



Rules 2.1

Contents:

1. Essentials	page	2
2. Safe Zone	Page	2
Barman/Trader.....	page	2
Technician.....	page	3
Ecologist.....	page	3
Doctor.....	page	3
3. Environmental Hazards	page	3
Anomalies.....	page	3
Radiation.....	page	3
Psi.....	page	4
Storms.....	page	4
4. Enemy NPCs	page	4
Military.....	page	4
Bandits.....	page	5
Monolith Commander.....	page	5
Monolith Disciple.....	page	5
Zombies & Mutants.....	page	5
5. Gameplay Mechanics	page	6
Spawning.....	page	6
Kit.....	page	6
Capture.....	page	6
Unconscious.....	page	7
Game Casualty.....	page	7
Game Death.....	page	7
Respawning.....	page	7
Becoming a Zombie.....	page	8
Body Armour.....	page	8
Looting STALKERS.....	page	8
Safety Deposit Box.....	page	8
Weapons & Upgrades.....	page	8
Stashes.....	page	9
Artefacts & Items.....	page	9
Rubbish.....	page	9
5. Safety Specific	page	10
Weapon Safety.....	page	10
Medication.....	page	10
Real Time Casualty.....	page	10
Med Plan.....	page	10
Fire.....	page	11
Pyrotechnics.....	page	11
Water.....	page	11
FPS Chart.....	page	12

Here is a basic guide on Frontline Events - The Zone, we recommend downloading this document and printing it, having a hard copy available to aide you in game. **If you aren't sure of something, ask us at support@frontlineevent.co.uk.**

Some areas are colour coded;

- **Green** **Safe**
- **Blue** **Neutral** (Can be turned Hostile)
- **Amber** **Caution** (Can be neutral or Hostile)
- **Red** **Hostile** (Approach with Caution)
- **Grey** **Reworking / Not in Use**

Essentials:

It's also imperative that you remain in Character **and role play** throughout the events. Here are items that you absolutely **NEED** in order to play the game;

- **The App:**
Every player must have the app open with full volume, at all times, during play. The app will allow you to detect radiation, anomalies and emissions in the zone. It will also tell you how much radiation you have absorbed and when you have died.

Worry about your battery! Charging will be possible at the bar! We recommend you bring large battery packs for efficiency and a good hard case. **The newer phone, the better the GPS!**

- **Kit Storage:**
Every player must bring a **"tidy"** Box/Container to store all kit not being used with the **Trader** (Rule No5) and in addition to this, **weapon attachments and Magazines will be left with the Technician** (Rule No6). **Spare guns should stay in your car until you want them. It is important not to overpack! If it is your first time, there is a chance you will not use a lot of your kit. Ask experienced STALKERS for advice.**
- **Role Play:**
DO NOT COME INTO THIS EVENT EXPECTING A SKIRMISH. Value your life, do not strive to "win", act with creativity and imagination. Get into character. Be who you are portraying for the duration of the game. **Follow the lead and examples of other STALKERS in the bar.**
- **Essential Kit:**
 - **An immersive STALKER impression (Not Multicam etc)**
 - **A form of white light (torch) must be carried at all times.**
 - **A white bandage (bring your own)**
 - **Mid & low cap magazines**

Safe Zone:

The safe zone has a non-aggression pact, weapons must be unloaded at the radiation signs as you enter, this is where you can find the following;

1. **Barman/Trader:**
 - **Jobs**
 - **Artefact trading (specific)**
 - **Heal radiation (vodka)(in-game currency)**
 - **Sells food & drinks (in-game currency)**

- Sells kit (in-game currency)
- Sells weapons (in-game currency)

2. Technician:

- Jobs
- Sells magazines for weapons (in-game currency)
- Sell weapon attachments (in-game currency)
- Repairs Weapons (real currency)
- Safety deposit box (save money)(Rule No25)

3. Ecologist (Scientist):

- Jobs
- Artefact hunting (specific)
- Heal radiation (Injection)(or for later use)(in-game currency)
- Heals psi damage (Pills)(or for later use)(in-game currency)

4. Doctor:

- Heals any Bandaged Wounds (in-game currency)
- Heal radiation (Injection)(or for later use)
- Heals psi damage (Pills)(or for later use)
- Sells bandages (in-game currency)
- Jobs
- Is a real time Healthcare Professional

Environmental Hazards:

Tread carefully, move slowly and deliberately, these are hazards that will come through the app and will eventually kill you if you are too careless;

5. Anomalies:

Anomalies will be detected via the app. If you get to the centre it will kill you. Some anomalies emit radiation. Some Anomalies can shift position. Walk Slowly when you hear the beeps!

6. Radiation:

Radiation levels in the game will differ the further you venture into the zone. Radiation is absorbed in 1 second intervals. As an unprotected Stalker, the longer you spend in radiation, the more you will absorb;

- 0 - 0.5r/hr.....0.0 units per second
- 0.5 - 1r/hr.....1.6 units per second (62 seconds)
- 1 - 5r/hr.....3.2 units per second (31 seconds)
- 5 - 10r/hr.....6.4 units per second (15 seconds)
- 10r/hr +.....12.8 units per second (10 seconds)

There will be a 5 second delay allowing you to retrace your steps out of the affected area.

You can buy protection against levels of radiation, please note than these may only slow the rate of which you absorb radiation not protect you indefinitely. Some levels of radiation cannot be protected against at all.

- Lv1 Respirator.....Absorbs 55% (Must be physically worn)
- Lv2 Gas Mask.....Absorbs 75% (Must be physically worn)
- Lv3 Gasmask & Hood.....Absorbs 85% (Must be physically worn)

- Lv4 Full NBC Suit.....Absorbs 95% (Must be physically worn)

The radiation level in your body may deplete slowly over time, you will need to return to the **Trader** or **Doctor** for vodka or anti-radiation drugs if it does not. Always remember Radiation can travel on the wind.

7. **Psi:**

When effected by a Psi attack from a **Controller**, **Psi Storm** or **Emission** these will deplete;

- Monolith Tower.....0.33 unit per second (5 Minutes)
- Psi Storm10 units per second (10 seconds)
- Controller1.6 units per second (62 seconds)(Ambient)
5 units per second (20 Seconds)(Attacking)

As with the Radiation there will be a **5 second delay** allowing you to retrace your steps out of the affected area.

When under the influence of Psi there will be signs to look out for.

- Electronic interference.....Psi Storm, Monolith Influence
- High Pitch Noise.....Controller Influence
- Voices.....Psi Storm, Controller, Monolith Influence

The Psi level in your body does not go away, you will need to return to the **Ecologist** or **Doctor** for anti-psi drugs.

8. **Storms:**

Your app will warn you of storms, you must get to cover. All buildings **solid** buildings will shelter you from storms. **You must leave your eye pro on during a Psi Storm.**

Enemies:

Within the Zone you will come across several NPC enemy types that will kill you;

9. **Military:**

Military Behaviour will differ depending on what level they are. Border Guards are going to be very lax compared to Military STALKER. Visible differences between all three.

A. **Border Guard;** (Soft Posture, No Helmets, Standard AK Variants)

- Man Checkpoints/roads into the zone
- May Take Bribes
- Offer Missions for supplies
- Hunt to Arrest or Kill Stalkers/Looters
- Kill Mutants/Zombies

B. **Spetsnaz;** (Aggressive Posture, Helmets, Special Weapons)

- Escort Missions
- Rescue Missions
- Raiding specific locations
- Hunt to Arrest or Kill Stalkers
- Kill Mutants/Zombies

C. **Military STALKER;** (Aggressive Posture, Special Equipment & Weapons)

- Highly Trained

- Shoots on sight
- Used to research

10. Bandits: (Aggressive Posture, Poorly Equipped)

- Set up camps
- Extorting and robbing stalkers
- Kidnaping
- Selling drugs
- Raiding other camps

11. Monolith Commander: (Aggressive Posture, Helmets, Special Weapons)

Behaviour and Posture in the zone is very aggressive. They work for the zone. They protect it.

- Always Recruiting
- Set up camp
- Can have a Monolith Tower
- Fight with Stalkers/Factions/Military
- Monolith soldiers generally do not target mutants
- Raids
- App can withstand certain Psi Damage (Not Immune)

12. Monolith Disciple: (Regular STALKER)

Behaviour and Posture in the zone is very agitated suffering hallucinations, psychosis, fatigue, amnesia and severe pain. They work for the **Monolith Commander**;

- Given a specific task to conduct
- The specific task takes priority over all else
- Acts suspiciously, out of character, almost possessed
- Can be identified if suspected, by holding a "splinter"
- When task is complete, returns to normal
- When died, returns to normal

13. Zombies & Mutants:

In The Zone it is inevitable that you will cross some form of mutant or zombies who may have been caught in an emission. Here is what they may be and what can kill them.

A. Zombie;

- When shot they may lose balance and fall over
- They will keep getting up again
- They can only be killed when on the ground by knife attack
- Can be looted

B. Snorks;

- Spotted at last light (at night)
- Hunt alone or in packs
- Usually in defined locations
- Lure you in before attacking
- Fast and agile
- Blind, but with good hearing and sense of smell
- Nobody knows exactly how many bullets are required to kill one
- Shotguns seem to be the most effective

C. Bloodsuckers;

- Spotted during night & day
- Works Alone or in Packs

- Can roam the zone freely
- May set up a nest
- Hides to ambush
- Fast and agile.
- Nobody knows exactly how many bullets are required to kill one
- Shotguns seem to be the most effective

D. Controller;

- Spotted night & day
- Work Alone
- In a defined location
- Psi Damage through the App
- Hides to ambush
- Will avoid close contact until threatened
- Takes a lot of damage

Gameplay Mechanics:

14. Spawning:

When you spawn in the Zone, you have the option to start with;

- Bandage
- Half faced respirator (If owned)(Lv1 Protection)
- Backpack
- Melee weapon
- Pistol
- 10 rounds of ammunition
- 100P

You will also be given a player tag that you must carry showing what kit you possess. You can not go into The Zone without this card.

15. Kit:

As you spawn into the game your additional backpacks and webbing or assault vest and chest rigs will be removed from your person, unless you have the currency to pay for them.

- Assault Kit.....25P
- Bandage.....25P
- Artefact Container.....50P
- Backpack.....100P (For stashes Rule No26)
- Radiation Protection.....500P - 5000P

This price list is a rough guide; it may not sell for the same price. Prices vary with inflation or trader.

16. Capture:

Going out alone is risky business, you may end up in captivity. You have the option to surrender yourself or die defending yourself, remember, your life is valuable;

- Raise your hands
- Shout “don’t shoot”
- Conform to a search

In the event you are receiving a capturing you MUST:

- Be assertive
- Search them for Items

- Question them for information
- Remove their weapons
- Exploit them for tasks
- NOT remove personal belongings
- NOT destroy equipment

17. Unconscious:

You are a unconscious and must role play it if;

- You are knocked out (Another PLAYER puts his hand on you and states, "unconscious")

Actions on casualty:

- You must role play your own injury
- You are now unconscious for 5 minutes.

18. Game Casualty:

You are a casualty and must role play it if;

- Your app shows you;
 - Radiation Sickness (The Zone cough, gets worst with more rads)
 - Psi Damage (Making you very dizzy and slurring speech)
- You are Melee killed (Another PLAYER puts his hand on you and states, "Knife!")
- You are struck by a BB (Not Including weapon)
- You are 5 meters from a pyrotechnic explosion
- You are in a room with pyrotechnic and not behind hard cover (Concrete)

Actions on casualty:

- You must role play your own injury
- You can crawl to cover
- Apply your own bandage

When Bandage is applied, you can carry on fighting. This Bandage can only be healed by the **Doctor**.

19. Game Death:

You are dead when;

- Your App shows you are dead from 100% radiation absorbed
- Psi death makes you a zombie (keep your loot)

Or if are wearing a white bandage and;

- You are Melee Killed
- You are struck by a BB. (Not Including weapon)
- You are 5 meters from a pyrotechnic explosion
- You are in a room with pyrotechnic and not behind hard cover (Concrete)

Actions on Dead:

- Stay in place dead, get your breath back. Wait 5 minutes!
- Loot MUST be dropped in place
- Your current "Job" goes back to the **Trader**

20. Re-Spawning:

If you have died you must wait 60 minutes before respawn, you will spawn again with nothing and lose all memories of your previous life. (Rule No5) if;

- You died alone

- Became a zombie

If you were brought back by fellow STALKERS you will lose all items, currency and ammo, however can respawn with;

- Bandage
- Current radiation protection
- Backpack
- Melee weapon
- Pistol & one main weapon from your card
- 10 rounds of ammunition
- 100P
- Retain elements of previous life.

21. Becoming a **Zombie**:

When your psi meter in the app has no segments left you will become a zombie. Make your way back to the safe zone as a zombie and **keep your loot**. Zombies will indiscriminately shoot at anyone and everything they come across. When shot they you may lose balance and fall over, you will keep getting up again, you can only be killed once you are on the ground with a knife attack.

22. **Body Armour**:

This can be purchased from the **Trader** for 1000P. It will allow you to carry two bandages, rather than one. Exoskeletons can also be bought for 5000P It will allow you to carry three bandages.

23. **Looting STALKERS**:

When you kill or find a dying STALKER you can loot the following;

- Ammo
- In game currency
- Items
- Artefacts
- Bandages
- Player Tag

You cannot loot;

- Physical Weapons
- Clothing
- Food
- Water
- Maps

The tag from the player is sufficient enough to prove to the **Trader** you have looted a player.

24. **Safety Deposit Box: (Save Game)**

If you die you lose everything, however at the **Technician** you can deposit money. It will cost you 25% of your overall deposits to utilise a safety deposit box. Minimum deposit is 500P.

25. **Weapons & Upgrades**:

To purchase your weapons from the **Trader** you must have enough in game currency. Each type of weapon will cost so much in ammunition.

The price list is a rough guide; weapons may not sell for the same value as purchased. Prices vary with regards to being NATO or Soviet Bloc, inflation or trader.

• Pistol.....	400P	15 rounds.....	200P
• SMG.....	1000P	30 rounds.....	350P
• Assault Rifle.....	1200P	30 rounds.....	400P
• Shotgun.....	500P	1 round.....	25P
• Machine gun.....	2000P	100 rounds.....	700P
• Sniper Rifle.....	2000P	5 rounds.....	400P
• Anti-Tank Launcher.....	2000P	1 round.....	1000P
• Grenade Launcher.....	600P	1 round.....	200P
• Grenades.....	200P	each	
• Poison.....	500P	each	
• Weapon Attachments.....	100 -1000P	each	

Upgrading weapons with attachments is the same. You can visit the **Technician** to purchase your attachment. These will vary in price depending on how good they are.

Our in game **Technician** also serves as a real time Airsoft Tech, if your gun breaks mid game, you can visit him to get repaired.

26. Stashes:

You can make your own stash in the zone to stop you losing everything if you are robbed. **You MUST make your own stash with a backpack**, and hide it well. **Stashes can be looted by other players.** (players leaving kit do so at their own risk.)

27. Artefacts and Items:

In the zone, artefacts and items can be found. Artefacts must be handled with gloves and carried in an Artefact Container. You can trade items with other stalkers, or steal them. Either way items are worth currency when you trade them in. Currency will vary depending on the dealer's mood.

Artefacts in the zone are of different types. The **Trader**, **Ecologist** or **Doctor** may pay handsomely for these.

28. Rubbish:

Want to make extra P (Rubles)? If you come across old beer cans, crisp packets, sweet wrappers laying around the beautiful site, pick them up and return it to the trader for extra income!

Safety Specific

1. Weapon Safety:

No use of weapons or pyro outside the game area is permitted. All weapons must be unloaded and cleared before entering the safe zone.

All weapons will be subject to chronograph on arrival, with a .2g bb, and may be subject to a random chronograph through the day.

- Automatics – 370fps / 1.27j
- Single Shot – 500fps / 2.32j

Single shot weapons over 370fps / 1.27j require 30meter Minimum Engagement Distance.

FPS limits are shown below;

FPS	M/s	0.20g	0.23g	0.25g	0.28g	0.30g	0.32g	0.36g	0.40g	0.43g	0.45g	0.46g	0.48g	0.49g	0.58g
300	91	0.84	0.96	1.05	1.17	1.25	1.34	1.51	1.67	1.80	1.88	1.92	2.01	2.05	2.42
310	94	0.89	1.03	1.12	1.25	1.34	1.43	1.61	1.79	1.92	2.01	2.05	2.14	2.19	2.59
320	98	0.95	1.09	1.19	1.33	1.43	1.52	1.71	1.90	2.05	2.14	2.19	2.28	2.33	2.76
330	101	1.01	1.16	1.26	1.42	1.52	1.62	1.82	2.02	2.18	2.28	2.33	2.43	2.48	2.93
340	104	1.07	1.24	1.34	1.50	1.61	1.72	1.93	2.15	2.31	2.42	2.47	2.58	2.63	3.11
350	107	1.14	1.31	1.42	1.59	1.71	1.82	2.05	2.28	2.45	2.56	2.62	2.73	2.79	3.30
360	110	1.20	1.38	1.51	1.69	1.81	1.93	2.17	2.41	2.59	2.71	2.77	2.89	2.95	3.49
370	113	1.27	1.46	1.59	1.78	1.91	2.03	2.29	2.54	2.73	2.86	2.93	3.05	3.12	3.69
380	116	1.34	1.54	1.68	1.88	2.01	2.15	2.41	2.68	2.88	3.02	3.09	3.22	3.29	3.89
390	119	1.41	1.63	1.77	1.98	2.12	2.26	2.54	2.83	3.04	3.18	3.25	3.39	3.46	4.10
400	122	1.49	1.71	1.86	2.08	2.23	2.38	2.69	2.97	3.20	3.34	3.42	3.57	3.64	4.31
410	125	1.56	1.80	1.95	2.19	2.34	2.50	2.81	3.12	3.36	3.51	3.59	3.75	3.83	4.53
420	128	1.64	1.88	2.05	2.29	2.46	2.62	2.95	3.28	3.52	3.69	3.77	3.93	4.02	4.75
430	131	1.72	1.98	2.15	2.40	2.58	2.75	3.09	3.44	3.69	3.86	3.95	4.12	4.21	4.98
440	134	1.80	2.07	2.25	2.52	2.70	2.88	3.24	3.60	3.87	4.05	4.14	4.32	4.41	5.22
450	137	1.88	2.16	2.35	2.63	2.82	3.01	3.39	3.76	4.04	4.23	4.33	4.52	4.61	5.64
460	140	1.97	2.26	2.46	2.75	2.95	3.15	3.54	3.93	4.23	4.42	4.52	4.72	4.82	5.70
470	143	2.05	2.36	2.57	2.87	3.08	3.28	3.69	4.10	4.41	4.62	4.72	4.93	5.03	5.95
480	146	2.14	2.46	2.68	3.00	3.21	3.42	3.85	4.28	4.60	4.82	4.92	5.14	5.24	6.21
490	149	2.23	2.57	2.79	3.12	3.35	3.57	4.02	4.46	4.80	5.02	5.13	5.35	5.46	6.47
500	152	2.32	2.67	2.90	3.25	3.48	3.72	4.18	4.65	4.99	5.23	5.34	5.57	5.69	6.74

Automatic is permitted indoors, however bursts of 3-5 will do fine.

In absolutely no circumstances must you blind fire. (Make sure you can see where your gun is pointed.)

2. Medication:

If there is a player here that requires medication, inhalers or epi pens etc. Please make yourself known to the Marshals. We will then make sure the location of said medication is marked and easily located on your person in the unlikely event that you will not be able to administer it yourself.

3. Real Time Casualty:

- If someone becomes a real time casualty shout "**STOP! STOP! STOP!**" followed by "**CASUALTY**" to nearby PLAYERS and Marshals.
- When you hear "**STOP! STOP! STOP!**" you must instantly cease all activity. Place your weapons down in the direction you are facing and wait where you are. Do not remove magazines or tamper with weapons in case of further investigation.
- If a marshal is not there quickly, use communications via mobile phone to (+44)7903417160 give your location and mechanism of injury and await assistance.
- "**STOP! STOP! STOP!**" Can only be cancelled by event organisers.

4. MED Plan:

The nearest hospital is, approximately If the casualty has a minor injury we will take him or her to the A&E department, in the event of a major casualty 999 will be called and the casualty will be taken in an ambulance. The ambulance RV will be at the main gate.

5. Fire:

In the event of a fire, shout, "**STOP! STOP! STOP!**" followed by "**FIRE!**" to nearby PLAYERS and Marshals. If the fire can be contained by Marshals the game will resume, in the event that the fire cannot be contained, players must move to the fire muster point and 999 will be called. The RV for fire engines will be at the main gate.

- "**STOP! STOP! STOP!**" Can only be cancelled by event organisers.

6. Pyrotechnics:

- In absolutely no circumstances will homemade pyrotechnics or fireworks be permitted for use by players.
- Any pyrotechnics that have been thrown must not be picked up, it is likely that they could explode prematurely and cause serious injury.
- Mortars must be used in the indirect role, not direct role.
- TAG ammunition should not be fired directly players.
- Do not throw grenades upstairs.
- Do not throw grenades inside vehicles.

7. Water:

Ensure that you have sufficient drinking water and water bottle, a STALKER cannot survive of cans of pop and Monster alone.

HEAVEN'S FPS CHART

FPS	M/s	0.20g	0.23g	0.25g	0.28g	0.30g	0.32g	0.36g	0.40g	0.43g	0.45g	0.46g	0.48g	0.49g	0.58g
300	91	0.84	0.96	1.05	1.17	1.25	1.34	1.51	1.67	1.80	1.88	1.92	2.01	2.05	2.42
310	94	0.89	1.03	1.12	1.25	1.34	1.43	1.61	1.79	1.92	2.01	2.05	2.14	2.19	2.59
320	98	0.95	1.09	1.19	1.33	1.43	1.52	1.71	1.90	2.05	2.14	2.19	2.28	2.33	2.76
330	101	1.01	1.16	1.26	1.42	1.52	1.62	1.82	2.02	2.18	2.28	2.33	2.43	2.48	2.93
340	104	1.07	1.24	1.34	1.50	1.61	1.72	1.93	2.15	2.31	2.42	2.47	2.58	2.63	3.11
350	107	1.14	1.31	1.42	1.59	1.71	1.82	2.05	2.28	2.45	2.56	2.62	2.73	2.79	3.30
360	110	1.20	1.38	1.51	1.69	1.81	1.93	2.17	2.41	2.59	2.71	2.77	2.89	2.95	3.49
370	113	1.27	1.46	1.59	1.78	1.91	2.03	2.29	2.54	2.73	2.86	2.93	3.05	3.12	3.69
380	116	1.34	1.54	1.68	1.88	2.01	2.15	2.41	2.68	2.88	3.02	3.09	3.22	3.29	3.89
390	119	1.41	1.63	1.77	1.98	2.12	2.26	2.54	2.83	3.04	3.18	3.25	3.39	3.46	4.10
400	122	1.49	1.71	1.86	2.08	2.23	2.38	2.69	2.97	3.20	3.34	3.42	3.57	3.64	4.31
410	125	1.56	1.80	1.95	2.19	2.34	2.50	2.81	3.12	3.36	3.51	3.59	3.75	3.83	4.53
420	128	1.64	1.88	2.05	2.29	2.46	2.62	2.95	3.28	3.52	3.69	3.77	3.93	4.02	4.75
430	131	1.72	1.98	2.15	2.40	2.58	2.75	3.09	3.44	3.69	3.86	3.95	4.12	4.21	4.98
440	134	1.80	2.07	2.25	2.52	2.70	2.88	3.24	3.60	3.87	4.05	4.14	4.32	4.41	5.22
450	137	1.88	2.16	2.35	2.63	2.82	3.01	3.39	3.76	4.04	4.23	4.33	4.52	4.61	5.64
460	140	1.97	2.26	2.46	2.75	2.95	3.15	3.54	3.93	4.23	4.42	4.52	4.72	4.82	5.70
470	143	2.05	2.36	2.57	2.87	3.08	3.28	3.69	4.10	4.41	4.62	4.72	4.93	5.03	5.95
480	146	2.14	2.46	2.68	3.00	3.21	3.42	3.85	4.28	4.60	4.82	4.92	5.14	5.24	6.21
490	149	2.23	2.57	2.79	3.12	3.35	3.57	4.02	4.46	4.80	5.02	5.13	5.35	5.46	6.47
500	152	2.32	2.67	2.90	3.25	3.48	3.72	4.18	4.65	4.99	5.23	5.34	5.57	5.69	6.74

Weapon Safety:

No use of weapons or pyro outside the game area is permitted. All weapons must be unloaded and cleared before entering the safe zone.

All weapons will be subject to chronograph on arrival, with a .2g bb, and may be subject to a random chronograph through the day.

- Automatics – 370fps / 1.27j
- Single Shot – 500fps / 2.32j

Single shot weapons over 370fps / 1.27j require 30meter Minimum Engagement Distance.

Automatic is permitted indoors, however bursts of 3-5 will do fine.

In absolutely no circumstances must you blind fire. (Make sure you can see where your gun is pointed.)

Air soft limitations defined

'Airsoft guns' are defined as "a barrelled weapon of any description which is designed to discharge only a small plastic missile (whether or not it is also capable of discharging any other kind of missile)", and "is not capable of discharging a missile (of any kind) with kinetic energy at the muzzle of the weapon that exceeds the permitted level"

Permitted energy = Single shot: 2.5 Joule (1.85 ft. lb) Automatic*: 1.3 Joule (1 ft. lb)

*Automatic means "a weapon which is capable of discharging two or more missiles successively without repeated pressure on the trigger"

~POLICING AND CRIME ACT 2017 – Detailed Briefing