

BATTLE of Khe Sanh – AIR SOFT EVENT BREIF REGULATIONS & RULES OF ENGAGEMENT

Please read this document carefully and thoroughly. These rules are specific to this event and do not pertain to any other event, team, organization, and/or field.

SECTION I: GENERAL

REGISTRATION & CHECK-IN

Nov 13th 2009, Friday Night Pre Game Match starts @ 9 Pm

Game On: Saturday 10 PM - Rules and Briefing 8:45 am

25.00 Pre Registration include raffle ticket and Free Lunch for the 1st 50 Players

35.00 Day of the event no exceptions. NOTE: Please try to register as groups this helps us with side balances. ABP reserves the right as game producer to adjust sides for fairness at anytime during the event.

When you arrive at the field, please proceed to the pro-shop to sign in and pick up your player's pack. You may also wish to purchase your supplies at this time Air soft Carolina will be on property. You will need to Chrono before game..

Team uniforms are important and must be in the following color schemes:

North Vietnam - Green (woodland, OD green, tiger or any other approved green-based camo, including Black. Please see chart below

Marines - Tan (3&6 color desert, desert MARPAT, Multicam, ACU, Khaki or any other approved tan-based camo) T-shirts must be of the same color scheme as your uniform (example: if you are in woodland, an OD t-shirt is ok, not tan)

GAME MATERIALS

Always Check in with your General on the side you have been placed. The general will help you and your team prepare for the game and advise on strategy.

FIELD MAP: These maps are designed to give the individual player an overview of the playing area with marked major locations indicated on the map. However, it is always a good idea to walk the field prior to the game and get to know your way around and where things are located.

Player Cards: Each General will be issued player cards. Depending on the game not all player Cards will be used. Cards used for this game. Medics, Field Surgeons, Demolitions, Engineer, Weapons Expert.

CAMPING & FIELD OPERATIONS

Please keep your camp area clean. Do not leave trash on the ground. Please "field strip" your cigarette butts and throw them in the trash. **No Pets allowed.**

Absolutely NO alcohol consumption is to take place during 'game-on". If you leave the playing field and "pop-a-top" at your campsite (or anywhere else), you will be considered "retired" for the remainder of the Event.

See Camping rules at www.abpaintball.com

SECTION II: EQUIPMENT

ALL NCAO – Equipment RULES Apply.

See – www.ncairsoft.org/NCAORules.htm ABP reserves the right to impose field safety rules that are Revision 1.1

required for insurance compliance and or decided by the field operator.

SECTION III: GAME PLAY

TEAMS

Player Sides and Teams that will be divided from the number of registered players according to skill level, equipment, fire power, experience and ability. Teams can choose sides, although it may be necessary to move teams around to balance the play.

MISSIONS

Scenario games which will be comprised of consecutive missions. Each of which will have a 20 to 60 minute duration. Not all but some may have a 10 minute break in-between each.

OPERATION ORDERS (OP ORDERS)

These are papers that outline the objective(s) of the current mission. They are dispatched from Game Control to the HQ refs then issued to the Commanding Officer. If the mission is completed successfully, a referee will sign your OP ORDERS and return it to Game Control for points. A player may return the mission card after it is signed by the ref. Remember the Game control must have the mission card to issue points during the game.

ELIMINATING HITS & REINSERTION

WHAT TO DO WHEN HIT

ALL NCAO – Equipment RULES Apply.

See – www.ncairsoft.org/NCAORules.htm ABP reserves the right to impose field safety rules that are required for insurance compliance and or decided by the field operator.

ABP NOTE: ABP Insertions will be every 15 minutes starting at the top of the hour from netted dead boxes and boundary line insertion points. See map for details

Playing Tip: Dead men don't talk! Play fair... Play honest, stand-up Airsoft. Call your hits. Call yourself out and walk. Go get that drink of water you've been wanting. Be a sport..... Make your calls on yourselves. (This raises the level of sportsmanship)

NEW FIELD SAFETY REQUIREMENT: ALL GUNS must have Orange or Neon Green Barrel Blocking device that is used in paintball. There are exceptions: ABP understand that the Airsoft suppliers have rubber barrel safety products. Those will be acceptable. But must be approved by ABP.

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ABP NOTE: DEAD RAGS ARE REQUIRED

ABP NOTE: Any time you're eliminated, YOU'RE DEAD. Shut up at this point; zip the lip. No matter how bad you want to talk to your commander or other players - no passing of information while you're eliminated. Dead men don't; talk, period! Only thing a dead man says is, "Dead man walking." Once you have re-inserted onto the field of play, then its game-on again.

SURRENDER RULE

ALL NCAO – Equipment RULES Apply.

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AIRCRAFT

Aircraft are simulated by using a 10-foot section of rope and a specific "Aircraft Card". Players hold onto this rope as the pilot leads them through the field. Should any player let go of the rope while in flight, he is dead. Passengers can only disembark when the pilot declares the helicopter has landed properly. To land a helicopter, the pilot must stop and place the Aircraft Card on the ground and release it for a 10-second count. Once the count is up, any passenger (as well as the pilot) is fair game. To abort a landing, the pilot may stop the count, pick up the card, and begin moving again. To take-off again, the pilot may simply pick up this card and begin moving. If the pilot is eliminated while the helicopter is landed, it is grounded and may not take off until another pilot reaches the aircraft or the original pilot is back in the game (either by reinsertion or a Medic).

Aircraft cannot enter buildings. If an aircraft is destroyed (shot down or crashes), the Aircraft Card must be turned over to a referee. Destroyed aircraft cannot be repaired. Only a LAW or Gunship can destroy a flying Helicopter. This event will utilize three (3) distinctive types of Helicopters.

They are:

RECON CHOPPER or AIRPLANE: Players can not be shot at or shoot from a flying Recon Chopper unless it lands. This aircraft has enough fuel for 30 minutes of flight time. It can carry 1 Pilot and 1 Observer. Should a Recon Chopper stay out longer than 30 minutes before returning to base to refuel, it will crash. Planes and coppers can fire at each other.

TRANSPORT CHOPPER or AIRPLANE: Players can not be shot at or shoot from a flying Transport Chopper unless it lands. This aircraft has enough fuel for 20 minutes of flight time. It can carry 1 Pilot and 4 Passengers. Should a Transport Chopper stay out longer than 20 minutes before returning to base to refuel, it will crash. . Planes and coppers can fire at each other.

SECTION IV: SPECIAL ROLES

During the course of this event you will notice individuals on the field who have special abilities and are identified by unique "Character Cards". These roles will be assigned to players by their Commanding Officer and may be rotated from player to player through the course of the game. Only players carrying the appropriate Character Cards for their assigned role may carry, utilize or display associated game props J operations equipment (bombs, aircraft, etc).

General - A Player holding is the Commander of the Game for which ever side they are on. The General directly communicates with the Game controller.

XO - A Player holding this card is the second (2) in command under the General. The XO can stand in a General or change player roles and positions with orders from the General.

Combat Engineer - A player holding these cards can rebuild structures, vehicles and weapons that have been blown up or destroyed and malfunction, or have been hit by small arms fire.

Demolitions Expert - A player holding this card is trained in the use of satchel charges and claymore mines to destroy structures and personnel.

Weapons Expert -

A player holding this card specializes in disarming and assembling Missile systems, Nuclear weapons, mortars, cannons, and other large ordinance.

Pilot - Helicopter or Airplane -

A player holding this card can fly a simulated helicopter or planes to deploy troops, conduct reconnaissance, and air assault Missions.

Medic -

A player holding this card can heal wounded players on the field. Medics cannot heal themselves. Wounded players must stay in position with a **dead rag** on their head or highly visible until a medic role player can reach them. If you do not have a **dead rag** you walk. No exceptions. Another players may drag or carry the wounded player to safety. Although, if the wounded player including the player assisting that player is shot, both players are dead and must respawn. The wounded play **MUST RECEIVE A MEDIC HEAL** with in 2 minutes to stay alive. Moving a player counts against your 2 minute time limit. **BE HONEST.....DO NOT SHOOT** a wounded player who displays a dead rage – or **YOU WILL BE CALLED OUT.**

Weapon hits will count..... Engineer can repair a players weapon.

Special Game Cards - Special game cards are issued to the game controller at the beginning of the game. They are able to be used only once. At times more than one game card may be issued to the general to use during the game. Below are the lists of game cards that may or may not be used during a specific game or event.

Artillery Card – used to launch a artillery strike.

Helicopter Recon – used to fly a mission

Helicopter Transport– used to fly a mission

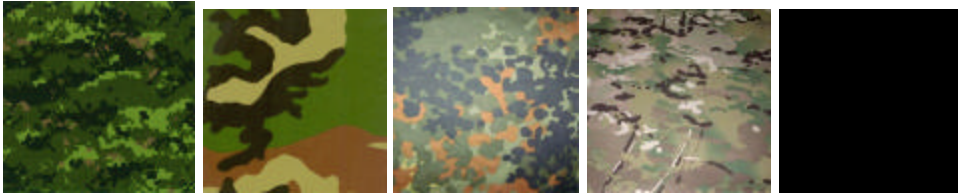
Medic Card – used to heal players

Demolitions Expert – used to destroy buildings - HQ's are harden bunkers and cannot be destroyed.

Engineer Card – used to repair or rebuild building, vehicles, planes, helicopters, or guns

Weapons Expert - used disarming and assembling weapons

NORTH VIETNAM UNIFORM COLORS- ALPHA



MARINES UNIFORM COLORS - BRAVO

