

# Airsoft Pacific

## Player Handbook



version 01102020

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## AIRSOFT PACIFIC EVENT PHILOSOPHY

Airsoft Pacific events are all about improving your skills, training, learning and allowing players to step out of their comfort zone. It's also about having fun.

## WAIVER

Everyone who attends Airsoft Pacific hosted or sponsored events must provide a signed copy of the Airsoft Pacific waiver. You will need [Adobe Acrobat Reader](#), it's free to download and allows you to view and print PDF files. Depending on the event location, additional waivers may be required. Links to all required waivers will be included in the event post. Waivers will also be available at Check-in / Registration if you are unable to print the waivers ahead of time.

Those over 18 will be allowed to sign waivers directly at events, but minors will have to provide a waiver with a parent/guardian signature and contact information so that the signature can be verified. Parents/guardians can also sign in person at games or events.

Parents/guardians are welcome to watch the event from the field as long as they sign a waiver and follow all the rules and have the proper safety gear.

## REAL WORLD MEDICAL SITUATION

Any real-world medical situation needs to be reported immediately to the AP Staff. This is best done via the admin radio channel. If the situation occurs on the battlefield, call "Real World Medic." All players echo the call and put your weapon on safe and sit down. Event will resume only when a member of the AP Staff calls "Game On."

## LAW ENFORCEMENT ENTERS FIELD

This is a potentially dangerous situation and is treated as if they don't know we are playing a game. "Blue Badger" is called out and echoed by all players. Players place their replicas on safe and place them on the ground. Players take a seat and put their hands on their heads. Gameplay is not commenced until we explain the situation and give the ok to continue. "Game On" will be called by AP Staff.

## GENERAL RULES "Code of Conduct"

- Airsoft Pacific reserves the right to remove/eject anyone one from an event without a refund.
- No fighting or unwanted physical contact between players, admin, actors or non-participants.
- No violence, vulgar language, hate speech, racial or religious slurs are to be directed at players, AP Staff, actors or non-participants.
- Treat everyone with respect and handle situations reasonably.
- Follow the rules and directions of the AP Staff and admin.
- Safety is everyone's job. Do not participate in or encourage any action that will harm yourself, other players, admin, actors or non-participants.
- If in doubt, bring the issue to the AP staff or admin.
- Bio ammo only at all AP Events unless specified otherwise (indoor event).
- Stick to the posted time schedule.
- Remove all your gear and trash from the field when you leave.
- Do not damage property or props.
- Play hard, challenge your body and mind and immersive yourself into the event.
- Have a great time.

## SAFETY RULES and GEAR

- 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 or sunglasses are NOT acceptable as safety eyewear. All eyewear must meet ANSI Z87.1 standards and wrap around the face.
- **Face protection is required at all AP Events. This must be metal mesh, or some type of hard plastic (paint ball mask) that covers the lower face and mouth areas.**
- **Eye pro and face pro will be checked at chrono, bring it with you.**
- Always call "**Blind Man**" whenever a player or non-player is on the battlefield without eye protection. All players echo "**Blind Man**" and everyone stops shooting and weapons set to safe. Everyone sits and waits until "Game On" is called by AP Staff or Admin.
- If in doubt and a situation occurs that requires the game to stop for safety reasons, call-out "**Cease Fire**" All players echo "**Cease Fire**" and everyone stops shooting and weapons set to safe. Everyone sits and waits until "Game On" is called by AP Staff or Admin.
- No "**Blind Firing**" – See [Replica Safety](#)
- Do not fire in the spawn or other designated "safe-zones" or through them. If you must test fire your replica, take it to an approved hot-zone and fire it there.
- In "safe-zones" magazines will be removed from all replicas and will be cleared, with safety "ON." Exceptions: SAW's with box mags, but a barrel sock must be in place. Pistols must be holstered.
- In spawn, all replicas will have the safety on. Sidearms should be holstered and on safe.
- Do not point your replica at anyone unless you are involved in a game on the battlefield and intend to shoot them.
- Do not fire at any person without proper eye protection.
- Do not fire at admin or non-participants, including animals.
- No illegal drug use will be permitted. No alcohol use before or during a game. Airsoft Pacific will follow and enforce all state/local laws.
- All "real" weapons including but not limited to firearms and fixed-blade knives are NOT allowed at games. Even if you have a CCP, lock your firearm in your vehicle. Folding utility knives and pocketknives are allowed as an essential part of survival kit, but they may not be used in gameplay.
- Carry replicas in boxes, bags, or carrying cases while transporting gear on or off the field. Do not remove your replica from its case near a public highway, instead carry your gear in its case to the designated staging / parking area for the game.

## REPLICA SAFETY

Even though we use replicas in Milsim/Airsoft we treat them like real firearms. It is imperative you know and practice the 4 Rules of Firearm Safety.

RULE #1: Every gun is always loaded!

RULE #2: Never let the muzzle cover anything you are not willing to destroy.

RULE #3: Be sure of your target. Know what it is, what is in line with it, and what is behind it. Never shoot towards anything you have not positively identified.

RULE #4: Keep your finger off the trigger until your sights are on target.

## CQC/INDOOR PLAY

All players who participate in CQC should understand that they will be engaging targets anywhere from 25 feet to even 0 feet away and because of that they may take painful hits. **We require mesh or some type of hard plastic face protection.** We recommend full masks, long sleeves, long pants, gloves, and hats/helmets be worn for CQC to avoid welts or breaking the skin. **"Safety Kill"** rules are not used for CQC, however players may surrender if they wish at any time to the opposing force to leave gameplay without any harm.

## REGISTRATION / CHECK-IN

### General

- All players are required to check-in and hand in waivers the day of the event. If available, pre-registration/payment does help to speed up the process and helps greatly with planning.
- Minimum age requirement for most AP events is 14 (12 years, if you have a parent/guardian playing on the field with you).

### Check-In Process

1. Arrive at field, park and proceed to the check-in station (you don't need your replica or to be in your gear at check in).
2. Hand in waivers, pay entrance fee (unless prepaid) receive wrist band.
3. **Collect eye and face pro, it will be checked at chrono.** Bring replicas and empty magazine (except M4) for chrono and proceed to chrono station. **Approved Eye protection is required at the chrono station.** You will have to show your wrist band at the chrono station.
4. After passing chrono, return to your vehicle/camping area and prepare for the event.
5. Return to the safety briefing area 5 min before it starts and be prepared to step off right after the briefing. Have everything with you to stay on the field for the entire event, returning to your vehicle makes your team combat ineffective.

## UNIFORMS

- Uniform requirements are posted for each event. No mixing of camouflage tan & green patterns is allowed.
- PMC cannot wear any camouflage pattern.
- Cold and wet weather gear needs to match your team uniform requirements.
- Tactical gear on the player body is the exception and is not restricted to the uniform requirements.
- Use common sense here when considering head gear color /camo pattern.

WEAPONS FPS / ENGAUGEMENT DISTANCE and ROF

FPS Limits - MAX

We will be chroning with .028g, 0.30g or 0.32 BB's. Except for M4 mags please bring an empty mag to chrono station. **Max RPS <25 for all platforms. HPA replicas require a "Tournament Lock."**

- **DMR must have manual lock for semi**
- **DMR & Bolt must carry a secondary weapon / pistol shoot <= 350 FPS (0.20g)**

BB Weight 0.20g through 0.40g									AIRSOFT PACIFIC
FPS / Joule	0.2	0.23	0.25	0.28	0.3	0.32	0.36	0.4	Replicas
350 / 1.14j	350	327	314	296	286	277	261	248	Pistols / CQC
400 / 1.49j	400	374	358	339	327	317	298	283	HPA Rifle
410 / 1.56j	410	382	367	346	335	324	305	290	AEG Rifle & SAW
420 / 1.64j	420	392	376	355	343	332	313	297	
475 / 2.10j	475	443	425	402	388	376	354	336	DMR
550 / 2.81j	550	513	492	465	449	435	410	389	Bolt

Minimum Engagement Distances

- Pistols (0 feet).
- Rifles (10 feet) <10' use secondary weapon or try Bang-Bang. OFFOR needs to call hit or will get shot
- DMR & SAW (60 feet) must use secondary weapon at <60'.
- BOLT (100 feet) must use secondary weapon at <100'.

ROF: SEMI auto only, except SAW platform.

- No safety kills, but if you get the drop on someone, please consider just doing a **"Bang-Bang"**, don't shoot them unless necessary - details to be covered in safety briefing.
- If you **"Bang-Bang"** each other, you are both dead.
- Unless you are wounded waiting to be healed you don't have to take the **"Bang-Bang"** but be prepared to be shot.

EVENT RULES of ENGAUGEMENTS / GAME MECHANICS

Hits & Outs

Anyone hit by a BB is hit and out. Ricochet BBs do not count as hits. Hits to your replica do not count as hits. **When in doubt, call yourself out. Play with Honor and call your hits.**

**Do NOT call other player HITS** this only causes issues. Continue to shoot or report to admin / command staff.

**Friendly fire DOES count** ... yes, it does ... again, yes.

Don't be one of those who fires through cracks in building. Use only cut ports, doors or windows.

If you don't want to deal with close quarters, painful hits, stay OUT of buildings / structures.

## If you are "Hit" during a game:

### 1<sup>st</sup> Hit (Team/Buddy Heal)

1. Immediately yell "HIT!" as loud as you can, then act it out and have fun.
2. Place your red death rag and raise your hand into the air.
3. Sit down, get out of the line of fire.
4. Start 5 min bleed-out timer.
5. Call for "Green/Tan" buddy heal. (*any player can apply your heal rag*)
- 6. Providing tactical information during the 5 min bleed-out is approved.**
7. If you are healed before you bleed out, reenter the game.
8. If you bleed-out (5min timer):
  - Move to your portable CCP (respawn) or FOB – **Dead men don't talk.**
  - When you arrive are your FOB or CCP (respawn), wait for respond interval than remove your death rag.
  - Enter the game.

### 2<sup>nd</sup> Hit, Dead – No dedicated medics (Dead men don't talk)

1. Immediately yell "HIT!" as loud as you can.
2. Place your red death rag and raise your hand into the air.
3. Get out of the line of fire.
4. Move to your CCP (respawn) or FOB – **Dead men don't talk.**
5. When you arrive are your FOB or respawn, remove heal rag and wait for respond interval than remove your death rag.
6. Enter the game

### 2<sup>nd</sup> Hit, Dead – \*Dedicated Medics (Dead men don't talk)

1. Immediately yell "HIT!" as loud as you can.
2. Place your red death rag and raise your hand into the air.
3. Get out of the line of fire.
4. Start 5 min bleed-out timer.
5. Call for "Green/Tan" Medic heal. (*Only a medic can remove your heal rag*)
- 6. Providing tactical information during the 5 min bleed-out is approved.**
7. If you are medic healed before you bleed out, reenter the game.
8. If you bleed-out (5min timer):
  - Move to your portable CCP (respawn) or FOB – **Dead men don't talk.**
  - When you arrive are your FOB or CCP (respawn), remove heal rag and wait for respond interval than remove your death rag.
  - Enter the game.

*\*Not all AP Events will employ dedicated medics*

## CCP / Portable respawn

- Each team is assigned one or more CCP and they are marked with the team color.
- A CCP is made up of a light pole and power pack.
- In some events the CCP can be moved, this will be briefed
  - 2 players are required to move CCP, designated by the commander or lieutenant. One carrying the pole, one carrying the power pack.
  - Commander and or lieutenant must be with CCP when moved.
  - When moving a CCP the power pack must be disconnected.
- CCP can be captured by the OPFOR, by turning it off. CCP can NOT be moved by OPFOR.
- CCP can be guarded by OPFOR making it unusable.
- Any wounded players at a CCP waiting for the respawn interval must be within a 10' radius and keep their death rag on until the next respawn interval.
- Team can guard their CCP, but they must be > than a 20' radius from pole.
- If the CCP is captured all wounded waiting for respawn interval must move to next CCP or FOB and wait for next respawn interval.
- If CCP is under contention, dead players at CCP must stay down and out of the line of fire. If needed you can move a safe distance from the CCP >30' but must keep death rag displayed.
- Dead players approaching a CCP under contention can wait for the results, but you must:
  - Stay >30' from CCP.
  - Do NOT interfere with the attack, take a knee and keep death rag on.
  - Stay out of the line of fire.
  - Consider you may miss the respawn interval and may decide it's smarter to travel to the FOB.

## Medic / Heal a wounded player

- Any player can heal a team player unless we brief specific medic rules.
- To heal a player, tie a white heal rag or **AP Heal Rag** on the person's left or right arm.
- **You CANNOT self-heal.**
- **You CAN use someone else's heal rag.** But you can only carry one on you.
- 1st hit, you must wait the 5 min bleed-out interval, even if you do not have a heal rag.
- You may drag a player out of the line of fire to them, the wounded player cannot walk or run but help by crawling.
- A medic can be hit while trying to heal a player, they are not invincible.
- If you are hit and in the middle of a firefight, stay down and out of the line of fire.

## Bang – Bang (double-tap) a wounded player

A player can Bang-Bang a wounded player, one who is waiting to be healed. This is done by approaching to within 3 feet of the wounded player and pointing your weapon at their center mass (not face) and saying Bang, Bang. The player who was double-tapped CANNOT be healed and proceeds directly to portable CCP (respawn) or FOB. – **Dead men don't talk.**



## Buildings ROE

- Only rifles or pistols can be fired entering or clearing a building
- SAWS, DMR's and Bolts can enter a building, but can only fire out of a door or window. Minimum engagement distance still applies.
- SAWS, DMR and Bolts must have muzzle breaching windows, doorway and opening when firing out of a building.
- If you don't want to deal with close quarters, painful hits, **stay OUT** of buildings / structures.
- If you "Bang Bang" each other, you are both dead.

## Parlay (*seldom works, but including it for now*)

When combat becomes too close for a reasonably safe engagement, either player may request a parlay, (Usually performed at the request of an admin and under the control of an admin) Without an Admin, if both players accept the request, each will reset back a safe distance of 50 feet, and resume the engagement.

## Rubber Knife kills

Players can "**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 acknowledge their hit/death silently.

**You CANNOT be healed form a Rubber Knife Kill. Place your death rag on your head and "silently" proceed to the CCP (respawn) or FOB.**

No fantasy melee weapons are allowed.

Shields may be allowed in specific game scenarios, but not allowed to be carried and used on the field.

## Specialized Weapons / Deployable (*if in doubt clear with AP staff prior to event*)

- Thunder B Grenades: 10' Kill radius. Only hard cover like a wall will protect you
- When deploying a grenade, you must yell "FRAG OUT"
- EG67 Grenades: (Not always approved for use) – 10' Kill radius. Only hard cover like a wall will protect you – **Clears entire room.** When deploying a grenade, you must yell "FRAG OUT"
- M203 Grenade: (Nerf Rockets) Vehicles only. One rocket destroys vehicle and all occupants
- M203 Grenade: (BB Shell) BB must hit body >10' engagement distance.
- Trip mines: 10' Kill radius. Only hard cover like a wall will protect you
- TAG Rounds: (Not always approved for use – special rules per event)
- Claymore Mine: BB's must hit body same rules as being shot apply.
- Mortar / Rocket: Admin monitored, and they will call kill / damage range from its landing point.
- Smoke: used for cover.
- When deploying smoke, you must yell "SMOKE OUT"

## Smoke and Pyro including EG67

- No homemade pyro of any type is allowed.
- Specific pyro rules will be covered during the event briefing.
- Sometimes due to fire danger pyro will not be allowed
- The following smoke color is NOT approved (Red or Orange) unless admin deployed.

## Props and Objectives

- If you run across a prop / objective / item in the field that that you are not sure is in play, leave it alone. Radio you command for direction. It may be in place for a special objective. **Don't lose site of the mission**

## RADIO's

Normally in MilSim events radios are limited to command level players and at AP we believe that for squad level and ground troops if you can't communicate via voice or hand signals you are too far apart. There is nothing more frustrating or distracting to team leaders than unnecessary radio chatter.

*With that said we are trying something different to keep everyone involved.*

- Bring your radio if you have one, but not required
- Most players will be listen only
- Make sure you won't be hot micing, this will not be tolerated
- Monitoring unapproved channels or causing radio transmission problems will not be tolerated

We will have channels assigned for the following uses

- Admin
- Command each team
- Designated team channel

A communication net plan (comm net) will be provided for each event.

## VEHICLES

*This section is under construction*

## AP STAFF

All AP staff, administrators will be identified to the players during the safety briefing.

### Commanders

In most cases the team commanders will be picked by AP and are there to insure you have a good time. Treat them with respect and consider them administrators for the event.

### Administrators

They will be monitoring your performance, following you around and enforcing rules. Act as if they do not exist. Do not talk to them unless it's necessary to do so.

## Actors

Sometimes we will employ actors to assist with an event to add realism. Please treat them with respect.

## Camera Crew

They may or may not be attached to AP. Expect them to be walking the field or posting up in a specific location to get good footage of the events, act as they do not exist and work around them. They have been instructed to stay out of player's way, but that is not always possible. Remember they are using expensive equipment that is easily damaged. Shooting or otherwise damaging the equipment will be the player's personal liability in the event.

## THINGS TO REMEMBER

- Site & Team Security / Situational Awareness
- Don't Lose Sight of the MISSION
- Know Your OBJECTIVES
- 3 Ds (Direction, Distance, Description)
- Echo Hand and Voice Commands
- Shoot, Move and Communicate
  - (SET / MOVING)
- Violence of Action
- Don't Funnel, watch spacing
- Always go beyond your objective and secure far side
- Fire Commands (Sustaining, Cyclic, Watch and Fire, Lift Fire)
- Get away from your weapon to communicate
- Comms Discipline—Think then Talk
- PTT, pause, Talk, pause, Release
- If you are Early, you're On Time
  - If you're On Time you're LATE
    - If you're LATE, you Are BUSTED
- Follow Orders

## REVISIONS

06/23/18

- Added revision section
- When you arrive are your FOB or respawn, remove heal rag and wait for respond interval than remove your death rag.

6/25/18

- Added CCP respawn info
- DMR, Bolt, SAW in building ROE updates
- Friendly fire and call our hits guidelines
- Eye and face pro checked at chrono
- Relay "Real World Medic"
- Firearm Safety changed to Replica safety
- (HPA max FPS is 400 with 0.20g for all platforms and <25 RPS)
- DMR & SAW (60 feet) must use secondary weapon at <60'
- BOLT (100 feet) must use secondary weapon at <100'
- Smoke colors
- EG67 clears room

6/28/2018 – not published

- Rifles (10 feet) <10' use secondary weapon or try Bang-Bang. OFFOR needs to call hit or will get shot
- Updated FPS section with table

01/10/2020

- Added medic heal section
- Misc small wording updates
- Updated FPS chart. HPA requirements
- Heal-rag, ok to use someone else's bandage