

Rolling Thunder Operations Airsoft Rule Sheet

STANDARD FIELD AND SAFETY RULES

1. Always wear eye protection in the form of goggles, masks, shooting glasses, or safety glasses. Never remove your eye protection while on the battlefield. Regular prescription glasses are NOT acceptable as safety eyewear. Must meet ANSI Z87.1 standards and wrap around the face. Mesh goggles/glasses only allowed if worn with other eye protection underneath to protect against BB shatter. This can include prescription glasses if they have impact rated lenses.
2. Hearing protection required when operating around blank fire weapons above 85 dB.
3. Do not fire in safe areas or through them. If you need to test fire your replica, take it into the hot-zone and fire it there.
4. Do not point your replica at anyone unless you are involved in a game on the battlefield and intend to shoot them.
5. Do not fire at any person not wearing proper eye protection.
6. Do not fire at non-participants, including animals and objects.
7. Swearing or cussing is unprofessional and should be kept to a minimum.
8. All participants must sign liability waivers before being admitted to a game. Participants must be 18 years of age or older, except with special prior written permission of a parent or guardian.
9. Alcohol, Tobacco, Marijuana, or any illicit or illegal drugs are NEVER allowed at our events. Smoking tobacco allowed inside privately owned vehicles ONLY.
10. All events are Bio Ammo only.
11. Red Kill rags are required for all events.
12. All replicas must prominently display a color-coded zip tie around or near the barrel tip for long guns, and on the trigger guard for pistols, so as to be easily identifiable by game admins. Zip ties will be provided by staff and affixed to the replica during chronoing.
13. All "real" weapons including but not limited to firearms and fixed-blade knives are NOT allowed at games. Folding utility knives and pocket knives are allowed as an essential part of survival kit, but they may not be used in game-play. Blank-fire weapons must be approved prior to events and may only be used in designated games by authorized persons with special permission. Blank fire weapons must follow set guidelines, display a purple zip tie, and submit to complete safety check beforehand.
14. Pyrotechnic devices must be approved prior to events and are only allowed at designated games, may only be used in designated ways, and must submit to a thorough safety check before the game begins.
15. Technicals must be approved prior to events and are only allowed at designated games, and must submit to a safety inspection beforehand. Technicals may not exceed listed maximum speed limits and may not travel more than 15 mph when in the immediate area of active players. Players should not get closer than 10 feet to technicals unless mounting or dismounting. Unless otherwise stated, technical operators are out of play. Technical engagement rules will be explained in the specific game briefing.
16. Remove all of your gear and trash from the field when you leave.

FPS LIMITS AND MINIMUM ENGAGEMENT RANGES

Type	FPS ALLOWED	JOULES ALLOWED	MINIMUM ENGAGEMENT RANGE	ZIP TIE COLOR
.20 Gram BBs				
Full/Semi Automatics (Gas, Spring, or AEG)	Up to 400 FPS	1.5j	15+ Feet	Blue
Semi-Auto DMR	Up to 475 FPS	2.1j	25+ Feet	Yellow
Sniper Rifles (Gas or Spring) (Bolt Action Only)	Up to 550 FPS	2.8j	35+ feet	Red
CQC (Any Type)	Up to 350 FPS	1.15j	NONE (5+ Feet Suggested)	Green
.23 and .25 Gram BBs				
Full/Semi Automatics (Gas, Spring, or AEG)	Up to 375 FPS	1.5j	15+ Feet	Blue
Semi-Auto DMR	Up to 450 FPS	2.1j	25+ Feet	Yellow
Sniper Rifles (Gas or Spring) (Bolt Action Only)	Up to 510 FPS	2.8j	35+ feet	Red
CQC (Any Type)	Up to 325 FPS	1.15j	NONE (5+ Feet Suggested)	Green
.27 and Heavier Gram BBs				
Full/Semi Automatics (Gas, Spring, or AEG)	Up to 350 FPS	1.5j	15+ Feet	Blue
Semi-Auto DMR	Up to 405 FPS	2.1j	25+ Feet	Yellow
Sniper Rifles (Gas or Spring) (Bolt Action Only)	Up to 475 FPS	2.8j	35+ feet	Red
CQC (Any Type)	Up to 300 FPS	1.15j	NONE (5+ Feet Suggested)	Green
Blank Fire Weapons				
Any Types	N/A	N/A	20+ Feet	Purple

HITS, OUTS, & MEDICS

- Anyone hit by a BB is hit and out.
- Pending specific game rules, objects such as foam rounds, grenades, and training analogs can also cause hits.
- If you are "hit" during a game immediately yell "HIT!" as loud as you can. What happens next depends on the type of game being played:
 - 1) Drop to the ground immediately and call for a medic.
 - 2) Drop to the ground and call for a teammate, once tagged by a teammate, put a killrag on your head and walk to the dead pool or respawn point with kill rag on your head and the hand not holding your replica held up in the air and clearly visible at all times. Hold your replica in a non-threatening manner, do not fire, and do not talk or interact with other players who are still active in the game.
 - 3) Put a killrag on your head and walk to the dead pool or respawn point with kill rag on your head and the hand not holding your replica held up in the air and clearly visible at all times. Hold your replica in a non-threatening manner, do not fire, and do not talk or interact with other players who are still active in the game.
- Ricochet BBs do not count as hits.
- Hits to your replica do not count as hits.
- When in doubt about a hit, call yourself out.
- There are many different ways medics and outs can work and depend on game type, specific rules about medics and outs will be announced during the briefing before the game begins.

CLOSE QUARTER KILLS AND CAPTURES

When you are within a minimum engagement range for your replica you can do one of three things on the player in your sights. Any clean shots with no cover within your minimum engagement range are good candidates for this. Do not call it unless you can guarantee you could hit them if you had to.

1) Safety Kill

If you do call a safety kill, the person it is called on cannot fire in return, they are as good as hit and are out of the game as if they were actually hit by a BB. "SAFETY KILL" or "BANG" must be said loudly, as to simulate actually firing. Silence can only be maintained if you can tag the other player out. You must be able to point your weapon and call "SAFETY KILL" or "BANG" on every person if there is more than one. If you have a sidearm or secondary weapon that shoots under 350 FPS you can use that to engage with rather than calling a safety kill.

2) Capture

This is only allowed for games that allow or have a capture feature.

-Active Capture

If Active Capturing is allowed then in situations when you would otherwise use a safety kill, you can instead call "SURRENDER OR DIE". The same rules apply for Active Captures as do safety kills. If there is more than person, you must point your weapon at each one and order them to surrender. You can tag capture people but you must make it clear to them that you are capturing rather than killing them. Unlike in safety kills, someone who you order to "SURRENDER OR DIE" is not automatically out, if they can pull a sidearm, melee weapon, or alternatively kill or capture you back, that is valid. If you attempt to Active Capture someone and they attempt to escape or retaliate, and you can just say "BANG" or safety kill them etc. which is the same as a hit, causing them to respawn but not be your prisoner. If you successfully Active Capture them, specific rules and procedures related to the game you are playing will dictate what will happen next and how you will handle the prisoner.

-Passive Capture

If Passive Capture is allowed, you can tag enemy players after hitting them to “capture” them. When a player is captured they may not use their weapon, and must be escorted by you or a team mate back to your team’s stockade. If the escort of a captured player are themselves hit, then the captured player is free to respawn, unless they are tagged again by a member of your team and “recaptured”. Players cannot “escape” while being escorted, and cannot use their weapons until they respawn. Depending on game rules, players may try to escape from a stockade by slipping past the guards, if successful they can respawn. If they are hit again they must drop in place and can be recaptured by the team by being tagged again.

3) Rubber Knife Kill

Players are allowed to "tap out" other players with rubber or plastic knives made for safe Airsoft use. Touch your opponent with your rubber knife and simply tell them that they're dead. Contact should be no more than a tap; there's absolutely no slashing, throwing, hitting or martial arts physical contact allowed. Contact must be made with a rubber or plastic replica of a knife, sticks and other objects do not work. DO NOT tap another player in the head, neck, face or groin. Players eliminated by this method should try and acknowledge their hit/death silently.

CQC/INDOOR PLAY

All players who participate in Close Quarters Combat should understand that they will be engaging targets anywhere from 25 feet to even 5 feet away and because of that they may take painful hits. We recommend full masks, long sleeves, long pants, gloves, and hats/helmets be worn for CQC to avoid welts or breaking the skin. Safety kills are not generally used for CQC, however players may surrender if they wish at any time to the opposing force to leave gameplay without any harm.

SNIPER SAFETY

Anyone acting as a sniper with an upgraded gun over 450 fps (1.5j) should carry a sidearm that can be used alternately when engaging targets closer than about 30 feet. If you have no sidearm and find yourself too close to the opposing force, you may either a) call surrender or die, b) wait until they move to a safe range or c) move to a safe range.

BLIND MAN

This is called whenever a non-player enters the battlefield, real life emergency, or when a player enters the battlefield without eye protection. All players are expected to echo blind man so that everyone on the field hears it, and upon hearing it, each player is expected to sit down and wait until "Game on" is called to continue the game or for further instructions. If necessary, game coordinators will explain the game to the non-participants.

IF LOCAL POLICE ENTER THE FIELD

This is a potentially dangerous situation, and is treated as if they don't know you are playing a game. All players are expected to walk to the deadpool or safe zone(s) in plain sight, either with their guns over their head or leaving their guns in the field. Upon reaching the deadpool or safe zone(s) each player is to place his weapon with his gear and gather in a group at least 20 feet from the gear. This is to provide safety by comforting the officers by removing any equipment that appears threatening to them. Gameplay is not commenced until the situation is explained and are allowed to continue.

WE RESERVE THE RIGHT TO EXPEL ANY PLAYER, OR BAN ANY PLAYER FROM FUTURE EVENTS, FOR ANY REASON.