

Milsim Canada Sector Control Gameplay Rules



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Sector Control Overview

In Milsim Canada's Sector Control, NATO and REBEL, fight for dominance over key checkpoints scattered throughout the battlefield. secure as many checkpoints as possible by planting your team's flag while retrieving the enemy's. The faction controlling the most sectors at the game earns a Battle For Last Mountain patch.

Securing a checkpoint involves planting your flag and returning the rival team's flag to the checkpoint's base. A player hit while holding a flag must return it to the base of the checkpoint before starting his respawn protocol. Failure to respawn follows the "DEADMAN" protocol. There will be many sub missions (OPORDs) within Sector Control. All of these (OPORDs) will follow all Sector Control Rules. The completion of these OPOORDs will also define what team then Controls the Sectors the Missions happen in.

Any of the Sector flags can be acquired in motion To and From each OPOORD as long as it does not deviate from the mission at hand. Once captured, Follow **Capturing a Point** on (PAGE 4)

There will be one Winning Team for "The Battle For Last Mountain" Bragging Rights based on overall Sector Control. That Sector Control builds Points for the following.

There will be One winning Squad On Each Team REBEL and NATO

There will be One winning Platoon on each Team REBEL and NATO

Rules of Engagement

Game Area

- Sabotage results in immediate ban, duration based on severity.
- Do not move or hide any flag under any circumstances
- Aggressive behavior leads to immediate ban, duration based on severity.
- Mandatory eye protection during gameplay.
- No removal of eye protection, even temporarily.
- Fogging requires exit for cleaning.
- Visit any safe zone for any Gear malfunction

Capturing a Point

- One alive Squad member places the team's flag on the capture point.
- You must lower the opposing team's flag to the base before picking up your flag.
- HIT while holding the flag automatically turns Checkpoint Neutral.
- previous sector holders must regain control and reset their flag.
- Radio Platoon Leader upon flag placement for verification.
- Company Commander confirms capture via Radio to Platoon Leader.
- Both sides can capture enemy flags.

Rest time

All players are allotted Rest time. In that rest time you cannot leave the playing field unless it is an Emergency. It is up to each player to choose how they want to handle their Rest Time. Participants may choose to Eat, Patrol Or Capture Sectors

Eating

Players should be eating on their rest time. Not eating can result in fatigue and or injury. This is just a game you always have time to EAT. It is up to the participant to decide on whether he wants a snack or a meal.

Patrols

It will be up to the Platoon Leaders and the Squad Leaders to assign patrols. Patrols are not always required but when intel states that there are enemies in the area then Patrols help keep an eye on what's going on and or keeps the enemy pushed back.

Capturing Sectors

If participants are not hungry and perhaps rested, They might offer their services to their Platoon Leaders for Patrols and or Capturing Sectors. If you feel you are rested enough and want to continue with the fight then it is good to check with your Platoon Leaders to see when your next OPORD is. At any time if a Participant is not preparing for an OP or Eating, That person can Capture Sectors. There is no Minimum number of Squad Members to go and Capture Sectors. There must be a Squad Leader Present on these Requests capture missions. You must Follow **Capturing a Point** on (PAGE 4) once you have Captured a Sector.

Company Casualty Field Hospital

The CCFH is in play for multiple reasons. It serves as a field hospital as well as additional points. Squads can capture the CCFH for points, But the points only go towards one squad. If the capture happens with Members of multiple Squads. The points will go to the Squad of the Two members who have completed the capture. Participants carrying the CCFH have to be on the same SQUAD no matter what.

- Serves as initial spawn point, movable within captured flag points.
- If Moved must radio Platoon Leader to Update on location of CCFH
- Provides medical kit resupply bonuses.
- Water crates with IV's and CCFH move together.
- CCFH movement on foot only and only to Controlled Sectors
- Squad Leader MUST requests CCFH movement to Platoon Leader
- Platoon Leader MUST Inform Company Command On Movement of CCFH
- All CCFH Locations must be Visible from all angles. No hiding of the CCFH.
- Capture of enemy CCFH earns extra IV's for your Team at the Main HQ.
- Attacking team must immediately bring captured CCFH to the Main HQ.
- Defending team can reset their CCFH.
- Only "alive" players can move CCFH.

Capturing CCFH

- Any two "alive" participants can take the enemy CCFH.
- Squad leader informs Platoon Lead of capture.
- Team must send a unit to Transport to Main HQ immediately
- Failure to notify chain of command receives automatic point penalty of -40 Points
- Successful capture grants +30 Points to capturing Squad
- Each time your CCFH gets captured it gets deducted 5 IVs on reclaim

Resetting CCFH (Before Capture)

- To successfully capture, turn in at Main HQ.
- Defending team can intercept and stop capture until turned in.
- Reset requires the attacking team to recapture their CCFH.
- Recapture involves physically returning the CCFH to its LAST location.
- Radio Platoon Leader upon return of CCHF to Location

Reclaiming CCFH (After Capture)

- Successful capture grants capturing team Extra IV's for Medics
- Defending team can only Reset CCFH when the zone is safe and they can return it to its required Location from the MAIN HQ
- Resetting needs Two minimum "alive" players at Main HQ.
- Admin or Ref will witness the transports CCFH upon reset request.

Main HQ (Admin Area)

- Safe Zone at all times (CEASE FIRE)
- Neutral zone at all times. (Both Teams Can Access)
- No engagement, rest zone only.
- No respawn, head to friendly flag point.
- Water bottle exchange to refill platoons Emptied IV's
- When Approaching Main HQ, Eye pro stays on, guns on safe, pistols holstered.
 - Hand must be raised imitating, HIT or NOT A THREAT
 - DO NOT ATTACK anyone looking like they are approaching the Main HQ
- Main HQ tent centrally located and Marked.
 - ADMINS
 - Company Commanders
 - MEDICS
- Portable washroom available.

Platoon Field HQ (Platoon Leaders)

- Safe Zone at all times (CEASE FIRE)
- No engagement, rest zone only.
- respawn available, Must use IV's in front of ANY Platoon Leader
- Water bottle exchange to refill Squad Medics Emptied IV's
- When Approaching Field HQ, Eye pro stays on, guns on safe, pistols holstered.
- Platoon Field HQ tent centrally located and marked in each Camp
 - ADMINS
 - Platoon Leaders
 - Squad Leaders
 - MEDICS
 - Squad Members
 - Only if Gear Malfunction like EYE PRO
 - Received Permission from Platoon Leader
- Portable washrooms available.

Points System Rules

- Each Checkpoint on the map is worth 2 Points (Must Confirm Capture)
- Infield Intel found on or in props is worth 5 Points (Hand into Platoon Leaders)
- Completion of each OPORD is worth 2 Points
- Capture Of CCFH (Field Hospital)
 - Capture of Emamy Field Hospital grants 30 Points
 - Failure to notify Capture receives automatic point penalty of -40 Points