

Galactic Horizon Laser-Tag

A mock combat/milsim game involving players dressed in specialty suits and using specialty weapons who engage in a mock battle with a specific mode with its own rules.

About the Game

Laser tag traditionally involves 2 or more teams fighting with a single objective in mind which changes depending on the pre-determined game mode. In each game there some constant rules which carry through each of them and must always be adhered to while some modes have special rules pertaining to its objective.

Standard Rules

- Players may not leave the designated match-zone or the suit and guns will deactivate eliminating them
- Melee combat is prohibited during every match regardless of mode unless using a supplied IR "blade"
- Players may make use of all agility manoeuvres such as running, jumping, climbing and going prone however flight is prohibited unless previously agreed on by all players.
- Orders given by [Dawn](#) pertaining to emergency procedure in such an event must be followed regardless of personal opinion, this is to ensure player safety.

Optional Systems

- The host may decide if revival and healing systems are enabled, if active players can be healed by a teammate if the teammate keeps both hands on the player for double the amount of missing spikes in seconds eg: 2 spikes of damage = 4 seconds needed to heal. Revival requires 25 seconds.
- The host may decide if HUD's are active along with friendly fire

Mode Rules

A list of pre-made modes suitable for all participants each with its own set of special conditions and rules, other modes designed by the host may be used alternatively.

Team Death Match (TDM)

Classic Team Deathmatch mode in which 2 or more teams fight until time is up with the final score count determining the victors.

Mode: TDM	
Time Limit	30 Minutes+/-
Teams	2+
Scoring	Point per kill
Respawn	Infinite
Objectives	1: Get kills

Additional Rules:

- Players killed have a 20 second respawn timer in which they may move, killed players may not move behind enemy positions for unfair advantages.
- Players must move away from any killed enemies before the time is up to avoid spawn camping.

Capture the Flag (CTF)

Classic Capture the Flag mode where 2-3 teams compete to try and steal an enemy teams flag and return it to their home base for a huge amount of points, there is also points for kills with limited respawns available.

Mode: CTF	
Time Limit	45 Minutes+/-
Teams	2-3
Scoring	Point per kill, 50 Points per flag
Respawn	3 Times
Objectives	2: Get kills, Capture flags

Additional Rules:

- Players must return to their team respawn zone behind their flag base after being killed to respawn.
- Players may not spawn camp the enemy respawn zones and recently respawned players are given 3 seconds of invincibility to get into their flag base.

Last Man Standing (LMS)

Classic Last Man Standing mode where a group of players compete either in Solo or up to 3 teams to eliminate all enemy players with the last man or team standing winning.

Mode: LMS	
Time Limit	20 Minutes+/-
Teams	0-3: Solo or up to 3 teams
Scoring	Last man/Team wins
Respawn	0 Times
Objectives	2: Get kills, Stay alive

Additional Rules:

- Killed players must move to the outside of the play area and make their way back to either a base or designated zone to avoid confusing those left in the match.

Zombies

Classic Zombies mode with 2 teams, healthy and infected with the healthy being given a building to defend while the infected attempt to overrun it with sheer numbers.

Mode: Zombies	
Time Limit	60 Minutes +/-
Teams	2: Healthy and Infected
Scoring	Survive time limit to win
Respawn	Healthy 0, Infected Infinite
Objectives	2: Stay alive, Infect everyone

Additional Rules:

- Zombies killed must return to the outside of the field to respawn.
- Zombies are given a [Solar-Flare IR Sidearm](#) and one extra energy core while survivors may choose their loadouts.

Juggernaut

Classic Juggernaut mode with 1 team vs the “Juggernaut”, the Juggernaut has boosted health and armour along with a strong weapon, they are restricted to slower movement and must make it to an objective without being killed.

Mode: Juggernaut	
Time Limit	None
Teams	2: Juggernaut and Attackers
Scoring	Defeat Juggernaut to win, Juggernaut must cross the play area
Respawn	Juggernaut 0, Attackers 1

Additional Rules:

- Juggernaut is equipped with the [Event Horizon IR Minigun](#) and a spike limit of 100
- Attackers may choose their loadout and must return to their end of the map to respawn

Damage System

Charts to display how much strength each weapon and armour piece has in terms of IR beams. Beams decay in strength over distance while armour pieces decay per strength hitting them, the strength of a

hit to the suit translates into how many “Spikes” of damage are received.

Weapons

Each weapon is programmed to output a certain “strength” depending on the distance of its target which is instantly processed and tracked by the suits to count the total “spikes” left on the player and how much damage a shot is worth. Each weapon and armour piece has in terms of IR beams. Beams decay in strength over distance while armour pieces decay per strength hitting them, the strength of a hit to the suit translates into how many “Spikes” of damage are received.

Weapon Damage	<10m	10-30m	>30m
Starburst IR Assault Rifle	1.5x strength	1x strength	0.5 strength
Supanova IR Shotgun	1.5x strength ¹⁾	1x strength ²⁾	0x strength ³⁾
Singularity IR Sniper Rifle	1x strength	1.5x strength	2.5x strength
Solar-Flare IR Sidearm	1x strength	0.5x strength	0x strength
Event Horizon IR Minigun	1.5x strength	1x strength	0.5x strength

Armour

1 Strength of impact = 2 Spikes of [suit](#) damage

Armour pieces come standard for each game mode unless specific rules eliminate the use of armour, each piece has a total strength it can resist before “shattering” and becoming useless.

Armour Defence	Total Strength Points	1x strength	1.5x strength	2x strength	2.5x strength
Chest Rig with “plates”	3	3 hits to destroy with 0 spikes	2 hits to destroy with 0 spikes	2 hits to destroy with 2 spike	2 hits to destroy with 4 spikes
Chest Rig without “plates”	2	2 hits to destroy with 0 spikes	2 hits to destroy with 1 spike	1 hit to destroy with 0 spikes	1 hit to destroy with 1 spike
Shin & Knee pads	1.5	2 hits to destroy with 1 spike	1 hit to destroy with 0 spikes	1 hit to destroy with 1 spike	1 hit to destroy with 2 spikes
Helmet	1.5	2 hits to destroy with 1 spike	1 hit to destroy with 0 spikes	1 hit to destroy with 1 spike	1 hit to destroy with 2 spikes
Gauntlets and Shoulder pads	1	1 hit to destroy with 0 spikes	1 hit to destroy with 1 spike	1 hit to destroy with 2 spikes	1 hit to destroy with 3 spikes

Health Points

Health points are measured in “Spikes”, all parts of an unarmoured suit will sustain the same amount of spikes if shot by the same strength. Each segment of the suit has an individual spike rating and once exceeded that limb or segment will be unusable unless healed if applicable.

While an arm is listed at 2 spikes this does not mean both arms and the same damage must be done to the other arm to also disable it. When the suit hits its total threshold it will go into KIA mode and you must return to respawn or be revived if applicable. A headshot is instant death with no revive available.

Suit Segments	Head	Arm	Leg	Torso
Segment health	1 spike	2 spikes	3 spikes	4 spikes
Total Health	10 spikes			

OOC Notes

[club24](#) and [SirSkully](#) created this article on 2018/04/10 22:25.

Article approved [here](#) on 2018/04/21

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for each beam that makes contact

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