

Hivemind Media Ltd presents

Rules of Engagement

Live-action warfare simulation
(working title)

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Safety & General Rules

Waivers

No participant may be on site during an event without having signed the ROE Waiver Form.

Safety Briefing

Participants in the event must be present for a mandatory safety briefing. Players who have not received a briefing are not permitted to take part in the event.

Eye Protection, Goggles, Glasses etc

All eye-protection must be rated ANSI Z87.1 grade and capable of withstanding a direct, point blank BB strike without damage. Eye protection must not be removed in the active game area.

Eye-protection must not be removed in the game zone.

The operators of Rules of Engagement recommend the use of fully enclosed goggle-type eye-protection.

The operators of Rules of Engagement recommend the use of eye protection with anti-fog lenses as eye protection must not be removed in the game zone.

The operators of Rules of Engagement take no responsibility for individuals who come to harm by ignoring this fundamental principal of airsoft skirmishing.

Other protective gear

The operators of Rules of Engagement strongly recommend the use of ear plugs or other auditory protection to prevent damage to your hearing. Games are conducted in a realistic fashion and some special effects and devices may be damaging to your hearing.

The Operators of Rules of Engagement strongly recommend the use of full-face masks or some other means of protection for the face. Games are conducted in a realistic fashion and the risk of close-engagements or accident is present.

The Operators of Rules of Engagement take no responsibility for individuals who come to harm by ignoring this fundamental principal of airsoft skirmishing.

ROE Events organisers would like to remind all participants that do not take place in a sterile environment – please take appropriate care to avoid bumps, scratches, cuts etc as no ROE Events takes no responsibility for your immune system!

Game On and Game Over

Game on will be announced by a marshal by use of an air horn or three blows of a whistle. The game will not be declared over until the second air horn (or subsequent three-whistle-blows) has been sounded.

Marshals

Game Marshal's (distinguished by the yellow hi-viz armband, cap or vest) are to be obeyed at all times. Their instruction is for your safety and to control certain scripted events during the event. Failure to co-operate with a Marshal will be deemed cheating and/or aggressive behavior and will be dealt with accordingly.

There will be a Marshalling and admin channel or channels set at the beginning of an event. No players are to operate radio devices on this channel or channels. This is for your safety and to ensure the smooth running of the event. Marshals may issue the following calls. Please be aware of them and the required actions should they be given.

Rules of Engagement events will have marshal's approved by the national airsoft governing body of the host nation where available and will supply our own where necessary.

“Cease Fire!”

Immediately stop firing your device and set the trigger group to safe.

“Game Over!”

The game has ended and you are required to safety your device by removing the magazine, clearing the barrel and setting the trigger group to “safe”.

“Penalty- Hit!”

The Marshal will point to an individual whom has been issued a penalty for some reason. That individual must follow the procedure as though they has been hit by a round.

The following are safety calls and the proper procedure to be followed by players

“Blind man!”

It is understood that accidents can happen and players may have their eye-protection knocked off or damaged during a game. Should this happen you are required to cover your eyes with one hand and hold your other hand above your head. Attract the attention of a Marshal or another responsible player by calling “Blind Man!”. It is common courtesy to pass this call along the line and to the opposing team so that a ceasefire will be easier to put into effect. **DO NOT REMOVE YOUR HAND FROM YOUR EYES.** A Marshal (or where appropriate another player) will aid you by finding your glasses and helping you to put them on before ensuring that everything is safe. A Marshal will re-start play if a ceasefire has been called. This is not an excuse to remove your eye-protection for any other reason! Should it occur that someone who is not a participant in the game wanders into the firing zone it is appropriate to give the “Blind Man” call.

“Emergency! Man Down!”

A player has been injured and is in need of attention. A Marshal will respond and players are required to follow all instructions given by the Marshal until such time as the injured player has been attended to or removed from the game zone.

“Emergency! Fire!”

A fire has been spotted by a player. A Marshal will respond and players are required to follow all instructions given by the Marshal until the fire has been extinguished or the players have returned to the safe zone.

Rest and eating during the game

Rules of Engagement events may run as long as 48 hours between time being called so by all means players may rest and refuel during the game and are encouraged to keep themselves sufficiently hydrated. All of these actions however take place in an active game scenario and as such the appropriate safety measures must be taken and eye-protection must not be removed.

Where possible and appropriate catering will be supplied to events by third party contract. It is advisable however that all participants ensure that they bring enough food with them to sustain themselves including all specialist dietary needs and medications as such items may not be catered to.

It is strongly advised that all participants ensure that they have adequate hydration available to them while in the battle zone either by means of a bladder system, canteen or simply a bottle of water. Hivemind Media takes no responsibility for individuals who fail to maintain their own hydration during a game.

Radios & Coms

UN Frequencies 4 + Sub channels.

UN Air strike/TOC/Artillery frequency 4-1

NATO Frequencies 5 + Sub channels

NATO Air strike/TOC/Artillery frequency 5-1

OpFor Frequencies 6 + Sub channels

OpFor Air strike frequency 6-1

Marshal's Frequencies 3+ sub channels (off limits to players except in emergency circumstances)

Admin Frequencies 1 + Sub channels (off limits to players)

It is requested that players do not use or where possible disable the “call” button on their handset as activation of these signals interferes with the game by flooding a channel.

Use of “jamming equipment” or “eaves dropping equipment” not supplied by event organisers is not permitted.

Cheating

Any player deemed to be cheating by a Marshal or event staff may be a) given a time-out wherein they are deemed to have “bled out” and must respawn or b) removed from the game without refund. Cheating is to include (but is not limited to);

- 1) Ignoring hits.
- 2) Loading magazines with more rounds than are permitted by the rules.
- 3) Altering a gun to exceed the muzzle energy restriction.
- 4) Speaking after you have been hit.
- 5) Removing a “hit” bandage.
- 6) Swapping a “hit-card” with another player.
- 7) Failing to co-operate or ignoring the instruction of a Marshal.

Abusive or unwelcome behavior.

Any player deemed to be cheating by a Marshal or event staff may be removed from the game without refund and potentially barred from any future Hivemind Media events. Abusive behavior is to include, but is not limited to;

- 1) Physically assaulting another player or staff member.
- 2) Verballing abusing or threatening another player or staff member.
- 3) Graffiti or vandalism to the venue.
- 4) Failing to co-operate with a Marshal or staff members instructions.
- 5) Repeated cheating.

Game Mechanics

Hits

If you are hit you must immediately lie down (or where unsafe to do so, remove yourself from line of sight and drop there) and declare yourself by holding up your arm and calling “Hit!”. You may then call out for a medic by shouting “Medic!”

When hit you have ten minutes (600 seconds) before you must respawn at the designated location. This is called “Bleed Time”. If you exceed this allotted time you are considered to have “Bled Out” and are KIA.

While you are awaiting either medic attention or to bleed out you may perform no other actions and you may offer no other in-game communication, failure to comply with this will be deemed cheating and may result in measures as laid out in the section “penalties for cheaters”. “Other actions” include (but are not limited to)

- Reloading
- Communicating over radio or within ear shot
- Firing your gun

Coup-De-Grace

A hostile player may eliminate another player who is in “bleed time” by firing a single round into the ground next to the wounded player – **you may not shoot a prone, defenseless player!**

A player who is hit during “bleed time” is considered executed and KIA and must follow the appropriate re-spawn rules immediately.

“Knife Kills”

It is sometimes desirable for a player to be able to silently eliminate an enemy without alerting others. Where appropriate the player wishing to make a stealthy kill must tap the player being killed on the shoulder or otherwise get his/her attention and say “knife kill”.

Any player eliminated in this way must immediately and silently follow the respawn rules. There is no “bleed time” for a knife kill.

Participants must under no circumstances physically grapple with another player.

No participant may produce an actual knife of any variety whether it is real, rubber training or latex LARP style replica. Any participant found to be in possession of such an object in the game zone will be immediately removed from the game without refund and may be banned from participating at any other Hivemind Media events!

“Bang Kills”

“Bang Kills”, though a common practice in airsoft are not in use at ROE events and should not be offered as they will not count as a kill.

At engagement ranges of below 3m (10 feet) you **must** aim below shoulder height at the center of the body. **Any deliberate hit at this range to the head or neck will be considered aggressive behavior and will be dealt with appropriately by a Marshal!**

Head Shots

Head shots are discouraged during play unless no other part of a target is exposed. Participants are reminded that any part of themselves they expose becomes a legitimate target.

Searches

Valuable items or intelligence may be in the possession of individual players or NPC's during the game and as such in-game searches may occur. It is advised that should you feel uncomfortable with being searched you may say "off-game" and hand over any hidden weapons or items that would usually be confiscated.

Confiscations

If a player or NPC is taken prisoner, their weapon will be confiscated. This is symbolized by making the weapon safe and carrying it slung if possible. If possible and if the prisoner approves, then others may carry the weapon but should always remain within the prisoners sight. A prisoner may opt to have a marshal take their devices and hold them or return them to the safe zone (this will only be possible wherein a marshal is already in transit). If the prisoner escapes or is released, and they regain their weapon then they may not use it until five minutes later.

Medics & Healing.

Basic rule

A medic may revive another player who has been hit by applying a white bandage to the individuals upper arm. Once this bandage is secured that player may then rejoin the game at normal operating capacity. Removing the bandage secured by a medic is considered cheating and will be dealt with as laid out in the section "safety and general rules".

Advanced rule

A medic may revive another player who has been "hit" in the following way;

- 1) The medic locates a player who has been hit (the "hit" players bleed-time does not stop during this period).
- 2) The medic opens the "injury envelope". This envelope will contain a small card with the details of the individuals injuries and bandages or other treatment should be applied based on this information.
- 3) All envelopes are filled randomly and handed out to players re-entering the battle-zone. Some cards will have details of multiple injuries and/or locations to be bandaged other cards may instruct the medic that the individual is beyond help.
- 4) Once a players injuries (as listed on the card) are bandaged that player stops his/her bleed-time and may return to the game. Where a player exceeds his bleed time during treatment he/she is declared KIA.

A "secured" bandage for the purposes of the game is defined as a length of white linen or cloth, wrapped 3 times around the upper arm of the casualty and fastened in place by reasonable means.

Any player who has been revived (has a bandage) who is subsequently hit is considered dead and must immediately respawn. That play must take no other action before respawning as though they were in their bleed time.

While you are awaiting either medic attention or to bleed out you may perform no other actions and you may offer no other in-game communication, failure to comply with this will be deemed cheating and may result in measures as laid out in the section "penalties for cheaters". "Other actions" include (but are not limited to)

- Reloading
- Communicating over radio or within ear shot
- Firing your gun

A medic is not permitted to heal himself however he/she may be healed by another medic in the fashion above.

Combat Engineers/Special Forces

Periodically a squad may find themselves in the company of a combat engineer or special forces operator. These individuals will be either NPC's or players with particular qualified in particular skills applicable to the operation of the scenario. It will often be their jobs to operate equipment or special effects normally considered off-limits to other players. The specifics of a squads interaction with these individuals will be explained when they are attached to the group but is likely to include orders to keep the specialist alive and to ensure the completion of their objective ahead of those of the squad.

Air Strikes/Artillery etc

Under certain circumstances a unit or individual may be permitted to call in an air or artillery strike on a target in the battle zone. The mechanism for this to happen varies from scenario to scenario and may involve simply calling HQ and giving co-ordinates or something more elaborate such as setting off a smoke-device next to a building to mark the spot for a bombing run. The mission briefing given by a section commander will include the specifics for each use.

Any individual within a building or bunker target when a marshal confirms an air strike is considered to be "KIA" without exception (falling masonry, over pressure in confined spaces etc). The building itself is considered out of play for a period determined by the attending marshal.

It is required that players leave a building immediately when instructed to by a marshal as a smoke grenade may be used to simulate the destruction of the building.

Individuals in open ground when a marshal confirms an air strike is considered to be "hit" (small chance of survival).

Individuals already in "bleed time" struck by an air strike are considered KIA.

Note on providing co-ordinates: All maps provided by event organisers will be unique to each faction, with a different arrangement of grid patterns. Co-ordinates must be given in the following order Letter-Grid Number-Sub Number. Each grid square is sub divided into 9 smaller squares reading from left to right numbered 1-9. In order to call an air strike to a specified location the player responsible for signals would contact the TOC and relay the following information;

Identify themselves.

Make request for fire mission.

Give co-ordinates using alphanumeric code (Alpha, Beta, Charlie, Delta, Echo etc followed by Grid number and sub number).

Await confirmation.

Close comms

Please note that maps are considered "intelligence items" and may be confiscated during searches.

Chemical Agents

The use of chemical-gas is a genuine threat to soldiers and civilians the world over. Rules of Engagement events replicate the effects of such weapons in certain scenario's.

A marshal will detonate one or more, distinctively coloured smoke devices in a specific area. Any persons within five meters (5m) of the smoke cloud are considered to be "KIA". Gas Masks or Respirators offer no protection against chemical agents used in game*

**This is for two reasons, the first being safety (gas masks etc tend to require players to remove their eye protection) and because modern chemical agents are designed to be absorbed through skin as well as inhaled.*

UN Special Rules of Engagement

Due to the "peace keeping" role the UN is meant to be taking in any scenario's conflict they must adhere to their ROE and are restricted to returning fire only and may not pursue any combatant unless specifically ordered to do so by their faction 1I/C or 2I/C.

Other NPC's

Occasionally you may encounter an Non-Player Character. These individuals will be distinctive by a white wrist band identifying them as a NPC and may be useful sources of information, mission targets, double agents or any one of a hundred other hooks.

Fighting in Buildings

In the Republic of Ireland all airsoft devices which are legal to use must have a muzzle energy at or below 1 joule. This is not an excuse to use excessive force against other players in confined spaces.

Fighting in buildings may be conducted with short controlled bursts (no more than 3-4 rounds per trigger pull). Players engaging in excessive fully-automatic fire will receive a warning followed by reprimand for cheating.

Fire out of or in to a building may be conducted at full-auto within reason i.e. Point blank fire with long bursts is

considered to be in breach of the above.

The operators of Rules of Engagement recommends the use of ear-plugs or other auditory protection during games to prevent damage to a players hearing.

These rules are subject to the host site and may be altered to comply with the local safety arrangements.

Pyro Technics

Use of Pyrotechnics in the Republic of Ireland is subject to restriction and usage will be explained on the game day where such items are available.

Thunderflash, 9mm blank fire and other “sonic distraction devices” are considered to have the same effect as fragmentation grenades. Any player within 5m of an exploding pyrotechnic or gas-powered device is considered to have taken 1 hit. Wherein such devices are used indoors, all players within the same room as the device are considered to have taken 1 hit regardless of distance from the detonation. Players in other rooms are unharmed.

Smoke Grenades may not be used inside a building by players. Smoke grenades may be used inside a building by a marshal to simulate that building being taken out of play, it is requested that all players instructed to leave a building do so immediately for this reason.

Players must not enter a building once a smoke device has been ignited!

Player Roles, Faction Uniforms and Ammunition Limits

Faction uniforms rules.

While uniform types are restricted by faction the choice of replica is not. We would strongly encourage players to choose their replica to be realistic to the faction they are a part of. The following list may be changed depending on the nature of the simulation.

NATO/Coalition Forces	Desert & Urban variation uniforms (incl MultiCam, ACU, Desert DPM etc)
UN Peace Keepers	No restrictions but blue beret/helmet and arm bands are required.
OpFor	Temperate and foliage uniforms (incl Flecktarn, British DPM, CadPat, OD etc)

Player classes & ammunition restrictions.

Players are permitted to carry any combination of up to 8 hand grenades of any type in any combination including AI Tornados, Escort Flashbangs, Zoxna Mines, TLSFX Frags, Smokes, Thunderflash and Thermobarics. Players are also permitted to carry up to 2 Claymore Mines. Use of other devices must be cleared with staff before being brought into the game zone.

Rifleman	Up to 10 Primary Mags loaded as per capacity list, 4 pistol mags and up to 1 40mm Shower for the grenadier.
Sniper/Marksman	50 rounds of any weight ammo in any combination of mags for their Sniper Rifle, up to 4 primary mags for backup (may be any replica suitable to their faction) and 4 pistol mags.
Medic	Up to 6 Primary Mags and 4 Pistol mags plus a back-pack or medics bag containing appropriate bandages.
Grenadier	Up to 8 primary magazines loaded a per capacity list, 4 pistol mags and up to 6 40mm showers
Support/FSG	Up to 3 Box mags loaded as per capacity list, up to 10 primary magazines, 4 pistol mags and up to 1 40mm shower for the grenadier.

Magazine Capacity List

Magazines are to be loaded to real world capacities or their closest approximations with an allowance of 3 rounds for magazines without followers. Pistols should be loaded to their real world capacities and not to the replicas total capacity.

Support guns must have real world counterparts*, MP5's with a drum-mag do not qualify. MG36 and H-BAR kits for assault rifles are limited to their real world capacities (extended mags or 45 rounds or C-mags of 100 rounds) and must

be properly converted, Such players are subject to the rifleman loadout restrictions. an M4-Stubby with a bi-pod and box-mag will not qualify.

The chronographing marshals decision on this is final!

20 Round Mags	FN-FAL/FN SCAR-H, HK-G3, M14, SR-25. UZI, HK417 etc
30 Round Mags	M16, MP5, UMP, FNC, SCAR-L, Type-89, FAMAS, G36, AUG, MP40, Mac-10 etc
40 Round Mags	MP7, AK variants etc
50 Round Mags	P90
100 Round Box	PKM/RPK type support guns, FN-MAG, MG3, Stoner-63 etc
200 Round Box	SAW M249 series, MG34, M60 series etc

**RPK's fitted with drum mags are permitted as support guns due to the limited availability of proper Russian format support guns.*

Advanced Rule: BB weights divided by replica caliber (ROE Events organisers will announce in advance if this rules is to be in effect).

Up to 4.6mm	0.18g
5.56mm NATO/5.45mm/5.7mm	0.20g
6.8mm/7.62mm NATO	0.25g
9mm Parabellum/.357SIG/.40S&W	0.28g
.45ACP/.50AE	0.30g

**Sniper rounds and shotgun rounds are deliberately omitted due to the variations available in reality and the tendency of operators to use specialist or hand loaded/"Wildcat" ammunition.*

FPS Limits

Republic of Ireland

The FPS limit is set in the Republic of Ireland at 1joule, or 100m/s (328fps) with a 0.2g BB. The table below will help you to know whether your device is compliant or not. Please do not arrive to the event with a device which is not compliant with this rule as you will not be permitted to use it and refusal may cause offense and you will be refused!

Northern Ireland, UK & Mainland Europe

Due to the variations in law from country to country the limit for a specific event held outside of the Republic of Ireland will be announced in advance of the game day itself. A table indicating the specifics will be made available and strictly adhered to in order to maintain safety and/or comply with local laws. It is your responsibility to ensure that your equipment meets the specific requirements on the game day. Please do not arrive to the event with a non-compliant device as you will not be permitted to use it and refusal may cause offense and you will be refused!

Intelligence, Strategic Points & Command Structure

Faction commanders.

In certain scenario's (notably all-day events or episodic games) each faction must select, by whatever means, a 1IC and 2IC (in command). These two individuals will have the responsibility for co-ordinating the battlefield and the various operations throughout the game scenario for their side.

1IC and 2IC can be captured or killed by the opposing faction.

Elimination of both the 1IC and 2IC results in severe penalties for that faction for a period of 1 hour including double re-spawn times and suspension of all in game bonuses such as ammo dumps and MASH units. 1IC and 2IC respawn after 1 hours.

Capture of either the 1IC or the 2IC requires the rescue of that individual by whatever means available. Captured 1IC and 2IC are automatically released to their faction after a period of 3 hours. If both are captured the same penalties for the faction are applied as though the players had been killed.

1IC and 2IC will be given game sensitive information as well as battlefield maps and radio operators to communicate

their orders to the players in the field. Should they be eliminated the flow of information will cease to the troops leaving them unable to communicate with the rest of their faction (chain of command simulation).

Unit Commanders/Captains

It is not mandatory however it is highly advised that factions group players into units with clear chains of command. This will aid in the game process and add to your overall enjoyment of the event.

The structure of "Rules of Engagement" is MilSim. We strive to provide the best action simulations in the Republic of Ireland, as such there may be a few differences from the games you have played in the past.

Overall strategic objectives will be made clear to the 1IC and 2IC of your faction. It will be up to them to decide how to proceed in order to fulfill these objectives. This means that the players "on the ground" will not be in a position to know where they are going or what their objective is until such time as the orders are handed down from the 1IC and 2IC. Staff members and Marshals will have no idea what the precise plans of the 1IC and 2IC are until the same time as the players on the ground. Certain events are scripted into the event and Marshals will be aware of these and the triggers however the timing of said scripted events is up to the actions, successes and failures of the players themselves.

Intelligence on enemy positions, troop movements, strategic points, enemy numbers etc will filter into the 1IC and 2IC from the reports given by players on the ground. Accuracy will play as big a part in the event as it would in reality since the commanders can only plan properly if they are in possession of useful intelligence.

Special Strategic Points

Strategic points may provide in game bonuses to the controlling team. The rules surrounding each of these will be made available to the players via briefing documentation or by informing their chain of command and may include (but not limited to);

Forward Tactical Air-Control Point: wherein players may call in air strikes against specific points on the ground (see "air-strikes").

MASH point: wherein players of the controlling team may respawn without having to return to the safe zone.

Ammo-Dump/Magazine point: wherein the controlling team is permitted to reload in game without returning to the safe zone.

Radio-Relay station: Required for some distance radio communications and may allow an opposing team to monitor the communications of the owning faction.

Anti-Aircraft batteries: Prevent the use of enemy air strikes in a grid square. Neutralizing AA batteries allows air strikes to be directed into that grid square.

Mortar/Artillery batteries: Allows the use of indirect mortar/artillery strikes against opposing faction within a set range. Neutralizing this strategic point prevents their use.

Fuel Dumps/Motor Pool: Allows armoured and/or APC reinforcements. Neutralizing this point prevents use.