

# JADE HELM 25 TACSOP (RULESET)

## DV8 AIRSOFT

Ver 1.00

Jade Helm is DV8 Airsoft's premier annual event. This TACSOP is a modified ruleset from our standard weekend games, with some changes specifically for Jade Helm. Even if you are familiar with our normal TACSOP, it is important that you read through and understand this ruleset. Jade Helm includes role play, pyrotechnic special effects, armored vehicles, overnight gameplay and sleeping, multi-part missions as well as an in-game currency.

Treat all other participants with respect and dignity. At the end of the day, there is no win or lose and therefore no need to get overly competitive. Have fun, get into the spirit of the game, be an adult by setting a good example and don't get heated over a game.

### EVENT DETAILS:

Date: January 4 & 5, 2025

Location: DV8 Airsoft, 3399 Gina Trail, Lithia FL 33547

Coordinates: 27.851212915508956, -82.113108799991

### JADE HELM 25 EVENT SCHEDULE

*Subject to change with notice. ~ Designates approximate time.*

Friday, January 3 (Optional)

10:00 AM: Gates Open. Civis are welcome to Check-In, and set up businesses and residence areas of the AO. No gameplay will occur until Saturday.

10:00 PM: Check-In Closes for the night. All Civis must leave the AO.

Camping in the parking lot is available overnight.

Saturday, January 4

7:00 AM: Gates Open, Check-In resumes.

~9:30 AM: Safety Brief

~10:00 AM: Players deploy to FOB's & STARTEX

Players may sleep on the field or return to the parking lot to camp overnight.

Sunday, January 5

~1:00PM: ENDEX

~2:00PM: Event Raffle

## **GOLDEN RULE**

- Whenever in doubt about how to act or behave in any situation not specifically mentioned within this TACSOP, always use your best judgment to keep within the spirit of the event. Don't "game" the event, go with the flow and enjoy the experience.
- Jade Helm events are designed by and administered by experienced players. If you are shrugging off hits, disrespecting other players or breaking the rules, you will be called out by other players on the field. Be a part of the solution and encourage your fellow participants to play honorably.
- Disrespect of the staff or other participants will not be tolerated. Participants found cheating, disrespecting the staff and other participants or violating safety protocols will be ejected from the event without a refund.
- Participants who attempt to steal, cause bodily harm, or break any other laws will be handed over to local law enforcement officials.

## **LOST AND FOUND**

- If you come across any items that were obviously dropped by another participant please pick it up and turn it into game coordinators or to the Check-In table so it may be returned to its rightful owner. We recommend marking any equipment with a name or callsign that may come loose or be thrown, such as Thunder B grenades.

## **AGE RESTRICTIONS**

- We allow participants as young as 15 at our Jade Helm events. All participants under the age of 18 must have their online waiver completed by their parent or guardian, or signed on site by a parent or guardian. Note that while we allow minors to attend, our events are designed for a mature audience and require a level of self-control and respect not typically found in minors. Please consider this before signing up minors as it can negatively affect your experience and the experience of those around you. Additionally, anyone under the age of 18 needs to wear lower face protection and hearing protection in addition to their required eye protection. This is for their safety and non-negotiable.

## **ALCOHOL & DRUGS**

- DV8 events are alcohol and drug free.

## **SAFETY**

- "BLIND MAN" If at any point a player loses their eye protection, or gameplay must be immediately stopped for the safety of a player, all players will yell "BLIND MAN" and repeat the call until the entire field is aware. During BLIND MAN moments, all players should take a knee or otherwise stay where they are, and point towards the direction they heard the call come from. If they are unaware of the direction, they should patiently wait. Do not investigate what happened, or take out your phone and start filming. Someone may need medical attention and staying out of the way is the best thing you can do.
- If a player is injured in a major way, "REAL WORLD" should be used to stop gameplay. If you are formally medically trained, please help where you are qualified. Examples of major injury include potential broken bones, large bleeding wounds or an unconscious player. Do not call

BLIND MAN or REAL WORLD for getting the wind knocked out of you, a bb shot to a finger or tripping and scraping a knee.

### **ROLE PLAY SAFETY**

- “MISSISSIPPI” If at any point during a Role Play interaction you feel uncomfortable and wish for another player to stop interacting with you, say the word “MISSISSIPPI.” This word is used because there is no reason to use it, and therefore it is unlikely to be used inadvertently. If a player says “MISSISSIPPI” while you are interacting with them, stop what you are doing immediately and back away. If a player says “Out of Game” or otherwise forcefully requests that you stop what you are doing, consider it a MISSISSIPPI moment.
- During Role Play Searches or Detention (described in ROLE PLAY below) players are allowed, within reason, to interact with, touch and search other players. This MUST be done with other players' explicit consent, and well within the bounds of airsoft game play. Players must never touch another person inappropriately.

### **ROLE PLAY**

- Jade Helm events include Role Play, which includes some level of acting, interacting with other players in a non-combative manner and conversation. The intention is to create an atmosphere that requires Civilians and American Guerrilla Forces to think creatively, come up with smuggling techniques and use charm, charisma or lies to talk their way out of situations.
- Role Play may involve Searches, which start by announcing that you are conducting a Search. UN Peacekeepers can say “I am searching you.” and the player being searched must verbally give their consent. Searching can include inspecting a player's tactical gear, bags or asking them to turn their pockets inside out. Personal items such as phones, wallets, keys, and personal medical equipment are always out of bounds to remove from another player for any reason. Searches cannot ask players to remove tactical gear or clothing, and should be conducted quickly and politely. Please refer to the SEARCHES category below for more details.
- If a player is discovered to be carrying game Objectives, Contraband, Intel, Currency or hidden airsoft weapons, they may be denied access to an area, game Objectives, Intel and Currency may be confiscated and taken by the searching player. Airsoft weapons are to remain within their owners' eyesight at all times.
- “Dead” or “Wounded” players may be searched. Their consent is still required.
- Detention: UN Peacekeepers may elect to “detain” another and transport them to Prison (AKA the UN's Re-education Center.) UN Peacekeepers must say “I am detaining you.” At this point, the player being detained must comply and place their wrists together (as if they were bound) and walk with the UN Peacekeeper. Players are not to actually restrict another's movement in any way, and under no circumstances are players to be transported while their hands are behind their back. This is a safety rule to prevent injury from tripping or preventing players from adjusting their eye and ear pro freely. No Zip Cuffs, fake handcuffs or duct tape. More about this in DETENTION/ RE-EDUCATION below.

## **REQUIRED EQUIPMENT**

### **EYEPRO (Eye Protection)**

- Eyepro will remain on at all times on the field. No exceptions! If your lenses fog, do not remove them from your face. Move around to increase airflow and consider anti fog/ ExFog systems. Fogging lenses are a natural part of running around in Florida. Accept that it will always be an issue and move on.
- DV8 will not be responsible for injuries caused by participants who take their eyepro off during games. You only get one pair of eyes, do not play around with their safety.
- Eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact. If your eyepro is “on the border” of this standard then we will err on the side of caution and disapprove them. Ensure you have a backup that you know will 100% pass inspection. While not required for adults, a mesh or other type lower face mask, a balaclava, bandana or mouth guard is suggested for protecting against dental injuries.

### **MILSIM TOURNIQUET**

- Every participant must carry two (2) MilSim West style airsoft tourniquets or Ace bandages on their person at all times on the field. These are low cost, standard ways to track medic progress. Similar TQ's by Emerson Gear and TCA are approved. We highly recommend not using real Tourniquets or Dummy Tourniquets as these may be mistaken for real medical devices or administered correctly, potentially causing bodily harm.
- If a player does not have a Milsim TQ, they cannot be given medical aid, and instead must follow respawn procedures.

## **SUGGESTED EQUIPMENT**

### **HEARING PROTECTION:**

- Hearing protection should be worn at all times. You could be subject to noises in excess of 120 dbs at any time during an event. This includes but is not limited to: Propane cannons, artillery simulators, commercial 1.4G pyro (such as Enola Gaye or Taginn products), flashbang simulators, dummy land mines and loud electronic sound effects. DV8 will not be responsible for injuries caused by participants who choose not to use hearing protection during any games.
- Any military style hearing protection is appropriate however foam earplugs work just fine.

## **JADE HELM UNIFORM REQUIREMENTS**

- Jade Helm events are designed to offer a higher level of Team ID than normal airsoft games. Therefore, a combat top or BDU blouse with velcro patches on the sleeves is highly recommended for UN Peacekeepers. These are not requirements. DV8 may supply velcro-backed patches for Team ID.

## UN PEACEKEEPERS



United Nations Peacekeepers are required to wear a United Nations Member Nation official camouflage top and bottom. Head gear must include a UN Blue Helmet cover or Beret. Gear color does not matter. Weapon style does not matter. More blue, more better.



## AMERICAN GUERRILLA FORCES



American Guerrilla Forces are required to wear a United States military camouflage matching top and bottom. Examples include M81 Woodland, Multicam/OCP, OD Green, UCP, Ranger Green and other camouflages officially issued to US Forces in real life. Gear color does not matter. Weapon style does not matter. Absolutely no Blue helmet covers or patches may be worn.

American Guerrilla Forces are welcome to wear civilian clothing and try to blend into the local population. No mix and match (jeans and a combat top) allowed.

## CIVILIANS

Civilians are required to wear normal, everyday clothing. Civilians are welcome to dress as any civilian occupation and bring props and decorations to support this. Civilians should not wear blue headgear of any kind. Tactical gear, helmets, radios and weapons may be smuggled and used, however they are considered Contraband and will result in Detention by UN Peacekeepers. American flag or patriotic US clothing and props may be considered Contraband and result in Re-Education by UN Peacekeepers. Civilians may run businesses, earn Currency, and collaborate with UN Peacekeepers or American Guerrilla Forces. Civilians should consider their back story, clothing, occupation and props to further their goals in the game.

## PRESS



Members of the Press (Photographers and Videographers) are welcome to attend Jade Helm free of charge. Press must have large PRESS patches or text visible from the front and back. Members of the Press may not wear camouflage. Helmets and Body armor are permitted. Members of the press cannot use or carry weapons at any time. Members of the Press are encouraged to take all precautions to protect their equipment from damage by airsoft BB's.

Any registered player from any faction may return to the parking lot and change their outfit to PRESS to capture media for some of the event. While in PRESS Kit they may not use intel gathered, use access through checkpoints or relay info to other players to further their original faction's goals. Do not "game" the game or use PRESS kits for more than media capture.

### **FACE PROTECTION:**

- BB's at any velocity can cause damage to your teeth, or break the skin. It is highly recommended that players wear lower face protection. Players under 18 must wear lower face protection at all times. This will not be considered Contraband or indicative of military style equipment by UN Peacekeepers when interacting with Civilians.

### **APPROVED OPTIONAL EQUIPMENT:**

- Participants are authorized to bring and use any kind of pyrotechnic specifically designed for airsoft use. Examples of authorized brands are Enola Gaye, Taginn and TLSFX. These pyrotechnics should be used with care and responsibly deployed. Be mindful of where your

grenade is going before you throw it, and try not to have them land on or under/behind someone in a seated or lying down position.

- Homemade pyrotechnics are not authorized under any circumstances.
- Cold Burning Smoke Grenades are approved. Cold burning means that they do not require a lighter or fire source to ignite. Smoke grenades that require a lighter or striker are not allowed. Smoke grenades may still become warm or hot, please use caution when deploying these. Smoke grenades are never allowed to be used inside a structure. If a smoke grenade is causing smoke to enter a building in a large volume, immediately evacuate the structure and move the grenade further from the building. Smoke displaces breathable air and causes a substantial reduction in visibility, it should only be used in open and well-ventilated outdoor areas for concealment.
- Night Vision, Thermal and IR Equipment is authorized for use in games. Lexan or steel mesh lens protection is highly recommended. DV8 nor other players are responsible for damage to your equipment through the normal course of gameplay. Use this equipment at your own risk.
- Claymores, Land Mines, Tripwires and other unmanned equipment may be used subject to approval by game staff. Please speak with the game coordinators before deploying any of this kind of equipment.
- Lasers MUST be eye safe and not aimed at heads. Participants need to try their best and aim lasers center mass on the human body in a momentary function. There is no need to keep an active laser on permanently. In the event of signaling, the user is authorized to designate targets in a circular or moving motion. For example, identifying a target on the objective and / or shifting fires as another element moves into the "Killzone"
- Fake Knives may be used for silent kills. No sharp plastic knives are allowed. Rubber knives are approved and may only be used to lightly tap another player. Any rough handling of another player will result in removal from the field and contact with law enforcement if necessary.
- Props and temporary decorations may be brought into designated residential and business areas by Civilians. Things like rugs, chairs, wall hangings (best if magnetized) and goods to sell or trade are encouraged. Label personal items and do not touch props that are not yours.

## **JADE HELM GAMEPLAY**

### **CURRENCY**

- A multi-tier in-game currency exchangeable for Raffle Tickets will be used in the game. Multiple raffles at the end of the event will offer players a chance to win airsoft prizes. Real, out of Game US Dollars are not allowed or recognized as a legitimate currency.
- Civilians may run businesses that collect Currency for payment. Players may bribe UN Peacekeepers, Civilians and American Guerrilla Forces with Currency.
- Higher Tier Currency will be clearly labeled, and more difficult to transport and hide. Higher Tier raffle tickets will enter players holding them at the end of the event into more exclusive raffles for more valuable real world prizes.
- Currency of all tiers may be spent, traded, and stolen from other players. This is part of the game, do not build an emotional attachment to your fake money. Currency found during Searches may be confiscated by all players when Searching a wounded or dead opponent.



- Currency may not be removed from the AO or buried underground. Currency may be hidden around the AO, however if discovered it belongs to the finder. Currency may not be placed inside personal belongings or personal vehicles. Think of creative ways to hide Currency, or use it to promote your in-game ambitions.

## **CONTRABAND**

- Weapons, BB's, grenades, tactical gear, helmets, night vision and thermal devices, radios, American patriotic material, Game Objectives and Intel are considered Contraband and if discovered by UN Peacekeepers may result in the Detention and Re-Education of Civilians. Civilians are encouraged to hide these items from plain sight. Civilians may plant Contraband on or around other Civilians.

## **REPORTING**

- Civilians may Report fellow Civilians and suspected American Guerrilla Forces to UN Peacekeepers. UN High Command may offer substantial Currency rewards for the successful capture of spies.
- UN Peacekeepers may Report fellow UN Peacekeepers to UN High Command who have been caught accepting bribes or abusing power over Civilians. UN High Command will reward UN Peacekeepers that help maintain the image of self-governance.
- Civilians may file complaints against UN Peacekeepers, which may be rewarded or ignored at the discretion of the UN High Command.

## **CHECKPOINTS**

- UN Peacekeepers may be tasked with staffing Checkpoints at entry points to the City and around the AO. This is a chance to engage in direct Role Play with Civilians, and make sure Contraband and covert American Guerrilla Forces do not have freedom of movement.
- Civilians may return to their personal vehicles or interact with American Guerrilla Forces during the day and try to smuggle Contraband, Intel, game Objectives and Currency through Checkpoints and around the AO.
- UN Peacekeepers may perform cursory Stop & Frisk (short duration and not always thorough) Searches of Civilians. Searches are not to include thorough searches of all pockets or under any clothing. UN Peacekeepers may question Civilians, or bribe Civilians for Intel. UN Peacekeepers may, at their discretion, accept bribes of Currency, Intel or game-related favors from Civilians. UN Peacekeepers should never knowingly offer preferential treatment to any American Guerrilla Forces.
- Civilians and covert American Guerrilla Forces should come up with creative ways to evade Checkpoints, sneak Contraband through checkpoints or create diversions that pull UN Peacekeepers away from Checkpoints. Civilians should never attempt to smuggle Contraband in obviously out-of-bounds areas on their bodies such as under clothing or in undergarments. Half the fun is getting away with sneaking something in without meta gaming. Use creative props such as shipping boxes, coolers, duffel bags with false bottoms, etc and forged documents such as ID's or business clearances.
- Members of the Press have freedom of movement around the AO and may not be stopped at Checkpoints or interfered with at any time.

## **PRESS**

- Press are exempt from all Searches, Detentions, Checkpoints and Reporting.
- Press may not participate in combat, transport Intel or game Objectives or accept Currency.
- Press may, at their discretion, call their hits. If hit by a BB, Press may ignore it, or act as if they have been shot and request a medic.

## **UN DETENTION/ RE-EDUCATION**

- Congratulations, you have committed a crime. Civilians discovered with Contraband, players suspected or discovered to be American Guerrilla Forces, or players instructed by UN Peacekeepers to go to the Detention Center must comply and report to the UN Detention Center with a UN Peacekeeper escort. The Warden will oversee the complex.
- The Detention Center is a role-play heavy environment where detainees must participate in Re-Education exercises in order to be released into the public.
- Contraband that is personally owned such as airsoft guns, grenades, patriotic American clothing etc will remain within eyesight or very nearby players for the duration of their detention, but should be considered out of play unless explicitly instructed otherwise. Detained players should not attempt a jailbreak with that equipment, it is essentially "out of play."
  - Contraband that is field owned such as Intel, Currency, and Objectives will be confiscated by UN Peacekeepers and not returned. Detained players should make it known to the UN Peacekeepers if a personal item is accidentally confiscated (Out of game moment.)
  - Detained players may keep hidden, and use combative equipment that was not discovered or confiscated. Players should use extreme discretion before turning the Detention Center into a warzone.
- All detained players will be released in a reasonable amount of time. The duration of their stay may be shortened or lengthened based on their role play interactions with the Warden.
- Detained players will be escorted out of City limits by a UN Peacekeeper with any discovered Contraband. Players may attempt to smuggle the Contraband in again or return it to a personal vehicle in the Parking Lot. DV8 does not assume responsibility for personal equipment that is left unattended.

## **ALLEGIANCE**

- Civilians may elect to join the American Guerrilla Forces or UN Peacekeeper factions after 10pm on Saturday.
- Civilians that join the American Guerrilla Forces will need to wear tactical gear and carry a weapon once they pledge their Allegiance to American Guerrilla Forces. Civilians may not return to Civilian life after publicly declaring their Allegiance. Civilians that join the American Guerrilla Forces are highly encouraged to wear overtly patriotic clothing.
- Civilians that join the UN Peacekeepers will need to wear a UN Blue hat and add bright blue duct tape to their sleeves. Civilians may not return to Civilian life after publicly declaring their Allegiance.
- Civilians may covertly support either faction throughout the duration of the entire event, or remain neutral.

## **SLEEPING**

- Jade Helm is a continuous 30-hour overnight event. Eye protection must be worn at all times, even while sleeping. Players may be attacked while sleeping, and so having someone on watch is highly recommended. Players are encouraged to stay on the field overnight, but are permitted to camp in the parking lot which is Out of Play. Players that leave the DV8 property will be leaving the Jade Helm event and should not expect to jump back into the game. Even if it sounds tough and not your style, we encourage players to spend the entire event on the AO for the experience. Sleeping is not required and players may stay awake throughout the night or go without sleeping equipment if they choose. All players should be aware of the weather for the event and plan accordingly.

### **American Guerrilla Forces**

- American Guerrilla Forces must carry sustainment gear on their person at the time of deployment for use throughout the 30-hour continuous overnight event. It is recommended that all American Guerrilla Forces bring a 3-Day Assault Pack or other large backpack to carry in their gear. Sleeping gear such as a lightweight pad and bivvy are highly suggested. Small, military style tents are approved. Bright colored tents or sleeping gear should not be used. If you have attended any MilSim West games, follow their recommended sleeping equipment guidelines. American Guerrilla Forces will, by design, be further from the parking lot, formal porta-johns and access to outside food. Players should be self-sufficient for the duration of the event for the optimal experience. American Guerrilla Forces may, at their discretion, return to their personal vehicles but must return to their FOB before deploying back onto the AO.

### **UN Peacekeepers**

- UN Peacekeepers will have a dedicated area to set up cots, tents and sleeping arrangements of their choice. Equipment may be transported to the UN FOB via vehicle. UN Peacekeepers should be mindful to keep their personal equipment limited to a single large duffel bag or backpack and not completely loose. Please do not expect to have a personal chauffeur for your things and leave the kitchen sink at home.

### **Civilians & Press**

- Civilians may set up their sleeping arrangements in some residential buildings and courtyards on the AO. Sleeping equipment should not be set up until later in the evening so as not to create a tripping hazard. Civilians may elect to leave the AO at night and sleep in the parking lot if they choose. Eye protection is not required in the parking lot, which is out of play.

## **FACILITY**

- The DV8 Airsoft Field is a premier AO with multi-story buildings, roads, alleys, balconies, creeks, foxholes and trenches. It has taken over a decade to build this extremely unique facility.
- Never climb on top of containers, over fences or through windows.
- Do not add permanent graffiti to any part of the field for any reason. Chalk, banners, signs and flags are okay.

- Never tear or move sandbags.
- Never shoot at livestock or animals on the property for any reason. You will be immediately handed to local authorities and will be banned from DV8 permanently. Do not use animals for cover. This land is where they live, do not stress them out.
- Do not cross any water feature that you cannot see the bottom of. Creeks are typically shallow enough to cross safely on foot. Do not cross the large river on the property on foot. Always use a bridge.
- The DV8 property is surrounded by a fence on the East, North and West. Lithia Pinecrest Road is on the South and is completely out of play.
- Stay at least 150 feet from the residence and parking lot on the property at all times. Never shoot towards the house or parking lot for any reason.

## **VEHICLES**

• Jade Helm events include the use of real military vehicles, armored personnel carriers and tanks. All players MUST be aware of the safety protocols around vehicles and abide by all rules related to their use. This is for all players' safety and enjoyment. Safety is more important than any game objectives. Act accordingly.

1) NEVER get within 20 feet of any moving vehicle. Visibility is limited from these vehicles. Do not assume the driver or crew can see you. Vehicles will be limited in speed, if you are in their path move immediately out of the way, even if you are hit and awaiting a medic or bleed out. Be aware that tanks with treads have a 0° turn radius.

2) Vehicles can be disabled by opposing forces via launchable rounds (Ex: Chalk/ Approved Pyro Rounds) or based on the objective rules such as an air horn or detonation box. Specific anti-vehicle rules will be laid out ahead of any objective involving vehicles.

3) NEVER approach a vehicle, even if it is parked, unless you are specifically beckoned by a crew member to get closer. Never climb on a vehicle for any reason.

4) If you are invited into a vehicle, be respectful of the equipment inside and crew. The inside of an armored personnel carrier is cramped, dark, and disorienting. If you are claustrophobic, experience motion sickness or have safety concerns about being in such a vehicle, opt out of entering.

5) Vehicles outfitted for airsoft are designed to enhance the excitement, realism and cool factor of our events. These are extremely expensive pieces of equipment that their owners have spent hundreds of hours designing and building. It is a privilege to use these vehicles for airsoft, and they create unique and interesting objectives for all participants, including their crews. Although powerful, the vehicles are not introduced to crush their opposition or act as some "Juggernaut" unkillable object. Coordinated planning from a capable anti-tank ground team will defeat them.

6) If you would like to bring your own military vehicle to the field, please speak with DV8 staff ahead of time, and be prepared to send photos, proof of insurance and a list of capabilities and crew members. You will be held to an extremely high safety standard, be prepared to demonstrate your safety protocols to DV8 staff before games.

7) Vehicle mounted weapon systems must follow all Weapon Joule, MED and ROF requirements.

## **UNIVERSAL MEDIC RULES**

- There is no “Safety Kill” or “Surrender” rule at our games. Players may offer a courtesy to other players by not shooting them, but the other player has the choice to accept the kill or not. It is best practice to shoot the enemy once, in the leg or backside to ensure a clean kill without contest.
- All BB hits to any part of your body and any gear/equipment secured to your person count as a hit whether it’s a ricochet or direct hit. Weapon hits do not count.
- Blind fire is not authorized and strictly prohibited at DV8. Friendly fire counts! Check your targets!
- If two participants fire simultaneously and both are hit, BOTH participants are out.
- Airsoft is a hobby of integrity. Call your own hits. Never call opposing participants hits.
- When you are hit immediately fall to the ground and simulate being shot for real – the louder the better. Often it is difficult to hear participants over the noise of firing AEG’s and/or through brush even at short distances, so do your best to let opposing participants know you have been hit otherwise they may continue to inadvertently fire at you. BE AS LOUD AS YOU CAN.
- While waiting in place, please do not reload magazines and/or grenade shells, test-fire your weapon or anything else other than calling for a medic\* - reloading sounds and “testfiring” cause a distraction for live participants in the area who may inadvertently believe you are still in-event and therefore shoot at you.
- Never seek a medic towards an objective. Direction should always be both away from your given objective and away from the action.
- When hit, you must stay in place and request a medic. You may not move until a medic has both hands on you. You can walk with a medic to a new location where they can add a TQ to your arm.
- There is a 5 minute bleed-out. If a medic has not reached you in 5 min, you are dead and need to follow respawn procedures. Once you have been hit twice and medic’d twice, on your third hit you must stay in place for 5 minutes, bleed out and follow respawn procedures.
- Always follow the medic rules for the specific game you are playing. Adjusting the medic and respawn rules before each game allows us to amplify or limit the number of players for each scenario.

## **WEAPON RESTRICTIONS**

### **WEAPON JOULE LIMITS:**

- SMG (1.00 J) A magazine fed replica of a submachine gun. No MED.
  - Includes the MP9, MP5, P90, MP7, etc.
  - Full auto allowed indoors
  - Real cap/ Midcap Magazines only
- Rifleman (1.55J) A magazine fed replica carbine. No MED.
  - Includes the M4, AK, HK416, etc.



- Semi-automatic only
- Mid or low capacity magazines only. High Cap magazines are allowed in rental guns and by those brand new to airsoft. If you are an experienced player, we expect you to use midcap magazines.
- DMR (2.20J) – 75ft+ minimum engagement distance, no rapid fire, no burst (2-3 round) fire.
  - Unlike sniper rifles, DMRs are always semi-automatic replica rifles. Preferable to have a replica that holds a 7.62 sized magazine. Includes the HK417, M27, SR-25, G3, M14 EBR, Mk 12 SPR, M16A4, SVD, etc.
  - Semi-auto only.
  - Mid or low capacity magazines only.
  - Must have two of the three following requirements to qualify as a DMR:
    - Bipod
    - Magnified optic
    - Extended barrel
- LMG (1.88J) – 50ft minimum engagement distance
  - Must have a bipod if not a Belt fed weapon.
  - Full auto allowed outdoors. Includes shooting outside a container. No engagement allowed within the same structure.
- Sniper (3.6J) 100ft+ minimum engagement distance (bolt action, single shot only)
- ROF is not to exceed 25rps for all guns.
- DV8 reserves the right to spot check guns for compliance with rules as required.

- Teams may be limited on the number of deployed machine guns. This is to faithfully recreate the infantry squad organic structure and to ensure there aren't too many LMG/MMGs hosing down the AO. Please bring an alternative weapon as a backup to your LMG/MMG in case you are requested to use a different weapon platform.
- Participants should discuss their operational capabilities with team leaders to give their faction the best chance to complete objectives.
- Launchable 40mm grenades are approved for use against vehicles. If commercially available, pyrotechnic launchables with time delay fuses may be used against other players. Grenadiers need to follow all weapon restrictions of the Rifleman class. Grenadiers should never fire rounds directly at other players, they should aim to land rounds at their feet or inside of a structure.

## **GRENADES**

- Grenades have a 15 Foot Kill Radius, even if you are not hit by debris or BB's. If you are struck by a BB from a grenade beyond 15 feet, this counts as a hit. Grenade damage does not translate through hard cover (wood walls, heavy military crates, container walls, concrete barriers.) Grenade damage translates through soft cover (branches, leaves, underneath vehicles, furniture, other players.) Grenades are expensive, limited in their use and a powerful tool to use in CQB environments. If you find yourself on the receiving end of a grenade blast, offer the benefit of the doubt to the thrower and call your hit.
- If you are shot while holding a grenade and the pin has ALREADY been pulled you may:

- 1) If the grenade has a spoon (ex: Taginn, Thunder B)
  - a) Replace the pin and reholster your grenade.
  - b) Drop the grenade where you stand. You may not throw the grenade.
  - c) Lay on the grenade holding the spoon. You may only drop the grenade if you are "searched" by another player for intel or objectives. If you bleed out, you must replace the pin and reholster the grenade.
- 2) If the grenade does not have a spoon (ex: Enola Gaye, TLSFX)
  - a) Drop the grenade where you stand. You may not throw the grenade.