



## Safety Specific Rules

### 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 and may be subject to a random chronograph through the day.

- Pistol – 350fps
- Shotgun – 350fps
- Rifle – 350fps
- SMG (Full Auto) – 350fps
- Automatic Rifle (Full Auto) – 350fps
- Machine gunner – 350fps
- Sniper (Semi Auto) – 425fps (30meter Minimum Engagement Distance)
- Sniper (Bolt Action) – 500fps (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)

### 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)07377676965 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 bring sufficient drinking water and water bottle, a soldier cannot survive of cans of pop and Monster alone.

### Game Specific Rules

- No lone wolves. We will not tolerate this. Listen to your commander's intent.
- Do not cheat, you will be asked to leave.
- Sufficient eye protection must be worn.
- A form of white light (torch) must be carried at all times at night.
- A white bandage must be carried at all times.

#### 1. Ammunition Count:

- Section Commander/Section 2ic = Sub Machine gun = 180 rounds & 2 Grenades
- Rifleman = Rifle = 120 rounds & 2 Grenades + Machine Gun Ammo & Rockets
- Sub Machine Gunner\* = Sub Machine gun = 180 rounds & 2 Grenades + Machine Gun Ammo & Rockets
- Machine Gunner = 1 Full Drum
- Sniper = Rifle = 120 rounds
- Anti-Tank = Rifle = 120 rounds & 2 Rockets
- Medic\* = Unarmed

Extra ammo MUST be carried in ammo boxes or containers e.g. MG34 Trommel or .30cal box. These ammo containers will be carried by the infantry. It is recommended bringing ammo in bottles and bags with your name on.

\*May not be in use.

#### 2. Classes:

- Section Commander – These are in game Marshals! It is your role to ensure your section is kept together and is working efficiently to carry out your orders and your commander's intent. You must also manage water, ammunition and casualties. Look after your men and they will work hard for you. (To be a section commander please dress appropriately, and act the part e.g. sergeant stripes.)
- The Medic under the 1864 Geneva Convention and should not be shot at While armed with a pistol for self-defence, the medic is a huge asset also a life line of the Platoon. The medic will carry **15 RED** bandages; each bandage will allow you to hobble back to the HQ respawn instantly rather than bleed out. The medic can also heal themselves. Once these are depleted he must go and collect more from the spawn box.

- Rifleman – You are the back bone of the modern fighting force. Your role is to obey direction from your section commander to win the fire fight or use your quick thinking to outflank the enemy position. Put in maximum effort and you will be rewarded by your superiors. You will also be needed to carry extra ammunition for your machine gunners and section!
- Automatic Rifleman – Your role is simple. You are a rifleman with an added capability, the ability of sustained and accurate automatic rifle fire. Keep the enemies heads down as you fire during the assault.
- Machine Gunner – You are the heavy support that your section needs to win a fire fight, although the machine gun is heavy, you have fire superiority over the enemy fire teams. You can only use this weapon in two roles. You may fire from a sustained fire position (bipod deployed) or fire from the hip on the assault. A point to note is that you will need a number two to carry the ammunition tins needed to keep the gun firing!
- Sniper – Snipers are integrated into the sections. They can use their keen eye to spot out key enemy machine gunners and section commanders in order to create chaos. These are limited to one per section and must work within the section. At absolutely no point in time will the sniper be allowed to lone wolf unless he has been briefed for a special mission. The sniper must carry a pistol and will not be allowed to play without one due to the minimum engagement range of 30 meters.
- Anti-Tank – Your role is to destroy vehicles and emplacements. Use your rockets wisely as your team may be relying on you!
- Assault Engineer – Engineers like to think they are the workers of the Army. They will be given special tasks from laying mines, demolitions or even building obstacles to slow down and enemy force.
- Signaller – A HQ must be sited in a non-contested area away from an objective. Both teams will then have a contested area to fight over. Once a team has overwhelmed the enemy in a contested area, the signallers will set up a phone line to radio back to HQ in order to move the HQ forward.

### **3. Limited Lives:**

Your Lives will be limited! When you spawn you will be added to a tally chart for that objective. Use them sparingly!

### **4. Objectives:**

Objectives in the game will not always be a prominent. Like on a real battlefield you may be required to take a portion of high ground or road junction in order to allow reinforcements or reserves freedom of movement on the battlefield. Remember, the war is not won by individual soldiers! Follow your Commanders orders!

### **5. HQ:**

Your HQ will consist of an Aid station (Marked with Red Cross) and an HQ Element (e.g. Your team Commander) where you will spawn from. The HQ must not be placed within 100m of an objective.

## 6. Attrition:

When your section has sustained **50%** casualties it is combat ineffective, your section must withdraw. Less than **25%** you **MUST** Surrender.

## 7. Surrendering:

You have the option to surrender yourself! If you surrender you **MUST**;

- Raise your hands weapon in the air
- Shout “don’t shoot”
- Conform to a search

In the event you are receiving a captured soldier You **MUST**:

- Be assertive
- Search them for Intelligence
- Question them
- Remove their weapons
- NOT remove personal belongings
- NOT destroy equipment
- NOT Loot them

After they have been search and questions, release them to the “Authorities” and allow them to go and respawn. Holding captured persons takes away manpower from the front.

## 8. Game Casualty:

You are a casualty in play if:

- You are Melee killed (Another PLAYER puts his hand on you and states, “Knife!” or bayoneted).
- You are struck by a BB. (Including weapon)
- You stand on a mine. (Big bang and white dust)
- You are 5 meters from a pyrotechnic explosion. (Including mines)
- You are in a room with pyrotechnic and not behind hard cover. (Concrete)

Actions on casualty:

- You **MUST** role play your own injury. (Fall down screaming holding area where shot)
- Crawl to cover
- Call for bandage! Shout “**MEDIC**” or “**SANITATER**”
- When Bandage is applied, you can carry on fighting

## 9. Dead:

You are dead if you are wearing a white bandage and:

- You are Melee killed (Another PLAYER puts his hand on you and states, “Knife!” or bayoneted).
- You are struck by a BB.
- You stand on a mine. (Big bang and white dust)
- You are 5 meters from a pyrotechnic explosion. (Including mines)
- You are in a room with pyrotechnic and not behind hard cover. (Concrete)

Actions on Dead:

- You **MUST** role play your own injury. (Fall down screaming holding area where shot)
- Crawl to cover
- Call for medic! Shout “**MEDIC**” or “**SANITATER**”
- Await your Medic to apply a bloody bandage and remove helmet.

Dead men do not talk! General Rule, If you think, was that a hit... Just take it!

## 10. Revive/Respawn:

You can be revived by:

- A Medic can revive you by applying a **RED** (Bloodied) bandage as a sling, this life is to allow you to hobble back to the HQ/Medical Crate where you remove the bandage and put it in the first aid box.
- If a Medic does not come to revive you, you will have a 5-minute bleed out time. Use this as a time to rest.
- Once back at the HQ/Medical Crate you will be held by your Team Commander until YOUR Section Commander comes back for you!

## 11. Vehicles:

All in game vehicles **MUST**;

- Achieve 360° visibility. (If the Commander cannot see the driver cannot drive).
- Not exceed 20mph.
- Carry a fire extinguisher.
- Carry Black or Grey smoke grenades. (To signal when killed).
- Carry a small tin for placing ignited smoke grenades on top of the vehicle. (empty bean tin or ammo tin)

How to kill a vehicle;

- M-Kill - If you suppress the crew the commander cannot see the driver cannot drive. Note they can still defend themselves with the main armament.
- C-Kill – The gunner of a vehicle is subjected to the same medic rules as anyone else in the game. When the gunner has used his lives he must deploy Smoke.
- K-Kill – (Only applies to armoured vehicles). A launcher such as a bazooka must score a direct hit on the vehicle to kill it. The crew will then deploy smoke and role play dramatic deaths.

## 12. Bunkers:

Once a bunker has been contacted you will only have two options to deal with the situation.

- Retreat – Call the “Retreat” and fall back from the bunker completely.
- Assault – Begin an assault on the bunker and neutralize the threat. Firing through the vision slits will not simply kill the combatants but will suppress them for 3 seconds. A grenade, anti-tank rocket or satchel charge will completely disable a bunker.