

CODENAME: Thunder 16 Basic Game Rules © SLE 2019

CHRONOGRAPHING:

FPS limits will be strictly enforced. All guests will be checked prior to the beginning of the game using .20 gram bbs. You will be given 2 attempts consisting of no more than 3 shots each in which to chronograph at the appropriate FPS. If your gun is unable to chronograph legally after 2 attempts, you will not be able to use that weapon until it passes.

*Players will be chronographed by the Observer/referee before being allowed to play on Sunday morning. All guns are subject to a chronograph test at any time deemed necessary by the event operator or Observer.

Only 6mm bbs up to .43grams in weight are allowed. No graphite coated or Metal BBs.

*Any modifications made to your gun after being chronographed found to increase your FPS will result in immediate and permanent removal from the event.

HPA Guns:

*Standard Rifleman and LMG weapons must chrono at or under 1.51 Joules with a .30g BB

*DMR sniper weapons (Semi-Auto Fixed) must chrono at or under 1.68 Joules with a .30g BB

*Bolt Action Sniper weapons must chrono at or under 2.29 Joules with a .30g BB

EQUIPMENT:

Player's equipment must be in serviceable and safe condition. The game operators reserve the right to refuse the use of any equipment deemed unsafe. All players are required to have field-approved goggles / eyewear and a barrel-blocking device.

SAFETY RULES:

All players must follow all safety rules as set forth by the event operator. Any violation of these rules will result in the offending player being ejected from the event.

RULES OF ENGAGEMENT

OBJECT:

Team members accumulate victory points by accomplishing the missions / objectives within the time frames set by their Commander. The Army with the most victory points wins.

STARTING THE GAME:

*Teams will be taken to their Respawn Point by their referees. The game begins when the Respawn Referee announces the start.

MISSIONS / OBJECTIVES:

*Players will be divided into squads prior to the game. Squads will be assigned missions or objectives via radio or verbal command to the Squad Leader to complete. If successful, the squad or players will earn victory points for their army. **YOU MUST KNOW YOUR SQUAD ASSIGNMENT TO BE EFFECTIVE.**

*Squads must control the mission objective at the exact designated time to gain the victory points.

*Missions to control forts or buildings require that you have complete control of the interior of that fort or building. Bridges must be controlled at both approaches.

*Missions to rescue P.O.W.'s require the rescuers to successfully remove the P.O.W.'s from the place of imprisonment and escort them back to their Headquarters unharmed.

BEING ELIMINATED:

- *A player is eliminated from play if a BB strikes any part of his / her body, from the top of their head to the tips of their fingers to the bottoms of their feet;, or any of their equipment / gear.
- *Gun hits do not eliminate a player; However, they do eliminate / make inoperable that weapon. The gun is unusable until the player gets back to their Headquarters or is eliminated.
- *When a player is hit he / she should call out loudly "I'M OUT" or "I'M HIT". They will immediately place a dead rag on their head, render their gun mags free, place the barrel blocking device on the gun and Once completely eliminated, players must exit the playing area as quickly as possible, either to their Headquarters, or the staging area. No players are allowed to shoot at eliminated players.
- *When eliminated, a player at their discretion may call out for a medic by yelling "Medic". The eliminated player may not move from their position until fully healed by the medic. See the medic rules for full details on healing players.
- *Eliminated players talking or communicating in any way will result in live teammates being eliminated from that mission. Any player with a dead rag on or barrel blocking device on their gun is considered to be eliminated.
- *Eliminated players are not allowed to give any equipment or supplies to any other player. But may leave it where they were eliminated.
- *Inside of the 15 feet minimum engagement distance, a player should shout "BANG" in order to notify the opponent he/she has been killed. You cannot perform a "bang" kill through netting. There is a three Kill maximum for a single bang kill incident, meaning you step into a room of six guys, you can only bang kill 3 of them. You can also ask for the player to Surrender by shouting "Surrender!." See the POW rules for more info.
- *Eliminated players will be reinserted into the scenario when they reach their Headquarters or MRS.

HONOR SYSTEM:

Airsoft is a game of HONOR and Sportsmanship. ALL players will strive to exemplify fair play and always call their hits, regardless of circumstance. In situations where a player isn't sure, they should give their opponent the benefit of the doubt and simply call themselves out. If you are eliminated, you will not have to wait long to get back into the scenario. So please call your hits! Cheating will not be tolerated in any form by any player. If you are caught cheating you will be ejected from the event, and asked to leave. You will NEVER be allowed back at a SLE Event, ever. Period.

SPECIAL OPERATIONS:

SNIPERS:

- Sniper weapons must be single or bolt action (gas or spring). NO SEMI-AUTOMATIC or FULL AUTO electronic guns are allowed, unless they are locked in semi-auto mode and cannot be moved. There are no exceptions.
- *Minimum Engagement Distance of 100 feet from your position.
- *The sniper's weapon must fire between 400 FPS and 550 FPS with .20 BBs. See Chrono Rules for further limits NO EXCEPTIONS.
- *All snipers must have a spotter. If your spotter is eliminated, the sniper can only continue using his sidearm or AEG.
- *The sniper's sidearm must be a pistol or AEG under 400 FPS. This weapon must be used whenever your opponent is less than 100 feet from your position.
- *NO METAL BBs ALLOWED.

SUPPORT WEAPONS

SAW / LMGs:

- *Only one SAW or LMG will be allowed per squad (Approx 10 people)
 - *SAWs or LMG MUST be replicas of real world SAWs or LMGs (M60, M240, M249, RPK, RPD, etc.)
 - *No box, drum, or c-mags will be allowed on any AEG except those types of guns that are designated as either a SAW or LMG (Ak47, G36, M4s, and G3 etc AEG's will NOT qualify as LMG's)
- Final decision on what qualifies as an LMG will be left up to event staff.

*A maximum of two(2) box/drum/c-mag's or 5000 rounds of ammunition is allowed per SAW/LMG

*Support Weapons must follow the same FPS limits as AEGs

AIRBORNE ASSAULT

Each commander will be given airborne assault mission cards. These cards will allow him to schedule and execute airborne assaults during the course of the game. The commander will select up to one squad (10) players to act as the airborne unit. The commander may give them any game mission to perform or just send them to disrupt the enemy. The airborne operation will be taken to its drop zone by an Observer and then put into play. These paratroopers are not in play until the Observer has inserted them. Upon reaching their drop zone and prior to their release into play the Observer will take the AA card. Airborne Assaults cannot be used within the Final Battle

MEDICS

Each team will have Medics designated by armbands with red crosses. Each Army will have a specified number of bandages to be used by medics to heal players. Any hit, excluding head shots and gun hits, are able to be healed.

Healing:

Once eliminated, a player may call out for a medic by yelling "Medic". The medic has 3 minutes to reach the eliminated player and begin healing them. Failure to reach the "injured" player by the medic in 3 minutes will result in the injured players elimination. The eliminated player may not move from their position until fully healed by the medic. ***Once the player has chosen to call for the medic they must complete the 3 minute medic time period unless healed.** You cannot change your mind. Once an eliminated player leaves their position they are no longer able to be healed by a medic and must return to their respawn.

To heal a player, a medic must first get to the "injured" players position and can heal them by tying a double knot with the supplied white bandage on their arm. They can ONLY be tied on a players arm; you cannot tie them on legs, feet, hands, tactical vests, holsters, etc. The medic cannot leave the injured players side, engage the enemy or assist other players with injuries during the healing process. Injured players hit again during the healing process are eliminated. Once the bandage is secured, the player is "healed" and may return to normal play.

If a "healed" player is eliminated again, they are eliminated from play and must return to their respawn. Once there remove and place the bandages in the specified container before they can reinsert. Bandages lost by players are fair game for whoever finds them. To get new bandages a medic must either return to his respawn point, the commander will then issue new bandages or must be re-supplied by a live player in the field.

* Medics can not heal themselves, however any player (even non-medics) may heal a medic by following the normal healing rules.

*Medics may never have more than ten (10) bandages on their person. (Squad members may carry additional supplies of no more than 3 bandages each.

*Medics must use event supplied bandages only.

*Medics not following first aid / Medic and countdown procedures will lose their medic ability and forfeit not only their bandages, but lose additional bandages from their entire Armies supply as well.

Mobile Respawn Station (M.R.S.)

Each army will be given a Mobile Respawn Station to set up on the field wherever they wish. To set up the MRS, a squad from your Army must bring the MRS Flag to the desired position and declare to a referee that they are setting up the MRS. Once declared, the players must control the area, building, or fort for 3 minutes, without being eliminated or moved from the declared location.

Upon completion of setting up the MRS, players from that Army may respawn at the MRS instead of their main respawn point.

The MRS is now considered a fort, firebase or objective and may be attacked by the enemy. Players cannot respawn at their MRS while it is under attack (Enemy players within 100' assaulting it). If the enemy takes control of the MRS, it is eliminated from play and the dominating Army receives 50 Victory pts.

POWs:

Capturing:

*Whenever you get a player in a hopeless situation, i.e: you step into a room and the player has his back to you, you can offer for the player to surrender rather than get Bang Killed or shot at close range. Call out ‘**SURRENDER**’. If he doesn’t respond in a positive manner fast enough for you then you may Bang Kill. Absolutely no headshots or multiple shooting will be tolerated. To surrender a player must declare “**I SURRENDER**”, or any other statement that will convey a positive response. Players not making any response or those who try to stall will probably be shot. **Players may not fire at other players at distances of less than 15 feet.**

*Players who are waiting to be healed by a medic are "surrounded" by enemy forces, and HEALED within the three minute medic healing time, by *any* medic, they are considered a POW. If not, they "bleed out" and are eliminated per normal rules. *Remember once a player has chosen to call for a medic, they **MUST** complete their 3 minute healing period, unless healed.

Once Captive:

* **NO PHYSICAL CONTACT** . That means no throwing to the ground, binding, etc.

* Once a POW, a player will place their hands on their head, and not reach for their weapons. Players will sling their weapons, mags out. For practical purposes, once a POW, main line weapons and side arms will be considered destroyed. They will not be able to use them until they get back to their respawn. This means that even if they break free or are rescued, they will **NOT** be able to use their weapons until they get to respawn.

*POWs will be held for 5 min at the camp, then will be released back to their respawn dead rag on, just like a KIA.

*A POW may try to escape if they are not being watched. If they try to escape but are re-captured before getting to friendly territory, an additional 5 min will be added to their time.

*Radios on a POW **MAY NOT** be used except in emergencies. POW may switch off radio upon capture.

*If a captor says: “ I am searching you” All maps, papers or other intel related items must be given up for examination, but returned to its owner in the original condition.

*POWs may not be “killed” as a matter of convenience. Once you have committed to taking a POW, you have committed to taking care of them.

RESPAWN ATTACKS

Teams / Armored Vehicles may **NEVER** attack the enemies Main Spawn Point. Mobile Respawn Points may be attacked per the rules above. *Armored vehicles are not allowed to fire within 150 feet towards the enemies Main Respawn Point, other than to drive through the area (not firing).*

LAW / ANTI-TANK WEAPONS:

Air-powered anti-tank weapons / launchers may be issued to players throughout the event. These launchers are not to be fired at other players and are only to be used in the manner for which they are intended. Players are financially liable for the launcher and its rockets. If a player has a launcher he / she would like to use, please clear it with an Observer before use. It must meet the safety inspection, shoot less than 240FPS and not have adjustable pressure.

M203:

M203 launchers cannot eliminate armored vehicles unless they fire the special rockets, paintballs or foam slugs and follow the same kill panel rules per armored vehicle eliminations. M203s may fire canister / shower shells at infantry, however players may not be engaged within 15 feet or less.

ARMORED VEHICLES (AV):

No player is allowed within 20 feet of a moving Armored Vehicle.

*Armored Vehicles are required to have an observer accompany them anywhere on the field.

*Players may eliminate AVs by shooting them with a NERF rocket, foam shell or Paintball in the "Kill panel" located on the sides of the vehicle. The projectile MUST leave a mark in the kill panel for the hit to eliminate the armored vehicle.

*Gunnery in Turrets may only be eliminated if the turret has an open top. If the turret is closed in design, the gunner is considered impervious to small arms fire.

*Players may not throw grenades at the Armored Vehicles or attempt to blind the driver or crew in anyway.

*Players may not construct anything that will hinder or deny the Armored Vehicle movement. No tank traps.

*Approved goggle system must be worn at all times by all players inside the vehicle. No exceptions.

*AVs will fly a red or blue flag to indicate which team they are on, or a white flag if they are out of play.

AIRSTRIKES:

Each army will be given Airstrikes to call in on the field wherever they wish. To call in an Airstrike, a Squad Leader or Platoon Leader must notify an Observer or Event Command of the desired location and time of the strike.

Airstrikes MUST be called in between one Hour and no less than 5 minutes in advance. Once declared, the airstrike cannot be recalled.

*A dedicated Observer will be sent to the area with/near the Forward Observer to determine the location and damage of the Airstrike. For a non-fort or stationary location from the map, the FOs must "Paint the target" with a laser, pointing out the location to the Observer.

*Upon Airstrike, a sound effect noise will sound at the epicenter of the blast and anything within a 50' diameter, including any inside buildings, structures, vehicles or defenses will take 75% Elimination Casualties to be determined by the Observer. All remaining players in the Airstrike Zone will be considered wounded. The Airstrike Zone will be neutral until the Observer has determined the outcome, meaning no players may move or shoot into or out of the Airstrike Zone until the Observer declares the Airstrike is over.

RADIO / COMMUNICATIONS

Radios are recommended for all players. Players may not eavesdrop or "jam" the opposing teams communications in any way. Players may not listen, eavesdrop or "jam" the Event staff or Emergency channels. Any violation will result in immediate and permanent removal from the event. Check with your commander / squad leader for your radio frequency and radio discipline procedures.

Team Radio frequency breakdown is as follows:

Channels 1-4 Open

Event Staff: 5-6

Emergency Channel: 5

Red Hand: Channels 7-10 (Channel 7 for Event Command Communications, 8-10 for inter-squad comms)

U.S. Forces: Channels 11-14 (Channel 11 for Event Command Communications, 12-14 for inter-squad comms)

ENDING THE GAME / FINAL BATTLE:

Sunday at 2pm all players will return to the staging area to rally for the final battle. The Commanders will lead their units to their insertion point and the final Battle will begin at 2:30. The final battle will continue until 3pm at which point the Observers will signal the end of the game. Medics will operate as normal until 2:50pm at which point they are automatically out of supplies. Commanders are considered normal players for elimination purposes.

During the Final Battle eliminated players must go to their starting points to be re-inserted into the game. There will be reinsertions at 2:40 and the final reinsertion at 2:50pm. Player eliminated after 2:50pm are done and must clear the battle.

CODENAME: THUNDER 16 SAFETY RULES

1. SAFETY GOGGLES MUST BE WORN AT ALL TIMES. Players must wear goggles whenever they leave the staging area for a game. At no time will the player be allowed to break the seal of the goggle from their eyes.

Only goggles / eyewear that meet the following requirements will be allowed:

- The impact standard for goggles is ANSI z.87.1.
- They must fully encompass the eyes, with no gaps.
- They must be fitted with a head strap to keep them from falling off during a game.
- The lens frame must be sturdy enough to keep the lens in place during play.
- No mesh goggles will be allowed.

In addition, It is recommended that the players ears, nose and mouth must be covered / blocked with something preventing penetration of BBs, such as a plastic paintball mask, balaclava, bandanna, shemagh etc....

*Paintball Masks may be modified to meet the following standards: The system must provide a protective mask for the nose/mouth/chin/ears. This protection must be an integral part of the goggle system. The protective mask must be at least 4" in width from the goggle at the mask connection point to the bottom of the chin. The length may not be modified. This protective mask shall not allow any direct hits to the nose, mouth, chin, or ears.

***All minors under the age of 18 years old will be required to wear full, unmodified face masks covering the mouth, ears, nose and other soft tissue. No exceptions.**

2. BARREL BLOCKING DEVICES REQUIRED IN NEUTRAL AREAS. Barrel blocking devices such as the red barrel caps that come with most AEGs, or paintball approved barrel socks/condoms are required to be secured over player's gun barrels at all times. The only exception is at the target range or on a playing field after the game starts. No exceptions. Violators will be asked to leave the park with no refund issued.

3. ALL GUNS MUST BE MAGAZINE FREE IN NEUTRAL AREAS. All handheld or slung guns must be loading magazine free ("Mag Free") in the staging, parking lot, neutral and camping areas. Side arms are not required to be mags free as long as they are holstered. Once eliminated from play, players must remove their magazines from their gun, fire 2-3 clearing shots in a safe direction, before proceeding to the elimination area.

4. FPS LIMITS WILL BE STRICTLY ENFORCED. All players will be checked prior to game time. Players may also be chosen at random for a chronograph spot-check.

FPS Limits are:

All Guns must chrono under 400 FPS w/ .20 gram BBs

HPA / GBBR Guns: Standard Rifleman and LMG weapons must chrono at or under 1.51 Joules with a .30g BB

DMR sniper weapons (Semi-Auto Fixed) must chrono at or under 1.68 Joules with a .30g BB

Bolt Action Sniper weapons must chrono at or under 2.29 Joules with a .30g BB

Weapons firing over the FPS limits will not be allowed on the field.

5. NO INTENTIONAL SHOOTING AT THE HEAD. Head shots count, but do not intentionally shoot at another players head.

6. NO POINT-BLANK SHOOTING. Players may never shoot / engage another player under any circumstances under the minimum engagement distance of 15 feet. In this situation, a player should shout "BANG" in order to notify the opponent he/she has been killed. You may Also ask the Player to Surrender per the POW rules.

7. NO BLIND SHOOTING. Players must see what they are shooting at.

8. NO SHOOTING INTO OR OUT OF THE STAGING AREA, PARKING LOTS, NEUTRAL ZONES OR DEAD BOXES. Players may only discharge their weapons at the target ranges or on the playing fields.

9. NO CLIMBING OF TREES, STRUCTURES OR VEHICLES. Players may never climb any trees, through any windows, into or onto any structures/fixtures or into, onto or under any prop vehicles.

10. NO UNAUTHORIZED EQUIPMENT. Players are not allowed to bring onto the playing field any equipment deemed unsafe by the Event Organizer. Players are never allowed to bring onto the playing field knives of any kind-including replicas, tools of any kind, explosives, real firearms, or other non-Airsoft related items. Smoke grenades must be approved by the organizer before use. Only Class II or lower powered Lasers are allowed. No metal cleats. METAL BBs ARE NOT ALLOWED.

11. AVOID FIELD HAZARDS. Players should avoid all field hazards such as fences, ruts, and vines. Guests should report any hazard to the field operator.

12. CONSTRUCT NO BOOBY-TRAPS. Players may never construct anything that will hinder the movement or cause injury to other players. Players are not allowed to construct any sort of barricades or bunkers. Players may not alter any natural or man-made features.

13. NO ALCOHOL OR ILLEGAL DRUGS ARE ALLOWED.

14. SMOKING IS ONLY ALLOWED IN THE STAGING, REGISTRATION, PARKING, AND CAMPING AREAS ONLY.

15. NO VERBAL ABUSE. No profanity, name calling, or slurs against anyone's race, color, national origin, family members, teams or equipment will be tolerated. Guests wearing clothing with offensive wording on them will be asked to remove the garment.

16. NO PHYSICAL CONTACT. Players may not touch another player or their equipment at any time.

17. OBSERVERS DECISIONS ARE FINAL. Any decision an Observer makes is final and will not be discussed on the

playing field. The Observer will discuss any calls in a calm manner, after the game or scenario is over.