Carolina Outposts

Sept 1-3
Command Decisions Wargames Center, NC

84 Reganswood Drive
Taylorsville, NC 28681

Time Line

Friday
6pm
Checkin/Chrono/
8pm
Outpost Setup/ Early Brief
(If Briefed Friday dont have to Saturday)

Saturday
8am-10:30 Checkin/Chrono
11am - Late Game Brief
Noon to Midnight Main Session

Sunday
9am -12pm Final Push

Story

As the Battle for the East Coast continues the CUS Rangers and the NNA Spec Ops have established Outposts facing each other to stop the advance into the Carolinas by either side. All Civilian assets have been relocated thanks to the Gas and Mortar shelling's by both sides. Each Units top command know that the Outposts both are weakened, and this is the time to mount a final assault to break each other's back then push forward east or west.

You are the most valuable asset at Outpost Zeta and Delta. Keep your limited ammo and medical safe while punishing your enemy for being in your way.

Camping (what's allowed)

On the Field at your outpost
Always in the Fight Front lines
Allowed to reload and keep ammo where you camp and at Ammo Dump

Off the Field in the parking lot
Must keep all ammo off the field or in the Ammo Dump at Outpost

Come and go as needed
Must keep all ammo off the field or in the Ammo Dump at Outpost

This is a No Roleplay Event. ROE (rule of engagement) is Clear they are your friend or enemy, no in between.

Go on Patrols, Recons, and Supply Drops.

Play late into the Night and camp on the field at your Outpost.
Protect Medical (Spawn – can be turned off)
Protect your Ammo and Supplies (can be turned off)
Protect your Communications (Command Comms can be turned off)

Uniforms (Gear color doesn't matter)
Headwear much match Colors

CUS Rangers
Green Based Camos (Don't mix in Tans or Greys)

NNA Spec Ops
Tan Based Camos (Don't mix in Greens or Blacks)

Uniform code does matter
YOU MUST HAVE DEAD RAG OR YOU WILL HAVE TO BUY ONE
For Night Session have some type of Light for Safety and to show you are dead

RULES

BIO BBs only

SEMI IS 1 BB for EVERY TRIGGER PULL, BINARY AND BURST FALL UNDER FULL AUTO

Mags and Ammo Do not exceed these for these type weapons at a time.
Can reload anytime back at Ammo Depo or camp areas in games.
600 rounds for Rifleman Class
1000 rounds for SMG Class 150 rounds for Snipers Class
100 rounds for Heavy Sniper Class 300 rounds for DMR Class
400 rounds for SPR Class 2500 Rounds for LMG Class
1500 rounds for Heavy MG Class
1500 round for Crew Service Class
350 rounds for Shotguns
3000 rounds for Vehicle Gunner
100 in Pistols (does not count against other ammo caps) no more than 2 grenades no more than 2 smoke for each smoke type **No Speed loaders or BB Bags in the Field except at Ammo Depo**

Airsoft Power and Restrictions

Riflemen (semi) 1.55 Joules with .32s No MED
(.36 bb weight Cap)

SPR (semi) 1.75 joules and under with .32 50 foot MED
(has to have 15+ inch barrel,Scope)(.40 bb weight Cap)

DMR (semi) 1.99 joules and under with .32 75 foot MED (has to have 18+ inch barrel)
(.45 bb weight Cap)

Sniper (bolt) 2.5 joules with .32 100 foot MED
(.48 bb weight Cap)

Heavy Sniper (40-50 Cal) (Bolt or trigger delay semi) 2.99 joules shooting .40 or higher 150 foot MED (If use 6mm or 6.44mm BB must Chrono with Your own BBs for Joules for this class)

LMG (Fullauto) 1.55 joules with .32 50 foot MED for Fullauto
(M249, RPK, M27, Kyrtac LMG, Shrike Kits, etc)
(.36 bb weight Cap)

HMG (Fullauto) 1.99 joules with .32 100 foot MED (Large Cal)
PKM, BAR, M1919, MG42, M60, M240, Mk48, HK21, M134 Minigun(examples can be HMG or LMG)
(.40 bb weight Cap)

Crew Service (Fullauto)
Must be Preapproved at Events
2.99 Joules with .45s
150 foot MED/25 ROF MAX
3 Man Team at least (Pistols/SMG only 200rounds each)
M1919, M2
50 Cal or certain HMG with tripod or Mounted on Vehicle
15 in Outer Barrel and 20+ pounds

SMG (Fullauto) 1.00 joules with .32 (has to be SMG round/Weapon)
5 foot MED on Full, no MED on Semi, must be pistol Cal type
(.25 bb Weight Cap)

Spawns and Important Locations will be based on Number of sign ups