



## EVENT RULES

### QUICK REFERENCE CARD

#### VERSION 1.0

*PLEASE KEEP ON YOUR PERSON FOR RAPID REFERENCE  
DURING THE EVENT*

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## GENERAL RULES

1. Suitable eye protection must be worn at all times whilst in game. At no point can eye protection be removed other than in a designated safe area.
2. Everyone is responsible for the safety of all participants. If you see something dangerous that hasn't been previously identified, speak to a marshal immediately.
3. All weapons must be cleared and made safe (including magazines removed) in a safe zone.
4. Do not be an idiot and put your own or others safety at risk. There is a difference between general combat actions e.g. scaling a waist high wall to climb into a compound, and stupidity e.g. trying to climb out of a third story buildings window.
5. Be honest and honourable in all that you do. Strive to improve airsoft at all times through your actions.
6. FPS limits are set in stone and are non-negotiable.
7. Any form of physical, mental or verbal violence is not allowed. If you like to get angry and shout at people or cause fights stay away from our events.
8. Cheat calling will not be tolerated.
9. Overkill will not be tolerated. When someone is hit and they indicate it, stop shooting at them.
10. All shots should be aimed and intentional. Never blind fire!
11. You should never deliberately shoot anyone in the head.
12. Adequate footwear with ankle support must be worn at all times.
13. No alcohol or drugs are allowed to be consumed at any Warzone event.
14. Only authorised pyrotechnics can be.
15. Only 9mm blank firing grenades can be used. 12 gauge is not allowed.

## GENERAL RULES CONTINUED...

16. Homemade pyrotechnics and IED's are not permitted.
17. Smoke grenades are just smoke grenades, not gas etc.
18. Look out for each other. If you see someone (even an enemy) struggling for some reason e.g. dehydration, injury or medical conditions, do something about it.
19. There is no bang rule.
20. There are firing restrictions in place for indoor and outdoor firing.
21. Participants must sign in and out when entering / leaving the event.
22. All participants with medical conditions must carry any medication they require with them in their top left pocket / pouch at all times and clearly state the dosage on the box / container.

## FPS LIMITS

The following limits are in effect at all Warzone events and are non-negotiable. All of the limits are taken with 0.20g BB's.

**Pistols, Shotguns, AEG's, GBBR & Support Weapons** - 350 fps

**DMR / Sniper Rifles** (regardless of propellant type) - 500 fps

*\*DMR rifles and sniper rifles MUST be semi-automatic only. If a DMR can fire burst or full auto it counts as an AEG or GBBR and is governed by the fps limit above of 350 fps.*

*\*Bolt action rifles always count as a sniper weapon, not a DMR.*

*\*Snipers may carry a secondary weapon to engage closer targets. This can only be a pistol. Snipers cannot carry a second primary weapon (e.g. AEG) under any circumstances.*

## FIRING RATES

1. When you are fighting outdoors, all forms of fire rate are permitted.
2. As soon as you enter into a building, confined space or bunker, you must switch your weapon to semi-automatic immediately.
3. Only single shot firing is allowed inside a building, confined space or bunker.
4. You may fire fully automatic out of a building, confined space or bunker. If you are outside, you may fire fully automatic into a building, confined space or bunker.
5. Support weapons and sniper rifles are not allowed to be used indoors for room clearance.

## HITS

1. Direct BB hits to any part of your body or any equipment that you are carrying count as a hit.
2. Ricochet hits do not count.
3. Weapon hits do not count.
4. Friendly fire counts.
5. If a frag grenades goes off within 5m of you (outdoors) and you are not behind HARD cover.
6. If a frag grenade goes off in the same room that you are in.

In the event of you being hit for you must shout '**HIT**', fall to the ground and raise an arm in the air. You should then shout '**MEDIC**' if you want medical attention. **In an effort to provide realism, all participants are encouraged to start screaming or make painful noises to simulate the location on their body that they were hit e.g. clutching your leg or your arm etc.**

## MEDIC RULES

1. Each player will be issued with a red karabiner which should be carried in an easy to access pocket or pouch. It should not be worn on display.
2. In the event of you being hit you must shout '**HIT**', fall to the ground and raise an arm in the air. You should then shout '**MEDIC**' if you want medical attention. In an effort to provide realism, all participants should start to scream or make painful noises to simulate the location on their body that they were hit e.g. clutching your leg and screaming for a leg shot.
3. A fellow section member or section medic can then move to your location, take out your red karabiner and attach it to your rig on display for all to see. You are now immediately back in the fight and are considered to have taken your fist hit.
4. If you are hit a second time only the section medic can assist you. You will be moved to a safe location and the medic will ask you to drink an IV bottle (250ml) which must be entirely finished before you are back in the fight. The IV bottle must be returned to the medic once finished and you must drink the whole IV in front of the medic. This simulates the time it takes to provide more thorough first aid on you by the medic.
5. The medic only has a limited number of IV bottles to use during the mission. Once he/she runs out then your Section Commander must begin looking at withdrawing back to the FCP or start permanently losing numbers.

## REMEMBER

**FIRST HIT – KARBINER (ANYONE)**

**SECOND HIT – IV BOTTLE (MEDIC ONLY)**

6. Once you have drank an IV you need to make sure that you take off your karabiner and you are considered fully healed. If you are hit again you need to repeat the above process.
7. If your medic has run out of IV's you will only be able to respawn back at a FCP. Speak to your Section Commander to find out where that is currently located.
8. If you manage to capture an enemy medic (or just detain him/her briefly) you can conduct a search and as part of that search you are allowed to take any FULL IV bottles from him/her. This will reduce the amount of IV's the other force has in its pool and also teach the enemy a lesson for letting their medic get fragged.

## VEHICLE RULES

1. Under no circumstances are drivers allowed to be deliberately targeted if they are driving the vehicle. Drivers can only be targeted if they disembark from the vehicle and the vehicle has stopped.
2. If a gunner is shooting at you from the turret of a vehicle then he/she can be engaged freely.
3. Smoke can be used to stop a vehicle. If you deploy a smoke grenade in front of a vehicle it must stop in its place and can go no further forward, it may still reverse or move off in a different direction however.
4. Grenades rolled within 5m of a vehicle are deemed to have disabled the vehicle. The occupants must then disembark and can be freely targeted.
5. In some cases an IED strike, rocket strike, mortar strike or tank strike might be simulated on a vehicle. Any of the above instantly kills all of the vehicle crew and any passengers are also considered immediately killed.

## CAPTURE PROCESS

1. At no point can you actually capture another participant if they do not want to be captured. You must always gain their consent to do so. Even if the participant agrees to being captured at first they can still back out at any time and this back out option must be respected at all times.
2. You can detain anyone briefly in order to search for intel etc. If you intend to capture an individual and return them to your FCP you must follow the capture process which is voluntary.
3. Any enemy personnel (enemy personnel must have surrendered first see below, or have been 'hit' and are therefore unable to defend themselves)
4. Neutral individuals (if specifically identified as targets)
5. At any time a player can surrender to another and be taken as a captured person. To surrender you must place your weapons on the floor, kneel down and place your hands behind your head. You should then clearly state that you wish to surrender.
6. You can verbally 'encourage' another participant to comply with your demands and surrender by shouting at them e.g. 'drop your weapons, get on your knees and put your hands behind your head!'
7. Whether they wish to comply is entirely up to them. They are well within their rights to make it difficult for you. At no point can physical violence be used to force another participant to comply AND do not attempt to force a young player into capture, it can be terrifying.
8. In order to move a captive, two section members must have one hand on them at all times. If this hold is broken (one of them gets hit) the captive must drop to the ground and another team member must move to assist the remaining individual in moving the captive.

9. You may continue to use your weapon one handed if possible during the time you are moving a captive. However, you must keep good control of your weapon system at all times if you do.
10. If you agree to being captured and are successfully detained you can only try to escape if BOTH of the guards are eliminated OR they lose contact with you. It only takes one individual to detain you but if both let go you are free to try to escape.
11. If a captive manages to break away you can try to recapture them but are not allowed to tackle them to the ground or trip them. Remember, they can stop the process at any time.
12. Almost everyone has some kind of intelligence, even if it's just some co-ordinates or timings. Its good practice to take a note of this intelligence and if you deem it to be important enough to pass it immediately up the chain of command. It might give your force a temporary tactical advantage!
13. If you come across another participant who is unable to defend themselves (even if they don't agree to being a captive) you are well within your rights to ask them to see any intelligence they have.
14. When you do this, they MUST show you anything they have of value e.g. maps, notebook etc.
15. You are not allowed to take these from them but they must co-operate with you if you wish to take notes or (better still) take a photo with a camera or mobile phone.
16. Once finished, hand the documents back and move on.
17. Occasionally, specific intelligence documents or data will be identified on an individual (usually a HVT) and this is fair game when it comes to removing it. You will be told to expect this kind of intelligence on the mission brief by your FC1.