



COMBAT AIRSOFT  
COMBAT TACTICAL OP EVENT RULES  
AIDE MEMOIRE

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## INTRODUCTION

All the rules, information and safety instructions herein are for your benefit and the benefit of other players. Please obey all the rules, any player found to be consistently breaking the rules will be immediately ejected from the event without a refund.

There is a lot of information to read so please take the time to fully understand all the points contained.

Failure to understand and follow the event rules and information will result in you possibly having a bad experience which Combat will not be held responsible for.

Please download, print and sign the last page of this document to hand in when signing in at the event. This is your confirmation you have read, understand and will comply with the safety rules and game rules herein.

If you have a question, or do not fully understand a rule please ask by sending an email to [info@combatairsoft.co.uk](mailto:info@combatairsoft.co.uk)

### What is a Combat Tactical OP?

A Combat Tactical OP is our version of a military simulation type of game where team structures, restricted ammo and respawn rules are put in place to enhance the realism. The aim of a Combat Tactical OP is to immerse you in an experience where you are a part of a larger story and play a small part in aiding your team complete a bigger objective.

Combat Tactical Ops require you to work with others in a team to achieve the wider objective, there is no room for lone wolves on this type of event and disobeying orders can have severe consequences for your entire teams' goals and objectives.

## Some Non-Negotiable Points

### General Behaviour

Airsoft is all about sportsmanship and integrity. Whenever in doubt about how to act in any situation not specifically mentioned use your better judgment and remember to keep within the spirit of the event.

Bad sportsmanship and excessive use of foul language is not welcome on any event and will result in you being removed from the event without a refund.

Disrespecting other players, staff or the event area will not be tolerated. Participants found to be abusive to others, cheating or purposely vandalising the venue will be immediately ejected from the event without a refund.

Remember to play by the rules. If you have any notion to break or ignore the rules, we respectfully request you do not attend as you will spoil the event for others who want to take part and have fun.

### Lost and Found

Any items found on the game field which is obviously airsoft equipment lost by another player such as a magazine or speed loader should be handed in at your team's base or to a marshal. We will endeavour to return the item to its rightful owner.

### Age Limits

Combat Milsim events held on Military Training Areas such as Stanford Training Area (STANTA) are restricted to 18+ years due to the nature of the area and at the request of the Ministry of Defence and their land agents.

Events held at Combat Airsoft Thetford are restricted to 16+ years.

### Alcohol and Drugs

Combat Milsim Events are strictly drug and alcohol free. Anyone found with or using drugs or alcohol will be ejected from the event without a refund.

### Have Fun

Airsoft is all about having fun, don't take things too seriously.

## General Safety

### Eye Protection

Eye protection must always be worn inside the game area.

Eye Protection must fully cover your eyes from all angles of impact with no gaps large enough for a BB to pass through.

The only place you may remove your eye protection is inside the designated safe area.

Lower face protection is highly recommended but not mandatory for players aged 18+ to protect against dental injuries.

### Hearing Protection

Hearing protection is strongly recommended as you may be subjected to loud noises in excess of 120db. This includes but is not limited to pyrotechnics, blank firing devices and blank firing firearms.

Combat Airsoft will not be responsible for any injuries caused by participants who decide not to use adequate hearing protection.

### Weapon Safety

All weapons must remain clear of magazines and rounds until game on has been called.

Weapon safety's must remain on until ready to fire your weapon.

All weapons must be cleared before entering any safe area.

No dry firing inside any safe area, keep your safety on.

### Safety Signs and Trip Hazards

Observe all safety signs when moving around the game area. Some areas of the game area are not accessible due to safety concerns, these areas will be marked off with safety tape. Do not cross into marked off areas.

Be careful of trip hazards and mind your footing especially when climbing or descending stairwells. Sturdy footwear is required such as military boots or hiking boots. Players in trainers or any other inadequate footwear will not be allowed to play.

Do not climb walls, ladders or through windows.

Occasionally a member of staff will cordon off an area due to safety concerns. If this happens please follow the marshal's instructions.

### Personal Equipment

All personal equipment is your responsibility to keep secure and Combat will accept no liability for lost, damaged or stolen personal items. Any person found to be attempting to steal other participants equipment will be ejected from the event immediately without a refund.

## Uniform Requirements

Uniforms are required to prevent the use of coloured armbands which are unrealistic. Please stick to the uniform rules for your team. Failure to wear the correct uniform when you attend the event may result in you not being allowed to play.

All players must wear a plate carrier, chest rig or other form of load bearing equipment this identifies you as a combatant.

### BLUEFOR Uniform

Uniform (Trousers and Top) must be Multicam/desert coloured camo or solid desert colours only.

No civilian, blacks, greens, tropics etc.

Rigs and equipment can be any colour.

Ponchos/Waterproof gear must conform to uniform colour requirements.



### REDFOR Uniform

Uniform (Trousers and Top) must be UK/US Woodland, Greens, Blacks or civilian clothes.

Rigs and equipment can be any colour.

Ponchos/Waterproof gear must conform to uniform colour requirements.



Do not mix and match desert trousers with woodland tops or Multicam trousers with a black hoodie for example. You must clearly represent which team you are at all times.

Milsim events are meant to immerse you in a realistic environment please don't wear Hawaiian shirts or bright colours.

If you are unsure which team your uniform colour will fall into, please contact us prior to the event so we can advise you by sending an email to [info@combatairsoft.co.uk](mailto:info@combatairsoft.co.uk)

## Minimum Kit List (12-24 Hour Op)

This kit list is the minimum kit we recommend you should bring with you on a Milsim event. Highlighted in orange are optional items. Feel free to print out and use as a checklist.

### On your Person

- Uniform
- Boots
- Eye/Face Protection
- Hearing Protection
- Notepad and Pen/Pencil
- Digital Camera or Camera Phone (for collecting intel images)
- Load Bearing Equipment, Vest or Webbing
- Primary Weapon and Mags
- Secondary Weapon and Mags
- Helmet (recommended)
- Gloves (Highly recommended)
- Bandage/Tourniquet
- Dead Rag/Red Cloth approx. 30cm x 30cm
- Dead Light (See Medic Rules for Details)
- Radio capable of using comms frequencies (see Comms section for frequency ranges)
- Hydration pack or Water Bottle

### Assault Pack – Can be left at your FOB

- Snacks
- Spare batteries (AEG and Accessories)
- Spare Gas for GBB's
- Wet Weather Gear

### Bergan – Can be left at your FOB

- Spare socks
- Sleeping bag/roll mat
- Wash Kit/Hygiene Kit
- Jetboil or similar gas field cooker. Gas only but not big camping stoves a shared one will be provided at your FOB
- Eating/Cooking Utensils
- Enough food for 24 hours
- Waste bin liner (Please clear up after yourself)
- Gun repair kit/spare parts
- Spare clothes in a dry sack

## Weapon Rules

### Weapon Restrictions

Depending on the weapon you use will depend on the role you fit into and your ammo limits. All participants can carry one Primary weapon and one secondary weapon unless they are a designated Grenadier which means they can carry a grenade launcher on top of their standard weapons.

You will have to declare your roll when you book onto the event as Support Gunner, Grenadier, Designated Marksman and Sniper places are limited and are booked on a first come first serve basis. These ratios are established to ensure we don't end up with a full section of LMG's.

Each 8-man section will consist of:

- 4 Rifleman
- 2 Grenadiers
- 1 Designated Marksman
- 1 Support Gunner

### Primary Weapons

#### Rifleman

- Assault Rifles and SMG's
- Max 8 Mid-Cap magazines
- Max 3 Frag or 3 Flash and 3 Smoke Grenades

#### Grenadier

Same as Rifleman but with a 40mm UGLM/Standalone 40mm Launcher with 10 UGL Rounds

#### Support Gunner

- Replicas must be a light machine gun such as a M249, Stoner 96, M60 etc not a M4 with a box mag
- Limit 1 full box mag
- Max 3 Frag or 3 Flash and 3 Smoke Grenades

#### Designated Marksman

- Replicas must be locked to single shot only.
- Max 6 Mid-Caps
- Max 3 Frag or 3 Flash and 3 Smoke Grenades

#### Snipers

- Bolt action rifles only
- Max 5 magazines
- Max 3 Frag or 3 Flash and 3 Smoke Grenades

### Secondary Weapons

#### Pistols

- Max 3 standard mags no extended or drum mags

#### Shotguns

- Max 10 shells

**Due to the nature of the venues all ammo must be Bio-Degradable with no exceptions. Anyone caught using regular plastic bb's will have all their ammo confiscated until after the event.**

## FPS Limits

All weapons used will have to pass a chronograph test using the weight BB you intend to shoot and conform to the following limits:

Full Auto weapons, Pistols & Shotguns MAX 1.15 joules (Semi only within 3 meters)

Semi Auto Locked (DMR's) MAX 1.88 joules (20-meter MED)

Bolt Action Rifles MAX 2.32 (20-meter MED)

## Resupplying Ammo

Players can resupply from their designated resupply point (usually a designated building or your base). The only time resupply will be closed is while the resupply point is under enemy contact e.g. rounds are landing within the walls or hitting the building.

You must however resupply as a whole section e.g. if one of you needs to resupply you must get your section IC (or acting IC) to ask permission from command, if command allows it you must move as a whole section to resupply not just send the single player requiring ammo.

If the resupply point is lost to the enemy an alternate resupply point (or ammo cache) will be assigned with a small amount of common weight ammo supplied by Combat for you to use until your main resupply point is secured.

All loose ammo is to be left at your team's base or a designated resupply point. No loose ammo is to be carried on you when playing.

Loose ammo should be kept in an assault pack or bergen at your main resupply point. No ammo should be left lying around.

Should your team overrun the enemy resupply point no player can search through other participants personal items or take ammo. This will be considered stealing and you will be immediately ejected from the event.

## Grenades & Pyrotechnics

Only pyrotechnics designed for Airsoft use are permitted. No homemade pyro!

Due to concerns of hearing damage within buildings the max level of pyro is MK5 or equivalent and 9mm/209 primer. MK7/9 and 12 gauge are not permitted.

Different types of grenades have different rules associated with them, but all pyrotechnics share the same safety rules.

Do not cook off grenades. Ignite and throw immediately.

Always follow the manufacturer's instructions.

Do not kick away or pick up grenades whether detonated or not. The only exception is if it is a reusable grenade such as a blank firing device you own and are retrieving.

If a grenade fails to detonate it is a "dud" and must be treated as Un-Exploded Ordnance (UXO) and reported to a marshal for retrieval and disposal. Never return or retrieve any UXO yourself.

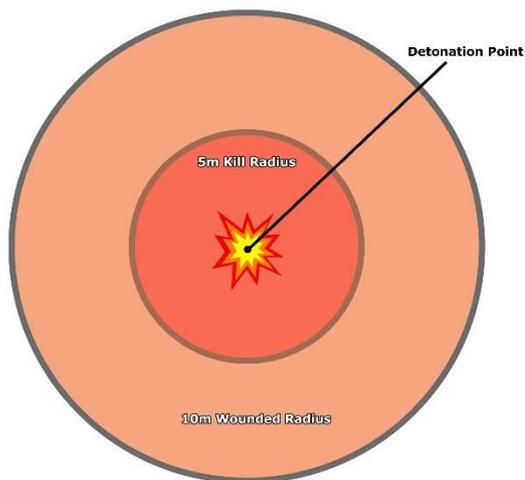
Pyrotechnics made from metal or plastic must be thrown under arm and not lobbed overhead height. Single use pyro like MK5 thunderflash or other cardboard pyro can be thrown over head height.

### Frag Grenades

Frag Grenades are defined as grenades that expel projectiles such as TLSFX Frag, TAGs Frags, Enola Gaye Pea Grenades, Tornado/Cyclone gas grenades etc.

Frag grenades have a 5-meter KILL RADIUS any player within the radius when it detonates (whether enemy or friendly) are automatically dead regardless of medic rules and must return straight to respawn.

Frag Grenades also have a 10-meter WOUND RADIUS any player within 5-10 meters of the grenade when it detonates (whether enemy or friendly) are automatically wounded and must seek attention of a Section Medic or the Company Medic for revival as per the medic rules.



Players behind "hard cover" such as walls, bunkers, vehicles etc with their body fully concealed by the cover at the point of detonation will be safe from frag grenade effects. Balconies are also covered by this rule as they are open air areas.

Players behind "soft cover" such as bushes, tarps, tall grass, behind small trees etc are not safe from the effects and the kill radius rules will occur.

Players inside the same room as a frag grenade when it detonates will be killed automatically.

## Flash Bangs

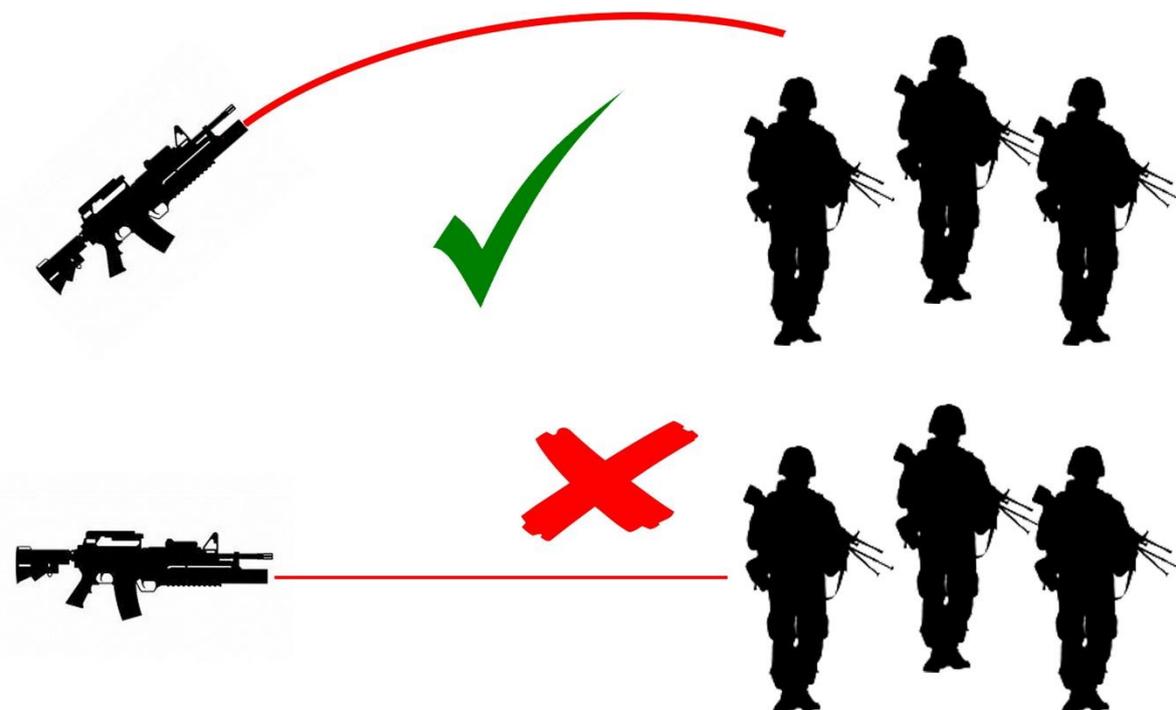
Any flash bang simulator such as MK5 Thunderflash, Thermobaric Grenades, Blank Firing Device or any other grenade which does not expel a projectile is classed as a distraction device and therefore non-lethal.

Although non-lethal they are still effective when clearing buildings and rooms so do not discount them.

## 40mm UGL Rounds

Rounds launched from grenade launchers such as TAG 40mm rounds (pyro only not chalk or dummy rounds) are considered frag grenades and have the same rules.

UGL rounds should always be launched with the barrel at an elevated angle so the round falls onto a target, never shot directly at another participant. UGL rounds should always be fired from a safe distance to the target never from ranges closer than 30 meters.



UGL rounds can be shot into or out of building windows and doors but you must be a minimum of 30 meters away from target.

UGL rounds should never be fired from one room into another when clearing a building.

## Mortars

Acceptable mortars are rounds specifically designed to be fired from a mortar tube such as TL5FX 32mm single bang mortar round.

Mortar explosive rounds have the same kill rules as Frag Grenades and UGL rounds. Mortar smoke rounds are for effect only and non-lethal.

Rounds should always be launched from the mortar tube on the ground according to manufacturer instructions.

Rounds should never be launched directly at a person but like UGL rounds launched so the round falls onto its target.

Mortars are limited to 1 mortar per section with a limit of 10 mortar rounds.

## Rockets

Acceptable rockets are TAG rounds (pyro only not chalk or dummy rounds) launched from an RPG, AT4 or Other shoulder fired rocket launcher platform.

Homemade rocket launchers and rockets are not permitted unless cleared by Combat prior to the event.

Also accepted are TLSFX 32mm Mortar rounds fired from purpose designed shoulder launch tubes (not a mortar tube on your shoulder).

Rounds and weapons should always be fired according to the manufacturer's instructions.

Rockets used against infantry have the same kill rules as Frag Grenades and UGL rounds.

Rockets are the only projectile weapon system capable of destroying a vehicle. (See vehicle rules)

Rockets are limited to 1 Rocket launcher per section in place of a Mortar with a limit of 10 rounds.

## Electronically Detonated Pyro (Maroons)

Acceptable electronically detonated pyro is any electronic fired pyro designed for use in Airsoft such as TLSFX MK5 electronic maroons.

Whether remotely or wire detonated once armed the trigger man must remain eyes on to ensure the device is not detonated unsafely e.g. a participant is not lying on top of it.

Triggered pyro must be placed on top of the ground at floor level never buried in rubble or other debris that can pose a shrapnel risk to participants.

Electronically detonated pyro uses the same kill rules as frag grenades and UGL rounds.

## Trip wires

Trip wires may not be used to detonate pyro or create obstacles as they pose a significant trip risk.

## Blank Firing Weapons

In order to immerse you in the event blank firing weapons will be used by Combat staff and pre-approved participants bringing their own blank firing weapons.

If you wish to use a blank firing weapon, please contact us prior to the event so we can discuss adding you to the pre-approved list.

Blank firing weapons will not be used inside buildings or enclosed spaces.

Players receiving fire from a blank firing weapon must act like it is real incoming fire and get to cover. If you can see the person shooting the blank firing weapon and they are aiming in your direction get yourself and teammates into cover.

Any player who fails to react to incoming fire from a blank firing weapon by taking cover and making their movements more concealed and tactical to avoid fire will not be acting in the spirit of the game which will have consequences for your whole section.

You do not have to call a hit from a blank firing weapon they are purely used for atmosphere and to encourage a reaction, but you can call a hit if you want to.

## Hit Taking & Cheat Calling

Everyone is to call their hits, no exceptions.

Use common sense when calling hits making it clear you are hit by shouting "HIT" loudly and "DEAD MAN COMING OUT"/" DEAD MAN WALKING" especially if exiting a building under contact.

### **Cheating will not be tolerated.**

Cheat calling will also not be tolerated, if you have a problem with a player not calling hits report it to a marshal immediately in a calm manner.

Abusive or aggressive behaviour of any kind towards players or Combat staff will result in immediate removal from the event without a refund.

When hit follow the medic rules below.

There are no surrender or Bang Kill rules.

## Medic Rules

Each player will be required to carry 3 vital pieces of equipment for hit symbols and medic revival. (not supplied by Combat)

1. **Dead Rag** (red piece of cloth for daylight play)
2. **Dead Light** (for night play must have flash (wounded) and permanent on (dead) modes. We find a cheap bicycle light works best.)
3. **Bandage or Tourniquet**

When hit each player will have two chances to be revived back into the game.

When you are hit drop to the floor or sit against a wall and continuously call for a medic LOUDLY, act out the wound it makes it more realistic and fun. Pull out your dead rag and lay it on your chest, or head if sitting. During night play (or in dark buildings) switch red kill light to flashing to symbol wounded.

Do not reload your weapon, shoot or do anything other than call for a medic. Live players may inadvertently shoot you thinking you are a threat.

**1st Hit** - Any teammate can revive you by tying the bandage around your upper arm. Do not have your bandage in hand ready for them it must be in a pouch or attached to your equipment, your buddy must find it themselves and apply it.

**2nd Hit** - Only a Section Medic or the Company Medic can revive you. The medic will require you to drink a bottle of water from their Aid Pack. The water simulates you being given an IV. (see medical supplies below)

**3rd Hit** - YOUR DEAD go to respawn and place Dead Rag somewhere visible while enroute or during night play, set deadlight to permanent on not flashing (works well as a nav light do not shine bright torches about)

**Frag Grenade, UGL, Mortar or Rocket Hit (Within 5 Meters)** – YOUR DEAD go to respawn and place Dead Rag somewhere visible while enroute or during night play, set deadlight to permanent on not flashing (works well as a nav light do not shine bright torches about)

**Frag Grenade, UGL, Mortar or Rocket Hit (Within 5-10 Meters)** – Automatically classed as on 2<sup>nd</sup> hit only a Section Medic or the Company Medic can revive you. The medic will require you to drink a bottle of water from their Aid Pack. The water simulates you being given an IV and tie your bandage on if not already applied. (see medical supplies below)

**Bleed Out** - Any time after a minimum of 5 minutes of being hit you have bled out and are dead. You may remain wounded after 5 minutes if a medic can feasibly get to you or you to them.

Medics cannot heal themselves.

## Carrying Wounded

Some missions may require you to carry wounded to the Aid Station or in some situations it may be easier to carry wounded teammates to a medic to not risk the medic getting hit.

The following methods for moving wounded are acceptable:

- Dragging or shoulder carrying the wounded with their consent first.
- Simulate a two person carry with two buddies each with a hand on a shoulder of the wounded player walking not running. The two players can still shoot one handed if they could shoulder their weapons.
- Simulate a one man carry by getting a live teammate to place both hands on the wounded players shoulders and walking not running.

If a player "carrying" a wounded player is hit, they are also hit and must put down the wounded player and act wounded themselves.

## Medical Supplies

Medical supplies come in the forms of bandages/tourniquets and water bottles (IV's).

### Bandages/Tourniquets:

Every player must carry at least a bandage or tourniquet for use on the first hit. If you don't have one or have lost it you cannot use the first revive, you will be classed as on your 2nd hit and can only be revived by a medic using an IV. When using a tourniquet always apply loosely **DO NOT TIGHTEN**.

### IV Supplies:

Each section medic can carry up to 5 x 330ml bottles of water in a bergen or backpack.

When a bottle is used to revive a wounded player, the bottle must be retrieved by the medic for later replacement at the aid station. Medics can cache their supplies but if the enemy come across them, they can steal them.

Empty water bottles are replaced on a one for one basis at the aid station so remember to get them back.

When resupply is needed report to the Company Medic at the Aid Station and hand in empty water bottles for full ones.

## Respawn Points (Aid Station)

On Milsim events all respawn points are team specific.

Typically, this will be an Aid Station within your FOB. When dead or requiring fresh medical supplies report back to the Aid Station.

Upon arrival your death will be logged by the company medic. You must let the medic know your name and which section you are part of.

The medic will then heal you by giving you an IV (water bottle) which you must finish, then after a short period of time release you back into the game.

Should the FOB come under enemy contact while you are awaiting respawn you will be locked in until the contact is cleared or if the enemy over run the position be sent to an alternate respawn location.

Medical supplies can be stolen by the enemy.

Medical supplies will also be available from the Aid Station. Medics can swap out empty IV's (water bottles) for fresh ones on a one for one basis.

## Searching Enemies for Intel

Searching enemies for intel is strongly encouraged and may take place when the player is “wounded” or “dead”. This includes stopping a dead player on their way back to respawn.

There are two ways to search a player for intel:

1. Ask their permission to perform a physical search of them. If they give you permission to search them be respectful of them and their gear don't cause physical harm or throw their gear around. If at any time the player asks you to stop as they are uncomfortable with a hands-on search use the second search method below:
2. If the player does not give permission for a physical search or has asked you to stop, ask them for specific item you wish to search such as maps, notebooks, radios etc. The player must give up the item requested without resistance. Take a photo or take notes of the item and return it to the player.

At no point may you take items away from the player being searched all items should be returned to them.

Under no circumstances should players being searched be restrained or subjected to physical or verbal abuse.

## Fighting in Buildings

No blind firing of any kind. You must be able to clearly see what you are shooting at looking down the length of your weapon.

If you cannot fit your head through a gap you cannot stick your barrel through to shoot.

No full auto inside building single shot only inside buildings. You may fire out on full auto and into buildings on full auto but only if the target is further than 10 meters and using short controlled bursts only not sustained fire.

LMG/Support Gunners must transition to secondary weapon (pistol or shotgun) before entering buildings.

No smoke grenades are to be used inside buildings or thrown onto balconies but can be thrown into open air courtyards.

Maximum of 4 players on balconies.

No player may access roofs. If a roof access hatch is open it because a marshal is most likely on the roof overlooking the game, do not try and close it.

Do not climb over walls or through windows. You may only peek over a wall if you can jump high enough or there is a step beside the wall you can safely stand on not a pile of rubble.

All internal doors may be opened/closed but must not be wedged shut

External doors/windows where closed must remain closed.

Do not pre-fire when coming around corners you must have your target in your sights before firing. You may inadvertently injure someone or shoot a civilian character or marshal.

## Fighting at Night

After dark all players must use dead lights (see Medic Rules section) instead of kill rags.

Observe the 10-meter MED around buildings and do not indiscriminately fire on doors/windows, short controlled bursts only.

Take extra care of your footing, trip hazards become extremely difficult to see at night.

When navigating to respawn do not shine white light use your dead light (red) to navigate (see medic rules section)

Where lighting has been erected do not try and shoot it out, it is there to simulate street lighting in an urban environment and the challenges of moving through illuminated areas at night.

## Lasers / IR Illuminators

No lasers are permitted either visible or infrared (IR) at any time. IR Illuminators/strobes are allowed unless otherwise stated, this is dependent on any military training taking place at the time of the event. NVG's are permitted.

## Detaining People

Certain objectives or situations may require you and your team to detain a specific individual. This will usually be a volunteer or actor so remember to remain respectful of their wellbeing.

If you detain a person you MUST:

- Inform chain of command immediately so detainee can be handed to command for interrogation.
- Conduct a search and confiscate all items which must be handed in to command.
- Restrain the detainee. Plasticuffs may be used but hands should be in front of body not behind.
- Move the detainee and their effects to the location ordered by your commander.
- Keep under guard until extraction team arrives to transport detainee to interrogation.

DO NOT

- Cover their face
- Physically abuse them (they are only acting)
- Subject them to stress positions

## Civilian Population (CIVPOP)

Civilian population characters are non-combatants and are identified as wearing civilian clothing with no tactical equipment such as vests or webbing or weapons.

CIVPOP are there to enhance your experience.

You may interact with the civilians and try and obtain intel from them by conversation or payment, but you must not force information from them by holding them at gunpoint or shooting them.

Treat civilians with respect they may have the valuable piece of intel you need to complete your objective.

If a civilian is believed to be a threat to you or your squad mates use caution. Before acting against the threat refer the issue up the chain of command and follow the orders given.

If you are ordered to detain them follow the Detaining People procedure above.

Any player indiscriminately shooting CIVPOP for fun will be seen as not acting in spirit of the game and may be ejected from the event without a refund.

## Vehicles

Only vehicles provided by Combat are allowed to be used. Do not bring your own team vehicles unless prior arranged with Combat.

All vehicle crews must keep eye protection on when inside the vehicle.

Smoke deployed directly in front of a vehicle will bring the vehicle to a halt. All players in vehicle must exit. Vehicle cannot proceed until smoke has cleared.

### Entering/Exiting Vehicles

Take care entering/exiting vehicles

Players exiting a vehicle can engage/be engaged.

Players can shoot from and into vehicles while in motion. Hit players are to wait until vehicle has stopped and be removed from vehicle before a medic can treat them.

### Destroying Vehicles

All vehicles can be destroyed by hitting it with a round from a Rocket Launcher (see Rocket Launchers section).

When hit the vehicle is to be considered destroyed. The driver is considered killed and all players within the vehicle must exit the vehicle immediately with at least one player "wounded".

The driver will then return the vehicle to the team HQ for respawning.

Vehicle respawn time is 1 hour.

### Shooting at/from Vehicles

Players may fire from and at vehicles in play. If the driver is hit the same medic rules will apply requiring the driver to be healed to continue use of the vehicle. If the driver is killed the vehicle is no longer usable and must return to respawn after all players have exited.

Driver respawn time is 20 minutes.

## Comms

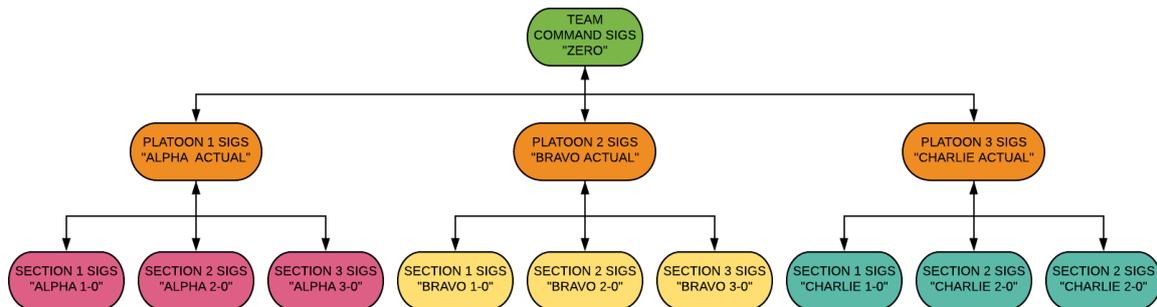
Comms discipline is a must on any Milsim event and must be adhered to in order to get the most out of your communications.

Team comms operate within the following ranges:

BLUEFOR 449-459mhz

REDFOR 169-174mhz

All players are allowed to have radios to communicate with the players within their sections, but only designated radio operators are allowed to communicate with platoon leaders and command units.



You are only permitted to use your radio to contact your commander if you have been assigned the role of radio operator or “SIGS” and you may only communicate (with the exception of players in your section) your commanding element. For example:

Platoon sigs are the only elements allowed to communicate with the team command elements “ZERO”.

Section SigS can only communicate with their Platoon sigs.

### Radio Etiquette

We don't expect you to have an in-depth knowledge of how to correctly communicate on a radio just a basic level of understanding.

If you are assigned a radio operator role (SIGS) remember the following points:

- Only use your comms when you need to, don't hog the frequency with idle chit chat.
- Keep message short, clear and to the point, don't ramble.
- Think about your message before you send it, incorrect information can be the difference between achieving and losing an objective.
- Start and acknowledge a call with your callsign.

Example radio call using basic radio discipline:

Platoon 1 SIGS: “Alpha 1-0, This is Alpha Actual”

Section 1 SIGS: “Alpha Actual this is Alpha One Zero, Send”

Platoon 1 SIGS: “Alpha One Zero, orders are to move and engage hostiles at sector two-niner, acknowledge”

Section 1 SIGS: “Alpha Actual, CONFIRMED. Move and engage hostiles at sector two-niner.”

Platoon 1 SIGS: “Alpha One Zero, ROGER, Alpha Actual OUT”

Monitoring enemy comms is not permitted at any time.

## Rules of Engagement

Rules of engagement are different for different events depending on the scenario, location and other factors. Rules of engagement will be declared as part of your team briefing by your command elements either prior to or at the event.

## Team Structures and Responsibilities

Each team will have an assigned team commander and platoon leaders who will operate on the field with you. Team Commanders and Platoon Leaders will assign tasking and orders to your squad/section.

Orders are to be followed, if you decide not to follow an order or not attempt a tasking because you simply don't want to it will have a detrimental effect on your team and completion of the main objective. Remember it is a team game.

Team Commanders and Platoon Leaders also act as a way to report infractions by other players. If there is someone cheating or doing anything unsafe you can report it up your chain of command who will get a marshal to action it.

## Basic Team Structure

### Command Element

- **Team Commander:** Responsible for overall tactical decisions to achieve the objectives, assigning platoons with orders to achieve those orders. Act upon intelligence gathered to update tactical plan and reassign platoons.
- **Command Signals (SIGS):** Responsible for communicating orders and information between Team Commander and Platoon Leaders.
- **Company Medic:** Responsible for receiving casualties at the Aid Station and distributing medical supplies to medics.

### Platoon Leader Element

- **Platoon Leader:** Responsible for section assignments to achieve objectives given by command element. Responsible for maintaining platoons fighting ability including medical supplies, rest allocation and resupply provisions.
- **Platoon Signals (SIGS):** Responsible for liaising between Platoon leader and Command Element and coordinating fighting sections as per Platoon Leaders orders.

### Sections

- **Section IC (In-Command):** Responsible for leading the team and the wellbeing of the section. Making calls on when resupply is required, and tactical decisions required to complete the assigned tasking.
- **Section 2IC (Second in Command):** To assume the responsibilities of the IC if they are wounded or dead.
- **Section Signals (SIGS):** To liaise with Platoon SIGS and IC as required.

## Administration Items

### Command and Control

A command and control area is set up on all events. The command and control area is where game organisers, tech services and the first aid station is located. If you require assistance that the marshals cannot give you report to command and control but remember to get permission from your chain of command before leaving the game.

### Leaving Game Area

For safety as well as game management reasons you may not just leave the game area without reporting to your Platoon Leader or Team Commander in person. If you are cleared to leave the game area all players must report to the command and control building to sign out and must report back in when their commanders have ordered them to e.g. if they order you to report back in 1 hour make sure you are back at that time, game play depends on working as a team and if your commander does not have troops available when they are meant to be objectives will be harder to achieve for your team.

When returning report to command and control to sign back into the game and then report to your base for orders and sitrep.

If you leave the game area without permission from your commander or without signing out with the command and control you will not be allowed to re-join the event and will have to wait at your vehicle until the end of the event. You will not be given a refund in part or in full if you fail to follow this procedure.

### Sleeping in Buildings

If you choose to sleep within a building inside the game area during the event you may only sleep on the ground floor. Keep your eye protection on unless you are within a designated safe area.

### Emergencies / Ceasefires

In the event of an emergency on the game field call for a marshal immediately. The marshal will assess the situation and if required call a ceasefire. If the emergency is severe and no marshal is immediately available call ceasefire yourself.

Please do not call a ceasefire for minor issue such as a smoke grenade flaming out.

In the event a ceasefire is called follow the below procedure:

- Shout 'CEASE FIRE' as loud as possible
- Point barrel of weapon at the ground
- Do Not fire your weapon
- Stay where you are, do not move or walk around.

When the marshal team is satisfied the emergency is dealt with game on will be called.

### Evacuating the Area

In the event an evacuation is required marshals will give three short blasts on a whistle or air horn and keep repeating until the area is clear. Immediately exit the area and move in a calm manner to the assigned assembly point.

## Early Finish

Sometimes it may be necessary to end an event early. While every measure is taken to prevent this happening unfortunately sometimes it may be unavoidable. Should the decision be reached by the admin team to end the event early due to elements out of their control such as but not limited to, adverse weather, safety concerns or player behaviour players will be notified immediately via any means available.

In the unlikely event an event is stopped before at least 50% of the planned time has elapsed a partial refund of up to half of the ticket price will be offered with the rest retained to cover operating costs for time spent so far.

Please note should any refund be processed it may take up to 14 working days to process.

## Photography

Photography and videos for personal use are permitted, with the following restrictions:

Photographs and videos inside the buildings are NOT permitted.

External photographs and videos must not include MOD, Military or Landmarc equipment, vehicles or personnel.

Photographs of a sensitive nature are NOT permitted.

## Training Area Safety (STANTA Events Only)

As this is an active training area there will likely be spent blank ammunition on the ground. Do not collect any spent ammunition leave it where it lies. Do not take anything off the area that may have been left over by training troops. Anything found must not be touched and immediately be reported to a marshal for assessment and removal.

Any changes to rules or information prior to the event will be communicated via email.

## General Risks

### Slips, Trips and Falls

As already stated, a sturdy pair of boots is required. The most common injuries occurring are sprains, fractures and other sport related injuries.

Please always mind your footing taking care when moving across uneven/unstable ground or when wet.

### Pyrotechnic Injuries

Please follow all manufacturer instructions when using pyrotechnics. Never return to unexploded devices.

### Dehydration

While the medic revive rules are in place to enforce a small amount of hydration please remember to hydrate yourself. These events are physically and mentally demanding and without properly hydrating can result in injury.

### Cold Exposure

At certain times of the year when it is colder or in wet conditions having the right cold/wet weather gear can save you a lot of discomfort and avoid the risk of exposure injuries such as hyperthermia. Please make sure you check your kit before attending to make sure it is suitable.

## Combat Airsoft - Player Agreement

Please print and complete this document in order to attend the event. You will be required to hand this in upon signing in on the day of the event. Failure to complete and hand in the document will result in you being unable to participate.

The organisers cannot take responsibility for any injury or loss/damage to personal property whilst on the site. All participants must read the game rules and safety rules and sign the following certificate before commencement of play to show they fully understand and will abide by the site rules.

### Suitability to participate

I declare I am suitably fit to participate in the sport of Airsoft. I do not have any existing injuries or illnesses (other than those I have listed at the bottom of this form) that will endanger myself or others while participating in airsoft games. I will bring any pertinent conditions to the attention of the Combat Airsoft marshals at each event I attend while this document is in place. These include but are not limited to: Asthma, heart conditions, diabetes, epilepsy, physical disability, eye conditions.

I agree to adhere to all the above rules whilst playing at *Combat Airsoft* events and understand that I alone take full responsibility for any loss/damage to property or personal injury whilst playing at a *Combat Airsoft* event

By signing this declaration, you are agreeing you: -

- A) The safety rules and the risks involved when playing Airsoft.
- B) Accept these activities are dangerous and can result in death or injury.
- C) Accept the risks and are responsible for your own actions &/or involvement
- D) Agree to adhere to the rules of play.

This document is valid for at least 12 months any changes to the conditions will be clearly displayed on site; it is the players responsibility to check for any rule changes during that period.

Date .....

Players Name.....

Players signature.....

Please list illnesses/conditions (as per the suitability statement above),