

APOCALYPSE

AIRSOFT KENT

BATTLE SIM 2025

RULES OF ENGAGEMENT

SATURDAY 12TH APRIL

THE EMPIRE STRIKES BACK (PART 2)

RULES

NON-NEGOTIABLE

- **EYE PRO MUST BE WORN AT ALL TIMES!** (if you see someone without eye pro, be it a player or member of the public call a cease fire and make a member of staff aware ASAP)
- All Weapons must go through Chrono upon entry
- Any Disrespect of the staff or other participants will not be tolerated. Participants found cheating or disrespecting the staff and other participants will be removed from the Battle sim
- Participants who attempt to steal, cause bodily harm, or break any other laws will be Removed from the battle sim and reported
- If you find an item another player has dropped, please hand it to a member of staff
- Alcohol And Drugs are prohibited from site
- Authorised pyro only, you may not bring something you made in your kitchen
- Pyro lays where it lands anyone caught moving lit pyro will be asked to leave site

EMERGENCY

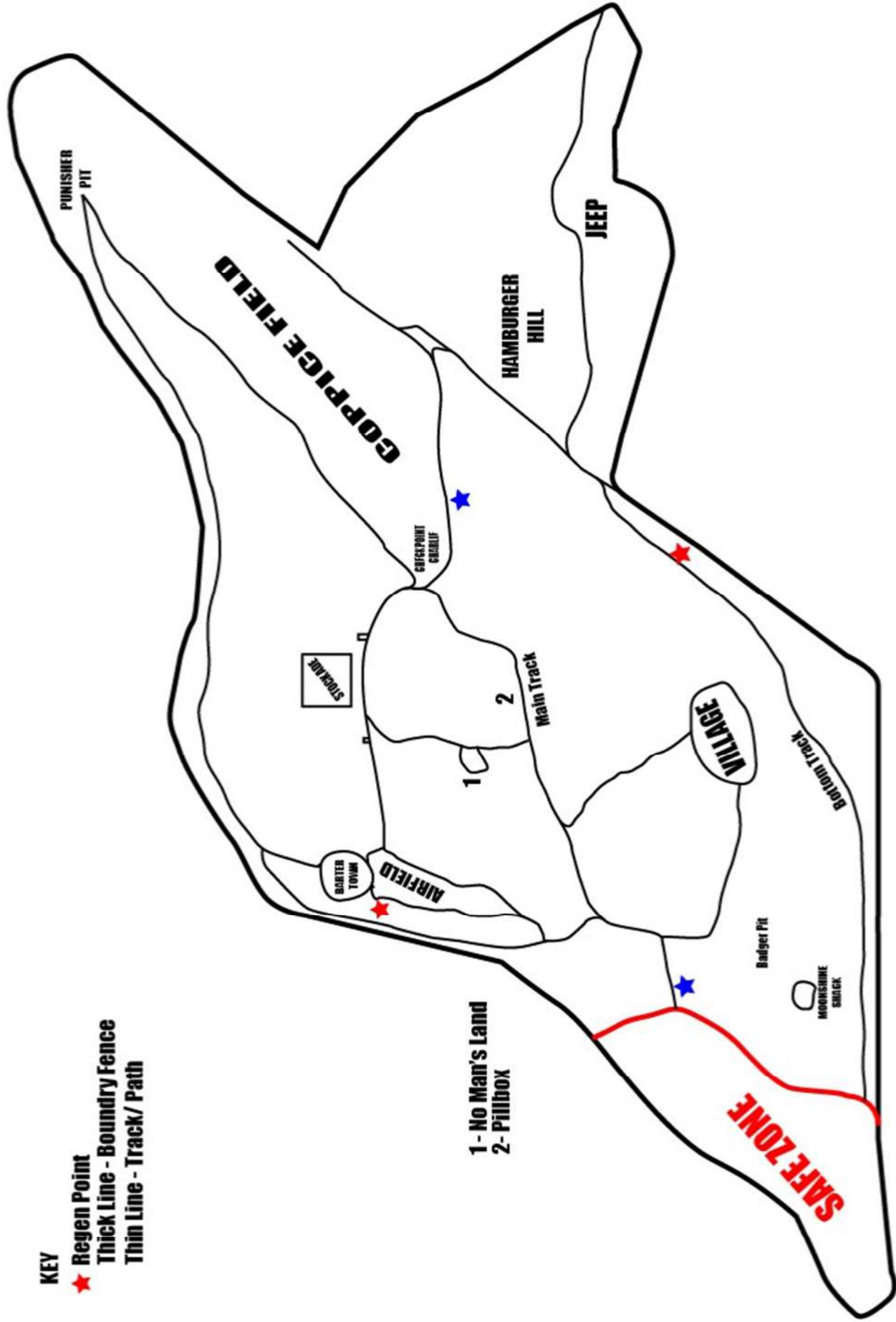
- In the event of an emergency shout “CEASE FIRE” or “STOP STOP STOP”, if you hear someone shouting this echo the call out and alert a member of staff ASAP.

AGE RESTRICTIONS

- Players as young as 15 may attend the battle sim, however players from the ages of 15-18 must be accompanied by a responsible adult or have a parent or guardian sign an additional waver (please note this event is designed for a more mature player base)

KEY

- ★ Regen Point
- Thick Line - Boundry Fence
- Thin Line - Track/ Path



1 - No Man's Land
2 - Pillbox

EVENT DETAILS

EVENT NOTE

As this event is a “SIM” it will be a slower/ more Tactical style of game (You may go an hour or two without an engagement)

If you would like to stay overnight for the Sunday Skirmish let us know in advance

The event will be a 12-hour game with no breaks

EVENT TIMINGS

Arrival Time: Gates open at 07:00

Event Start time: 09:00

Event End Time: 21:00

SITE DETAILS

The Safe Zone: The safe zone will not be staffed however it will still be considered a safe area where Replicas must be made safe and no gun play will take place.

Rentals: Unfortunately, we will not be offering Rental Packages for this event.

The Site Shop: will only be open for a few hours before the event starts, however stock will be limited on the day so play it safe and order what you need from <https://www.modernwarrior.co.uk/> Remember to allow time for your order to be processed

Burger Van: The burger van will be shut as this event is meant to simulate a warzone so remember to bring yourself your own means to eat for the duration of the event

Battery and other supplies: once again you are to be self-sufficient for the duration of the event meaning make sure to bring enough batteries, gas, BBs, food and water to last the day

EVENT STORY

The story so far - One year has passed since the British Empire claimed victory over the Rest of the World (ROW). With their triumph, the Empire imposed strict control over the territories they conquered, establishing harsh laws and fortifying their grip on power. The empire has taken the Stockade as its headquarters and make shift prison

The ROW forces, scattered and disbanded, were forced underground. Many former members have united under the banner of a resistance movement—**The Resistance**. Comprised of freedom fighters, defectors, and those seeking revenge, The Uprising is determined to overthrow the Empire and restore autonomy to the world. Seeing their only advantage in the conflict to come being guerilla tactics, the resistance has formed their base of operation in the village hiding among civilians.

Rumours of the Resistance have reached Empire command, leading them to tighten their security and hunt down these Insurgents. In response, The Resistance has launched covert operations to destabilize the Empire's control, leading to skirmishes and growing tension on both sides.

Once the conflict erupts in to a full-scale war both sides may need to re-deploy their FOBs

Empire Forces: Core Objectives

1. **Defend Strategic Zones:** Protect key outposts, supply depots, and infrastructure critical to the Empire's hold on the region.
2. **Intercept Resistance Leaders:** Capture or eliminate high-value resistance leaders to weaken the Uprising.

Rebel Forces: Core Objectives

1. **Sabotage Missions:** Disrupt Empire supply lines, communications, and key installations to hinder operations.
2. **Gather Intelligence:** Steal plans, maps, and intel to gain the upper hand in the fight.

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SECTION 1
SITE RULES

SAFETY BRIEF

ARRIVING AND LEAVING SITE

Guns must be covered when arriving and leaving site (gun bags/boxes or even black sack) remember the carpark can be seen from the main road!

SAFE ZONE

The Green netting from the game zone down to the car park is considered the safe zone, this area is out of play and guns must be made safe in this area, this means:

1. No magazine in any weapons
2. Barrel must be cleared of BBs
3. Weapons fire selector is switched to safe
4. No dry firing

This is due to the fact people may not be wearing eye protection in this area.

GAMING AREA:

Eye pro must be worn at all times

1. Immediate issue with eye pro shout "cease fire" or "stop stop stop"
2. When you hear "cease fire" etc... Echo the call, stop shooting and stay where you are, radio your team leader and wait until given further instructions.

PUBLIC BRIDLEWAY

This borders the game zone, if public are using the bridle way, **make a member of staff aware** and **Call a CEASE FIRE**, they have no eye pro!

INSTANT KILLS:

- **Grenade kills** - 5-meter radius, **unless you are completely behind cover** (no limbs sticking out) only solid structures count as cover. Instant dead (no medics).
- **Knife kills** - silent kill, do not shout for a medic
- **Bang kills- For the duration of the battle sim the bang kill rule will not be in play, however a surrender rule may be used**

STRUCTURE RULES

- No Blind Firing
- All Buildings are solid structures no Letterboxing / shooting through gaps in man-made structures, gaps must be the size of an A4 sheet of paper or bigger.
- Do Not Move anything on site other than game props or damage structures this includes shooting at flood lights
- Safety note, buildings may be slippery, Be sensible.

OTHER RULES:

- Toilets - Bucket flush, please use correct gender, gents remember there's a "urinal" round back.
- Please put all rubbish in the bins provided.
- No Gas cans or Batteries to go in bins! We are unable to dispose of these.
- Do not shoot the wild life.
- Watch your language
- No Riot shields for this event

LASERS

Only red lasers are allowed during night fights (short controlled lasering)

1. No aiming laser at peoples face or NVGs
2. Treat the laser as you would a hot gun

Lasers will be under review and ruling on if they are allowed may change depending on how they are used and if any medical conditions are brought to light

HOSTAGE / POW RULES

Players awaiting a medic may be “healed” by the enemy team in this event they have been taken hostage/ prisoner of war (POW) and captured by the enemy

The POW may be disarmed by their captor this is done by touching the weapon / pouch they wish to disarm the Prisoner will then remove the magazine but still keep the gun (when done the item is disarmed and may not be used until the POW has been rescued by an ally)

*If they have a concealed weapon that has not been touched, they may use it to escape (see concealed carry rule)

The POW may be escorted to another location “extract information”.
Where a rescue mission may be undertaken or the POW may be executed.

Max hold time of POW is 30mins

SURRENDER RULE

If you get the drop on an enemy, you may ask if they would like to surrender or they may shout out if they feel like they cannot escape an engagement

THEY DO NOT HAVE TO.

In the event they do it is at the attacker’s discretion to either take them hostage or execute them (see hostage rules)

CONCEALED CARRY RULE

In addition to a players primary and secondary weapon each player may take an additional concealed carry weapon

- This weapon is only allowed to be used in the event you have been taken hostage
- You may only have 1 magazine on your person's that is compatible with that weapon platform
- The magazines must be stowed separately from the concealed weapon forcing you to load the weapon before it can be used.

RULES OF ENGAGEMENT

During this sim both teams will have unique rules they must conform to these will be listed in their own faction page we recommend you read both teams rules of engagement to get the most enjoyment out of this event

SECTION 2

SUPPLIES AND EQUIPMENT

SUPPLIES AND EQUIPMENT

Players are expected to be self-sufficient during the event, as the site shop and burger van will not be running, below is a list of supplies you may need for the event.

ESSENTIALS

- Eye Protection
- Good pair of boots
- Uniform for your faction
- Daysack/ Bergen/ Back Pack
- Airsoft Replica + Usual gear speed loaders, pouches and slings etc.... (possibly spare)
- Magazines (see weapon restrictions)
- BBs (bring plenty or order from Modern Warrior in the weeks before)
- A day's worth of Water!!
- Food / High sugar snacks (we recommend ration packs however any food to last you the day)
- Charged AEG Battery's (bring spares)
- Dead rags
- 2x white rags that can be tied around your arm (for medic bandages) or 2x tourniquets
- Medication if needed **Make us aware**
- Means to carry you trash !!** (You will be expected to clean any mess you have made)
- Time Keeping device (E.g. Watch)

NON-ESSENTIALS

- Side arm
- Green/ Red/ Black gas or CO2 (if needed)
- Face/ mouth protection
- Comms (Baofeng UV-5R recommended)
- Ear protection (Expect bangs to be louder than a skirmish)
- Night Vision Goggles (NVGs)
- Fail safe gear (change of clothes/ spare rifle/ spares of anything that may fail)
- Spare socks
- If using MRE stuff to use them (mess tins means to cook and eat)
- Camo Paint

SECTION 3
WEAPON/ AMMO
RESTRICTIONS

REPLICA RESTRICTIONS

WEAPON RESTRICTIONS:

- LMG and MMG - (M249, MK46, RPK, Stoners, belt fed AR platforms, M240B, M60 variants, MK48, PKM etc. ...)
- Squads are limited to 1x LMG. This is to faithfully recreate the infantry squad structure and to ensure there aren't too many LMGs hosing down the AO.
- Rifles and SMGs are to be run preferably with Mid cap mags, however high caps are permitted **(NO Drum Mags)**
- Designated Marksmen Rifles (DMRs) – Must be semi auto locked and follow a 30meter engagement range
- Melee Weapon Kills **are** authorized in our events.
- Riot Shields are **not** authorized for this event

SIDE ARMS

A sidearm is considered to be a pistol or a small shotgun no AEGs or SMGs are to be used as a secondary these must use the corrected mag types Eg: no HPA pistols with M4 mags

LASERS:

- Lasers MUST be eye safe and not aimed at heads. Participants need to try their best and aim lasers centre mass on the human body in a momentary function. There is no need to keep an active laser on permanently.
- In the event of signalling, the user is authorized to designate targets in a circular or moving motion. For example, identifying a target on the objective

MAGAZINE RESTRICTIONS:

- Box/drum magazines are restricted to use by LMG/MMG Gunners.
- Mid-caps, standard magazines and low-capacity magazines are Preferred but Hi Caps are permitted for non-LMG/MMG class weapons.

*Special Notes: In the case of the M27 IAR the user is NOT authorized to use any drum / winding magazine this is due to this rifle not using one in the real world

FPS/ JOULES/MAGAZINE/AMMO

RESTRICTIONS

The following FPS/ Joule limits are in effect:

Pistols, Shotguns, GBBR, AEGs & LMGs: - 1.3 Joules or 350fps w/0.2g

DMR/Sniper Rifles:

Bolt Action = 2.3 Joules or 500fps w/0.2g

or

DMR= 1.88 joules or 450 fps w/0.2g

- (Minimum engagement distance 30meters and semi-auto locked)
- Snipers will be limited to two, 2man squads per team (If you wish to play sniper, register early)

AMMO (BB) RESTRICTIONS: PER PATROL

To make the event feel more tactical we will be implementing ammo count restrictions this is to force players to pick their engagements carefully

Riflemen – 300rds +/-

Support Gunners (LMGs) – 1 full box mag

Marksmen – (DMRs - 150rds) (Bolt action -50rds)

Sidearms- 2 mags or 1 extended mag

Sidearm shotguns 2 mags or 6 shells

LAUNCHERS AND PYRO

GRENADES

Have a 5-meter radius, **unless you are completely behind cover** (no limbs sticking out) only solid structures count as cover. If you are caught in this you are dead.

Hand Grenades are items such as Tornado, TAGs Hand Grenades, TLSFX or Enola Gaye grenades that create fragments when they detonate. Thunder B's or other flash bang simulators are Also considered a grenade.

From 9pm there will be no "Bang" Pyro in or around the village

NEVER PICK UP LIT PYRO !!!

SMOKE

Smoke grenades may be used. There will be no "Gas" effect in play so all colours of smoke are accepted

No Smoke is to be used in or around the moonshine hut

40MM GRENADES:

- Acceptable 40mm grenades are TAGs 40mm Grenade's pyro or chalk or any 40mm airsoft BB shower grenade.
- TAGS are never to be directly fired at any players
- No 40mikes

BLANK FIRES

Blank Fire weapons are prohibited for the duration of the event.

MORTARS AND OTHER LAUNCHERS

Mortars and other homemade launchers may be used, please ensure you show a member of staff on the day of the event and don't fire them directly at another player they must be fired at + 45degree arcs

SECTION 4

MEDICAL RULES

MEDICAL

REAL WORLD

Before learning how to take hits at this event, first any real-world medical issues must be brought to staff's attention.

1st You must ensure you have brought any medication you may need as well as any asthma inhalers or epi-pens.

In the event of an emergency, players are to first call a cease fire and get in contact with a member of staff as soon as possible.

1. NEVER FORGET THIS IS A GAME!
2. KEEP YOUR EYE PROTECTION ON
3. SAFETY IS THE RESPONSIBILITY OF EVERY PARTICIPANT. **IF YOU SEE SOMETHING UNSAFE CALL FOR A CEASE FIRE AND ALERT THE NEAREST STAFF MEMBER.**
4. Wear proper protective equipment for your environment for example sturdy boots
5. Always respond to EMERGENCY calls on the field. Echo the command and remain in place.
6. Be accountable for yourself. If you are having a medical or personal problem that is causing a danger to you or others, inform us. If you need medical attention, we will call an ambulance and get you back to the parking lot to return home or get medication. If you need to leave for any reason, please tell us before leaving so we know that you are gone and not lying somewhere on the field

7. Always observe the pyro you throw, if a brush fire does start you are the first one responsible for stomping it out and dousing the source.
8. Do not bring or use unauthorized pyrotechnics

HOW TO DIE

SURRENDER

If you get the drop on an enemy, you may ask if they would like to surrender or in turn, they may shout it out if they feel like they cannot escape an engagement

THEY DO NOT HAVE TO.

HITS

- All BB hits to any part of your body and any gear/equipment secured to your person count as a hit (If you think you've been hit you have).
- Weapon hits do not count. However, they do destroy your weapon, you may use your side arm (You may not use this weapon until you have returned to FOB)
- Blind firing is not authorized and strictly prohibited
- Friendly fire counts! Check your targets!
- If two participants fire simultaneously and both are hit, BOTH participants are out.

TAKING/ CALLING HITS

1. When you are hit immediately fall to the ground and simulate being shot for real – the louder the better. **BE AS LOUD AS YOU CAN.**
2. Place a **dead rag** over your head or hold it in the air visible to the enemy
3. While waiting in place, please do not reload magazines or talk to friendly players other than calling for a medic (you have been shot it hurts)
4. A friendly player will then approach you and take one of your bandages (white rags) and tie this around your arm.
5. If both arms already have a bandage, on you are now dead.

WOUNDED/ MEDIC RULE

All players will have 2 “bandages” on their person, if they are hit an allied player will remove one of the bandages and tie it on to your Arm.

(You may not self-medicate!!!!)

Once both of your bandages have been used, you are now on your final life and the next hit you take will “Kill You”

After you have been “Killed” you return to your FOB where you must wait a minimum of 5 Minutes Before your team leader re-deploys you and your squad.

INSTANT KILLS

- **Grenade kills** - 5-meter radius, **unless you are completely behind cover** (no limbs sticking out) only solid structures count as cover. Instant dead (no medics).
- **Knife kills** - silent kill, do not shout for a medic.

RESPAWNING

As mentioned above to respawn return to your FOB and drink a bottle of water after a minimum of 5 minutes you are back alive and will be redeployed by your team leader

SECTION 5

FACTIONS

TEAM STRUCTURE

This Event will feature Two teams each team will be broken down in to 5man squads and two, 2man sniper teams each.

Each Team will have a leader whose role will be to organise missions such as **Patrol sweeps**, **Recon missions**, **Assassinations** or **Asset procurement** as well as many others

EVENT TEAM LEADERS

Resistance Leader: **Alex Prodrick**

Resistance 2IC: **Mark Kettyles**

And

British Empire Leader: **Douglas Hurkett**

British Empire 2IC: **Lauren Hurkett**

(Staff words are final and may remove players from the event)

EXAMPLE OF SQUAD STRUCTURE

1x Riflemen with Comms to team leader

3x Riflemen

1x Support Gunner or Additional Riflemen

- Remember all players in a squad may medic friendly's thus no need for a medic role

NPC'S

The event may feature some NPCs, these "Characters" may not be present for the whole game and may feature as objectives.

They will not be armed (with exception to "The Mercenary") Npcs will not have a bias to any teams, essentially these characters feature as living props, possibly handing out missions or being featured as an objective. Each Npc will have unique gameplay mechanics that players can "Pay" (using in game currency) to activate.

If you encounter an NPC they are to be treated as a non-combatant

BRITISH EMPIRE

Empire Uniform: Full Multicam/ MTP camouflage Patterns

* Camo requirement is mainly for your uniform. Meaning your plate carriers, chest rigs or other gear may be a different pattern providing the majority of your appearance is the correct colours for your team.

E.g.: A member of the Empire may be wearing Mtp clothing, however has a tan plate carrier on

Ghillie Suits: **The Empire** will be the only team that may field ghillie sniper teams for the full duration of the sim **the Resistance** may only field ghillie teams once both teams have relocated their FOBs.

- There will only be limited availability for sniper teams and they will function in 2man squads (2x 2-man teams per faction)
- Ghillie suits will be limited to bolt action snipers and side arms only (no sniper AEG combos)

Rules of Engagement:

- Insurgents' identity must be confirmed before being engaged meaning if they are not wearing any tactical gear or in possession of a weapon, they are not to be fired upon however they may be stopped and searched
- If an insurgent's weapon is in a sealed gun bag or case it is considered out of play however if they are seen stashing it, it is not
- Resistance players may be stopped and searched questioned and even detained if command deems it appropriate however are not to be treated as hostile unless they are considered an immediate threat

THE RESISTANCE

Rebel Uniform: Any Trousers (Excluding MTP/Multicam) and a non-camouflage top

* Camo requirement is mainly for your uniform. Meaning your plate carriers, chest rigs or other gear may be a different pattern providing the majority of your appearance is the correct colours for your team.

E.g.: A member of the Empire may be wearing Mtp clothing, however has a tan plate carrier on

Ghillie Suits: **The Empire** will be the only team that may field ghillie sniper teams for the full duration of the sim **the Resistance** may only field ghillie teams once both teams have relocated their FOBs.

- There will only be limited availability for sniper teams and they will function in 2man squads (2x 2-man teams per faction)
- Ghillie suits will be limited to bolt action snipers and side arms only (no sniper AEG combos)

Rules of Engagement:

- Must not bring unnecessary heat back to the FOB (be captured or die if you can not slip the enemy pursuit)

Additional Concealment Rules: As insurgents your team has additional rules in terms of concealing weapons as resistance forces rely on guerilla tactics it is not always advantageous to be wearing tactical gear as such any weapons or gear (Chest rigs/ pyro/ weapons) placed in to a sealed bag or carry case may not be searched by empire force and is considered not visible as far as the enemy team is concerned

- This allows the Resistance to launch attacks and then hide weapons on field forcing the opponents to search for evidence before they may treat you as a combatant the sealed container rule (as listed above) does not apply when you are caught outside of your FOB (The Village)

SECTION 6
RISK ASSESSMENT

RISK ASSESSMENT

The top two risks to participants are:

- Strains, sprains, fractures, dislocations and other sports related injuries.
- Heat and cold injuries as a result of dehydration, pre-existing medical conditions or lack of proper cold or hot weather gear.

These risks are mitigated by the following measures

- Staff will insist that participants drinking plenty of water as well as periodically rotate squads “guarding” the FOBs allowing teams to take brakes
- a 5-10min down time to rest in order to be “revived”
- This document lists what is deemed appropriate gear if players choose to ignore what is recommended then they accept all risk
- Means to quickly get in contact to a member of staff if any medical issues or other emergencies happen on the field during the Battle sim.
- Multiple first aid trained members of staff will be on site for the duration of the event