

WAR DEPARTMENT
HEADQUARTERS OF EUROPEAN THEATRE

TO: ALL THEATRE COMBATANTS

SUBJECT: STANDARD OPERATING PROCEDURES

INTENT: Provide a clear understanding of the overall mechanics of this wargame.

CONTENTS

CAMP/FACILITY RULES	3
GENERAL RULES & SPORTSMANSHIP	4
GENERAL RULES & SPORTSMANSHIP (CONT.)	5
BLINDMAN	5
UNIFORMS	6
FPS LIMITS & WEAPON RESTRICTIONS.....	6
FPS LIMITS & WEAPON RESTRICTIONS (CONT.)	7
SUPPLY RESTRICTIONS	7
GRENADES & ROCKETS	8
SPECIAL ROLES	8
ELIMINATIONS, WOUNDED, & MEDIC RULES	8
ELIMINATIONS, WOUNDED, & MEDIC RULES (cont.)	9
SAFETY/SURRENDER KILLS & RUBBER WEAPONS	9
RESPAWN POINTS.....	10
VEHICLE & ANTI-VEHICLE RULES	10
VEHICLE & ANTI-VEHICLE RULES (CONT.).....	11
VEHICLE & ANTI-VEHICLE RULES (CONT.).....	12

CAMP/FACILITY RULES

- BEHAVIOR: Respect your fellow participant, the facility, and the staff. Please do not litter. There will be a designated trash pickup area in each camp area as well as numerous trash-cans scattered about. Do not throw glass bottles or trash of any kind into your campfire. We work really hard to groom the field and broken glass is a major hazard. Please be mindful of the volume of your music and your generators and respect when your neighbors are trying to sleep. Do not enter another person's campsite without being expressly invited.
- ALCOHOL: Alcohol is only allowed within your campsite and at the player party. Do not bring alcoholic beverages into the vendor area or onto the field. Do not provide alcohol to minors. During the duration of the event, your campsite is your private property, and we will respect that as long as you do not cause problems for your fellow player or for the facility.
- DRUGS: Any and all illicit drugs/substances are expressly forbidden. If you are caught under the influence or in possession of an illicit substance you may be ejected at the discretion of the organizer.
- THEFT/VIOLENCE: If you steal or act violently at our event you will go to jail. Period.
- CAMPFIRES: Campfires are allowed with METAL FIRE RINGS ONLY as long as there is not a burn ban in effect. Please do not bring firewood from your home, as it could carry diseases/pests that could harm our facility's tree life. There will be multiple fire-rings available for use by campers on site.
- PROHIBITED ITEMS: Do not bring firearms, weapons, pyrotechnics, fireworks, explosives, or swords onto the premises or onto the playing field. Firearms are absolutely not allowed. Period.
- PETS: Pets are not allowed on the field.
- LOST ITEMS: Event Staff are not responsible for any items lost on the field. We will however make all efforts to return your property to you if one of our staff members find your item.

GENERAL RULES & SPORTSMANSHIP

- ONLY USE BIODEGRADABLE BBs!
- All participants must be 12 years of age or older. Some units may have age restrictions due to the extreme nature of their missions.
- All players must wear full sealing ANSI Z87.1 rated goggles, glasses or paintball mask. Eye protection must be worn at all times while on the field. NO safety glasses, shooting glasses, or mesh goggles. Full seal goggles/glasses must form a seal around the lenses that fully contacts the skin and will not let a BB inside the seal.
- All players must have a large “Dead Rag” of RED material.
- All weapons must be submitted for inspection to the safety officer. Each player will be asked to fire a minimum of 3 rounds across the chronograph. Note that players may be asked to chronograph at any time during the day, including during play.
- Players will be allowed to use only airsoft specific guns. No “BB Guns” or BB guns converted to use airsoft BB’s or Metal BB’s will be allowed.
- While in the staging area pistols must be holstered. All other weapons must have the magazine removed and the chamber cleared.
- On the field, eye protection may only be removed after all players have mags out, chamber cleared and game control has given the okay to remove goggles.
- While in the staging/parking lot area you may dry fire your weapon to ensure it is working properly. There is to be no live fire anywhere within the staging area other than the chronograph station.
- All persons moving throughout the field need to have a waiver on file; this includes observers, photographers, and any additional non-player personnel.
- Do not climb trees, or on top of buildings without roof access.
- Field modification is prohibited unless approved by Event Staff. Do not vandalize the property or you will be arrested.
- Report any noticed safety hazards to Event Staff.
- Areas marked with Orange, Yellow, or Red paint/tape is out of bounds. Any player found in these area will be considered eliminated.
- Sportsmanship is expected! Please call YOUR OWN hits! DO NOT BOTHER TO CALL ANOTHER PLAYERS HITS - MIND YOUR OWN HITS!

GENERAL RULES & SPORTSMANSHIP (CONT.)

- Not calling your hits is cheating, and will not be tolerated, period. If you suspect a player is not calling their hits, do not take matters into your own hands. Please bring this to the attention of your SQL and the event staff, use the chain of command.
- Dead players do not talk! Dead players may only talk quietly to other dead players. Dead players do not shoot their guns, doing so immediately makes you a live target. Dead players do not improve their position, or indicate other players position while dead.
- Jamming or listening in on the opposition's radio frequency is strictly prohibited (unless cleared by the administration).
- Covertly monitoring, through espionage or mis-representation, of opposition force planning to include briefings and electronic mediums is not in the spirit of the game, and is prohibited.
- Shooting around corners and not being able to see where your BBs are going is NOT allowed. Devices that allow you to shoot around corners, such as weapon mounted cameras and mirrors are not permitted.
- Airsoft is about HONOR, failure to play in an honorable manner will result in expulsion from the event. There will be no bullying, rough housing, foul language (used in malice), or physical/mental intimidation anywhere at any time at the event.
- Follow the rules. Excessive rule violations will result in immediate expulsion from the field, without refund.
- Event staff have final say on any rulings.

BLINDMAN

- In the event of a player losing their goggles or being injured, every player within the vicinity must call "blindman".
- Upon hearing "blindman", each player is to cease play, safe their weapon, and repeat calling "blindman". Do not move, do not fire.
- Play shall resume once event staff have cleared the situation and all players are safe to continue.
- In the event of a player losing their goggles, the player must cover their face and keep their head down until another player or staff can assist them in recovering their eye protection.

UNIFORMS

- This is a Tan vs Green event.
- Faction uniforms will be enforced for all players.
- A uniform consists of headgear, a shirt or blouse, and pants.
- WARSAW faction uniforms will consist tan based patterns.
- NATO faction uniforms will consist of green based patterns.
- Gear is not required to match uniform patterns.
- Ghillie suits are required to match faction colors.
- Purple shirts may only be worn by event staff.
- Red shirts may only be worn by non-players.
- Event staff have final say on which patterns match faction color.

FPS LIMITS & WEAPON RESTRICTIONS

- All airsoft weapons must be chronographed prior to being cleared for use on the field. All chronographed weapons will receive a tag to show that they have been chronographed.
- Unless otherwise specified, all airsoft weapons must be chronographed under 400 FPS with 0.20g BBs and hop-up turned off. No Minimum Engagement Distance (MED) is required for such weapons.
- Unless otherwise specified, all weapons must operate in either Single Action, Bolt Action, or Semi-Auto.
- Unless otherwise specified, a player may carry a maximum of 9 Mid-Cap or Low-Cap magazines for any weapon.
- Unless otherwise specified, no High-Cap or clock-work magazines will be allowed.
- Designated Marksman Rifles (DMR) have a max 450 FPS limit with 0.20g BBs and hop-up turned off, and a Minimum Engagement Distance of 50 feet. DMRs must be incapable of firing full-auto. DMRs cannot be used to engage targets within the same building. Examples of DMRs are: M16, M14, G3, SVD.
- Sniper Rifles have a maximum 550 FPS limit with 0.20g BBs and hop-up turned off, and a Minimum Engagement Distance of 100 feet. Sniper Rifles must only be either bolt action or single action, and incapable of semi or full-auto operation. Sniper Rifles cannot be used to engage targets within the same building.

FPS LIMITS & WEAPON RESTRICTIONS (CONT.)

- Squad Support Weapons (SSW) have a maximum of 450 FPS with 0.20g BBs and hop-up turned off, and a Minimum Engagement Distance of 50 feet. SSWs may use full-auto operation, but not in excess of 30 rounds per second. SSWs cannot be used to engage targets within the same building. SSWs may use High-Cap magazines that carry a maximum of 3000 rounds combined. SSW examples are: M249 SAW, M240, M60, PKM, RPK, etc.
- Launchers consist of simulated grenade or rocket launching weapons, such as RPG-7, AT4, M-72 LAW, M203, M320, or GP-25. A player may only carry one Heavy Weapon, and may carry up to 12 grenades/rockets for that weapon. Heavy Weapons have a Minimum Engagement Distance of 100 feet. Any soft tipped or foam rockets may be used. Only foam projectiles are allowed to be used with Launchers. All Launchers must be inspected by Event Staff before being allowed on the field.
- Event Staff reserves the right to refuse use of special weapons (DMRs, Snipers, SSWs, Launchers) at any time.

SUPPLY RESTRICTIONS

- Players can ONLY reload their magazines while at a Mobile Respawn Point (MRP) or Forward Operating Base (FOB).
- Players CANNOT reload their magazines while playing in the field.
- Players cannot carry loose BBs, speed loaders, or other items to reload on their person while playing on the field.
- Supplies needed to reload their magazines (loose BBs, speed loaders, etc) must be kept in Supply Bags that are left at MRPs or FOBs.
- Supply Bags must be clearly marked to show ownership.
- Do not interact with another players Supply Bag or other equipment without consent.
- Players may carry a maximum of 6 hand grenades (anti-personnel or smoke) on their person.
- Orange smoke is reserved for Event Staff only.

GRENADES & ROCKETS

- Only foam projectiles may be used in Launchers, with the exception of TAGinn “Paladin” projectiles.
- TAGinn “Pecker” plasticized foam projectiles are not allowed.
- BB shells (such as ‘Masterkey’ rounds) for launchers are allowed, outside of buildings and with a 50 foot Minimum Engagement Distance.
- All launcher projectiles subject to review by event staff.
- Any commercially available hand grenades are allowed for use on the field (smoke & anti-personnel).
- All hand grenades thrown into a building must be thrown under-handed.

SPECIAL ROLES

- Some units or individual players can be assigned special roles by their faction commander that allow them special “abilities” during gameplay.
- Airborne units may be transported behind enemy lines via a staff vehicle as part of an “Airdrop” .
- Engineer units may erect Mobile Respawn Points (MRP) or Forward Operating Bases (FOB), repair disabled vehicles, or complete a number of other special objectives.
- Medics are individual players that have been given a Medic Card by their faction commander, and have access to Medic Bandages. No other player may apply Medic Bandages.

ELIMINATIONS, WOUNDED, & MEDIC RULES

- Any BB that strikes a player is considered an incapacitating hit, including anything worn by the player such as bags or gear, but excluding their weapons.
- Any Anti-Personnel hand grenade, or grenade/rocket from a Heavy Weapon that detonates within 20 feet of a player, and that player has clear line of sight, is considered an incapacitating hit, regardless of whether the player was hit with a BB or not, unless a manmade structure blocks the players line of sight to the ordinance.
- Any player that receives an incapacitating hit is considered “wounded” . Upon being wounded and as long as they are in a safe position to do so, the player must “play dead” and produce a Dead Rag (red cloth) to wave/cover themselves. A wounded player may call for a Medic.

ELIMINATIONS, WOUNDED, & MEDIC RULES (CONT.)

- A wounded player has 3 minutes for a Medic to reach them before they “bleed out” and are completely eliminated.
- A player can be “dragged” from a hazardous spot, to one where a Medic can safely “revive” them, by another player. For safety reasons, the wounded player may crawl, or hop along with the assistance of the “live” player, so long as the “live” player keeps a hand on the wounded player.
- A Medic may revive a “wounded” player by wrapping a bandage of 3 feet of ace/fabric bandage around the player’s arm. Only two bandages may be applied to a player.
- If a player is hit for a third time, and already has two bandages applied to them, they are considered eliminated and must immediately return to a respawn point. Upon reaching a respawn point, bandages may be removed, and if possible, returned to a Medic.
- If a Medic is unable to reach a “wounded” player, the player may call themselves eliminated at any time and return to a respawn point.
- A Medic cannot revive themselves, only another Medic can revive them.

SAFETY/SURRENDER KILLS & RUBBER WEAPONS

- There is no enforced safety/surrender kill rule at this game.
- If a player gets within close range of another player without their knowing, it is considered good sportsmanship to offer a surrender/safety kill rather than being shot. But the surprised player is NOT required to accept this offer. Calling “safety” does not make a player immune to being shot by a player who has not accepted the offer.
- Purpose made rubber weapons may be used to eliminate another player. To eliminate another player, lightly TAP them on their shoulder or arm. Do NOT make any thrusting, slashing, or other aggressive motions.
- A player who has been tapped with such a rubber weapon must call themselves eliminated, but cannot call out “hit” or “medic”.
- No metal “edged” weapons are allowed.

RESPAWN POINTS

- Once a player is eliminated, they must immediately return to a Mobile Respawn Point (MRP) or Forward Operating Base (FOB).
- A player may only re-enter the game as a “live” player from a MRP or FOB.
- Both MRPs and FOBs have a “touch & go” instant respawn.
- If either a MRP or FOB comes under direct enemy fire, it may no longer be used as a respawn point, and all eliminated players must move to an alternate respawn point.
- If a MRP or FOB is touched by an enemy player, that spawn point is “destroyed” and must be moved back to the owning faction’s default spawn point to be redeployed.
- Each faction also has a “default” spawn point on opposing ends of the field.
- “Dead Zones” are netted areas on the field that players may enter to take off their goggles or other gear without fear of taking fire. All weapons must be cleared and their safety on before entering a Dead Zone. Players may not respawn from a dead zone.
- Respawn rules subject to view and change by Event Staff.

VEHICLE & ANTI-VEHICLE RULES

- All Airsoft Vehicles must be approved by Event Staff prior to being allowed on the field.
- All Airsoft Vehicles must appear or mimic real life military vehicles.
- All Airsoft Vehicles must stick to maintained roads while on the field.
- All Airsoft Vehicles must maintain a speed of 10 miles per hour or less.
- All Airsoft Vehicles will be divided into two categories: Light Airsoft Vehicles (LAVs) & Airsoft Fighting Vehicles (AFVs).
- Vehicles should never drive into smoke.
- Light Airsoft Vehicles:
 - Typically “soft skinned” trucks and cars. Vehicles that simulate Technicals or Troop Transports.
 - All crew members must wear full face protective equipment.
 - All windows must be down.
 - LAVs may leave maintained roads so long as the driver has a clear field of view, and maintains a speed of 5 MPH or less.

VEHICLE & ANTI-VEHICLE RULES (CONT.)

- Light Airsoft Vehicles (cont.):
 - If a crew member is hit by a BB, they are incapacitated the same way they would have been if they were on foot, and must follow the same respawn/medic rules. If the driver is the crew member that is hit, they must safely bring the vehicle to a stop to the side of the road as soon as possible.
 - Passengers may be similarly incapacitated.
 - If a crew member is incapacitated, they may be replaced by another live player as soon as safely possible.
 - Incapacitated crewmembers may only receive medical attention after they have been removed from the vehicle.
 - A LAV is not destroyed until it has been hit by at least one approved Anti-Vehicle projectile. Even if all crew members are eliminated, the vehicle is still live and may be re-crewed.
 - Once a LAV has been hit by an Anti-Vehicle Projectile, that vehicle is destroyed, the crew and passengers are eliminated, and the crew must raise a red flag to display that the vehicle is destroyed.
- Airsoft Fighting Vehicles:
 - AFVs may leave maintained roads so long as a neutral safety guide is present to guide them, and maintain a speed of 5 MPH or less. A safety guide can be any person who is currently not in play and is wearing a high visibility vest.
 - Typically “armored” vehicles that simulate Armored Personnel Carriers, Infantry Fighting Vehicles, and Tanks.
 - AFVs may keep their windows up.
 - Crew members are not eliminated by BBs while they are within the vehicle.
 - Crew members riding in an exposed position such as a turret gunner may be incapacitated by BBs as if they were on foot.
 - AFVs may only be disabled or destroyed by approved Anti-Vehicle projectiles.
 - One hit from an Anti-Vehicle Projectile disables the vehicle. The driver must bring the vehicle to a stop on the side of the road as soon as safely possible. All crew members and passengers are still live and may dismount the vehicle. Vehicle crew must raise a yellow flag to display that the vehicle has been disabled.

VEHICLE & ANTI-VEHICLE RULES (CONT.)

- Airsoft Fighting Vehicle (cont.):
 - A second hit from an Anti-Vehicle Projectile destroys the vehicle. Any crew or passengers remaining within the vehicle are immediately eliminated and cannot be revived by a medic. Vehicle crew must raise a red flag to display that the vehicle has been destroyed.
- Anti-Vehicle Projectiles are any foam tipped projectiles that are fired from a Launcher (or TAGinn “Paladin” rounds).
- No other Launcher projectiles or hand grenade may be used against an Airsoft Vehicle. Doing so may result in expulsion from the field.
- Players using Anti-Vehicle Projectiles are suggested to aim for the hood or passenger bed of vehicles so hits are more easily noticeable.
- Vehicle crew are to keep aware of any Anti-Vehicle projectiles hitting their vehicle.
- If a vehicle crew does not notice an Anti-Vehicle projectile hitting their, the player who launched the projectile may either notify a ref, or may approach the vehicle under a neutral flag (yellow cloth) and notify the vehicle crew.
- Once a vehicle is destroyed, the vehicle may only be respawned at a Forward Operating Base (FOB), and requires a Vehicle Resource Card to become live.
- Engineer units may repair disabled vehicles in the field by delivering a Fuel Reserve Card to the disabled vehicle’s crew.
- Any vehicles that are destroyed must remain in place for 15 minutes before returning to their factions FOB to respawn.
- If a faction has Fuel Reserve Cards in their possession, a destroyed vehicle may immediately return to their faction’s FOB and respawn once a Fuel Reserve Card is given to a Referee or Game Coordinator.
- All vehicles may only respawn at their faction’s FOB.