMG class weapons!

Use your best judgment when creating a civilian outfit. If you can be mistaken for a military person from a distance, you're probably doing something wrong.

Game Items

Game Items, NPCs, Tools and more

MEDIC WATER

16.9 oz (0.5L) of water in the plastic bottle. You are allowed to bring these water bottles with you to the field. Medic water can be bought from the Trader or taken from your faction base.

Water in your Camelbak, thermos, or gallon bottle does not qualify as medic water!

The organizers replenish supplies of medic water at respawn points.

Don't litter. Don't throw away empty plastic bottles. Take your trash to the base or the city! You will be immediately removed from the game and permanently banned for such a violation.

We will use the empty bottles to gauge your resupply needs during the event, as well as keep trash at a minimum.

ARES ALPHA APP

We use the Ares Alpha app to coordinate actions during the game. Every player on the field is required to have this app and be online. This is your map, this is your communication center, and management objectives.

[Ares Alpha IOS app link](#) [Ares Alpha ANDROID app link](#)

CURRENCY

Doubloons (DB) are an in-game currency. **Doubloons can be earned by selling artifacts and completing quests. They can also potentially be earned through the relationships you will form in the Zone.**

Since paper money was very ineffective in Zone 37, the locals decided to use physical crypto-coins for all transactions in Zone 37. With this money, you can buy ammo, intel, artifacts, access to closed areas, or bribe opponents to achieve your personal goals.

Any doubloons you have left at the end of the game will be credited to your game account for the next event — use this to your advantage! Saving is profitable!

JAIL & BOUNTIES

The game features a prison and bounty hunting. This is also one of the ways to make money in the Zone. Make sure you understand how it works:

- **Only the Trader or Faction Commanders can set a bounty.**

- To request a bounty on someone, you need to contact the Trader. The trader will then set the price of bounty and notify the area via radio. Bounties are placed indefinitely until the bounty is claimed.
- **You must surrender** if you're caught off guard (and can't fight back), and the player declares that there's a bounty on your head.
- If any player is caught and brought to the Trader alive, the time in jail is **15 minutes**.
- If the bounty player is KIA, you can take a picture of the "body" and return to the Trader for a reduced reward.
- You will find the wanted list at any of the traders (in the Main City or at faction bases).

LOCKBOXES (SAFES)

Protected container that cannot be looted from a "downed" or "dead" player. You can carry **money, maps, quest items, and 200 BB bags** in your lockbox. **No more than 1 category at a time.** For example, you cannot carry money AND 200 BB bags at a time. You **CANNOT** store your speedloader in a lockbox. You **CANNOT** store artifacts in a lockbox.

A lockbox can be bought from **the Trader**. There is a limited number of lockboxes in the game. A lockbox can be sold to other players or back to the Trader. Lockboxes must be returned at the end of the game.

ARTIFACTS

Artifacts are collectibles that can be found in Zone 37. These artifacts can be used to complete quests, fulfill missions, or for the sake of exploiting their power. **Artifacts can be sold to Traders or other players for DB. No artifact stacking. Artifact effects do not compound.**

To store and transport an artifact, you must purchase a storage unit (can) from the Trader or your Faction Commander. You cannot touch or carry artifacts with your bare hands. The can must be externally attached to your gear or carried in your hand. Artifact must be visible on your body in some way. One can per artifact.



Slime

Slime is a collection of yellow discs that are connected in the shape of a vortex. If you have this artifact, your **bleedout time is reduced by one (1) minute**, making it more probable to leave the area before being looted.

Tier: — 1



Grape

Grape looks like a vine with flaming orange grapes sticking out from its stems. This artifact **gives the player a 1 DB discount** when purchasing anything from the Trader. You must show the artifact to the Trader.

Tier: — 1



Spiral

Spiral is a spring-shaped artifact that is grey in color. **This artifact gives the player the ability to stay alive after a Phantom attack.** Unlimited use. You **must show the artifact** to the Phantom when he touches you.

Tier: — 1



Slug

Slug is a green polyhedral mottled cube. This artifact has incredible power and **can heal even fatal wounds.** It is equal to **medic water.** Players can revive dead players but not themselves! To revive a player, you **must show** that you have an artifact and touch the player with it (in a can).

Tier: — 2



Crystal

Crystal is a blue artifact that takes the shape of a crystal. This artifact allows the player to **travel through one radiated sector or wander through radioactive areas within 8 minutes** that otherwise would be impossible without this artifact. Entry to such places is only possible with a guide and **a fee!**

Tier: — 2



Morning Star

Morning Star is a round, red ball that resembles a sea urchin. **This is an extremely rare artifact** that is being hunted by PMCs and UGF. This artifact has a decent price tag to its name, meaning that just a few of them could make a man rich! But be careful, because once you find it, **you become a target.**

Tier: — 3

RADIOACTIVE AREAS

This is the safe zone (mags out zone). Special closed areas that can only be accessed with a **Guide**. To enter the zone, you **pay the fee** and bring the **Crystal** (artifact). In these areas, you can try your luck and find a stash of the most valuable items. If you leave the radioactive zone empty-handed, you will be awarded an additional raffle ticket by the guide.

STASHES

There are hidden ammo cans on the field that can contain ammo, secret documents, maps, and food. The more difficult the ammo can is to access, the more useful its contents.

All ammo cans are locked. Only your commander at your base or the Trader in the City can open the ammo can. **Do not attempt to break into or damage the ammo can.** You will be immediately removed from the game and permanently banned for such a violation.

You can use only the sidearm while carrying the ammo can. You can not put the ammo can into your backpack. So, it wouldn't hurt to always have a sidearm on you.

Players who find the ammo can distribute its contents among themselves by mutual agreement **AFTER** visiting the Trader. If only one player finds an ammo can, then all its contents belong to that player. The player has the right to dispose of this content at his own discretion, including sharing it with teammates and allies.

RAIDS

Faction raids can happen at any time, and they are highly lucrative. **These raids will be organized by your Faction Commander or the Chief of Medicine and require a significant portion of your faction to execute.** Blatant harassment of other faction bases is highly discouraged.

- **One of the goals of the raids** is to collect as many lootable ammo cans (big and small) in your base as you can.
- When and if you are raided by another faction, they will have the choice of taking **TWO items** from your available loot pool at your base.
- There will be **a flag raised at each faction base**. This flag will be lowered after a raid occurs, and there will be **a cooldown period** defined by your faction commander.
- **The Main City**, where the Trader, the Bank, and the Jail are located, is **NOT A SAFE ZONE**. You **MUST** keep your eye protection on in this area.
- **The UGF is active inside the Main City. They can still search and seize artifacts** from any player. The UGF is **prohibited** from searching your personal belongings at your camp.

CENTRAL RADIO STATION

Zone 37 has a central FM radio station that broadcasts information about current in-game events, alerts to emissions, and offers valuable quests. **A small FM radio could be a useful ally.** Each faction and the Main City have a stationary FM radio.

EMISSIONS

An emission can happen anytime. An emission can happen multiple times during the game. When it starts, a loud air siren will go off. **The players must find overhead cover immediately! The event lasts up to 30 minutes.** During this time, phantoms (ghostly soldiers) from other dimensions will appear in random spots and chase players for a while if they hear them. **The second short air siren will signal the end of the emission.**

- **Phantoms cannot be killed or downed. DO NOT SHOOT THEM.**
- **You can keep Phantoms away using a UV flashlight (details below).**
- Phantoms wear green glowing sticks on their gear and behave strangely.
- If Phantoms touch the player, the player is considered "dead".

- **The player cannot be revived** after being touched by Phantoms and must return to the closest respawn point.

UV FLASHLIGHTS

Bringing your own UV flashlights is **PROHIBITED**. UV flashlights are in-game items and allow you to keep Phantoms about **15 feet away** while you shine your light on them. **UV flashlights will be available for purchase at the Trader and available for issue from your Faction Commander.** You can resell UV flashlights to other players, but remember that their quantity is limited. Not all players will be able to have them. **The UV Flashlight cannot be looted.**

QUESTS

Aside from ammo boxes, artifacts, and the standard looting mechanics, you have a **tiered quest system**. This means that you **cannot** complete tier 3 quests until you complete tier 2, and so on.

You can find crates and small cases that have specific markings associated with the faction and tier progress on them distributed around the AO. These crates and cases are associated with the quests.

Faction marks	Tier marks
PMC Titans - T	Tier 1 - Blue
PMC Rubicon - R	Tier 2 - Green
UGF - U	Tier 3 - Yellow
Civilians - C	Tier 4 - Red

Please note:

- **If you are not part of an active quest**, please ignore these crates and cases and **do not** open, move, or disturb the contents in any way.
- These crates and small cases are **specific to each faction. Please do not open a Crate or case that is not associated with your faction.** These Crates and cases will contain items that will lead the player to the next steps. PLEASE ADHERE TO THE TIER SYSTEM.
- The Trader is responsible for giving out his own quests. Your Faction Commander will assign fireteams for quests after step-off. The Chief of Medicine will also have a small set of quests that are specific to them.
- **Quest items may not be looted** by anyone for any reason, at any time during the event.
- **Velmor** faction quests are **not included** in this system and are effectively "Tier 0" (no physical quest items).

THE BANK

There is a Bank present in the Main City. The **Bank Clerk (NPC)** will take deposits and keep track of your player balance, and provide withdrawals. Each transaction costs **1 DB**. All deposits are safe, insured, and **unable to be looted**. The Bank has standard operating hours, much like the Trader.

There will be a **Loan Officer (NPC)** present at various times of the day at the Bank, and they will be able to give you a loan of up to **20 DB**. This loan will have a **50% interest** attached to it, **plus 1 DB for every hour of non-payment**. Refusal to repay the loan will result in a **bounty** being placed on you. **The Loan Officer cannot be killed or looted.**

IN-GAME ECONOMY

The game has a wide variety of items that can be bought, sold, or bartered. Here is a list of everything available; however, you will find the actual prices in your player pack upon arrival at the event.

- 200 BBs bag.
- 100 Sniper BBs bag.
- Various artifacts.
- Food (energy bars, shots, etc.)
- Various maps.
- UV lights.
- Various Ares Alpha app perks.
- Lockboxes.
- Old world technology (Various retro items with a Zone 37 sticker on them).
- Tourniquets.
- Medic water.
- Advanced radio (Available for purchase after completing the Tier 3 Trader Quest).
- Various services (bounty, protection, intel, etc.).

Staff Interactions

There will be organizers, video operators, and volunteers on the field, to whom you can turn for any help. Operators and volunteers will wear **reflective vests or Zone 37 branded t-shirts**. For intentionally shooting at people in reflective vests, you will be immediately excluded from the event with a subsequent permanent ban. For any questions, please contact our staff. **Do not try to solve the problem yourself.** If you notice any violation of the laws, please contact the organizers directly.

What fate awaits you in the Zone?