



VICTORIA MILITARY SIMULATION AIRSOFT

Rules, Regulations, Code of Conduct

Every person participating in Victoria milsim airsoft activities must have a signed waiver.

Victoria MilSim airsoft is hardcore milsim airsoft; we are NOT playing games with eliminations, death matches and team competitions (not in it just for the kill count).

Every participant shall strive to participate within the established military simulation airsoft format. This is an honor based activity and requires a high degree of awareness and respect for the safety of yourself and others. Participants should exhibit responsible conduct at all times. Always be a good sport. Win well, and lose better.

Rules Quick Reference Chart:

- All participants are expected to follow the Code of Conduct.
- CHEATING WILL NOT BE TOLERATED - While Victoria MilSim airsoft scenarios /operations are not competitive, honorably taking your hits is an important part of the simulation.
- All participants must wear eye protection during scenarios.
- All hits to the participants body count as a hit, including web gear. Grazes don't count. Gun hits and ricochets don't count.
- When you are hit you will fall in-place and act as if you have been shot. If the wound is fatal you will die in-place.
- Dead men do not talk to live participants. Dead men do not talk. Not even to say "*I'm dead*" on the radio.
- If a dead man suddenly finds himself in a combat zone, he will immediately move to a new safer secluded area nearby.
- There is absolutely no shooting at anyone within the 12-foot safety zone. If you encounter an enemy head-on and you are less than 12 ft away, you must use the "Bang! Rule then immediately fire your weapon straight up into the air.
- If any participants have any disputes, they should resolve them in a gentleman-like manner.

VICTORIA MILSIM AIRSOFT – Rules, Requirements, Recommendations

These basic rules are the foundation by which our activities are conducted. All who participate must be familiar with these rules and regulations. This is by no means a comprehensive list and may be modified, updated and altered for a specific scenario utilizing some, part, or all of this set of rules. It is important to review the rules often for any changes or updates.

1.01 No alcoholic beverages or illegal drugs, No "I'm better than you" attitudes will be allowed at Victoria MilSim Airsoft activities.

1.02 Equipment requirements -

- Proper eye protection is mandatory. Masks, Safety glasses, and Goggles will suffice.
- An AEG or gas airsoft gun.
- Uniform; Nightstalkers replicate Special Ops operators/PMC and use various military uniforms such as Woodland, Tiger Stripe, Multicam, Digital/Desert Woodland, ACU, ABU, or A-Tacs.
- Hydration, such as a camel-bak, canteen or bottled water.
- Flashlight w/ red lens capability
- Radio communications, AND headset/earpiece with microphone for quiet communications.
- Red Death Rag (Usually a red shop rag).

As stated above, Victoria MilSim Airsoft is hardcore milsim. We do not require any specific standards on the gear (other than requiring eye protection, hydration, and communications gear) but if you want to be on the Nightstalkers team, you are expected to have all the gear that is necessary to get the job done.

1.03 Age requirements - We prefer our members to be 18 yrs of age and up. We recognize the challenges of having younger members on the team, therefore less than 18 yrs of age will be considered on a case-by-case basis.

1.04 Membership - There are two ways that you can participate with the Nightstalkers Airsoft Team.

A. Active team member – Active team members move up in rank and can accomplish the designation of Nightstalker. This is for those that show more dedication and are willing to take on more responsibility and invest time and resources into the organization. They help in recruitment and the training of recruits. Active members ultimately have more longevity on the team.

B. Reserve team member – Reserve members attend casually and cannot commit a lot of time or resources to the team. Training is equal to that of active members and the same rules apply, however reserves have a smaller list of requirements and are not eligible for Nightstalker status and cannot take part in team decisions.

1.05 Training - If no milsim airsoft scenario is scheduled, the Nightstalkers conduct FTX (Field Training Exercises). Members are required to participate as much as possible both in milsim airsoft events AND training exercises. Training is conducted in all weather environments and during all seasons. Training and reviewing tactics are just as significant as guns and equipment on this team.

1.06 Attendance - Attendance is very important. Members should make every effort to attend as often as possible - ONE MILSIM AIRSOFT EVENT PER MONTH IS REQUIRED. Each time you attend better enhances your experience and gives you a better base to improve off of. Members should be willing to give up some personal and family time to participate for the good of the team. A team is a team because of participation. Remember, Victoria MilSim airsoft is a commitment, not a game.

In order to remain an active member, you must attend at least 1 team function in one month. If unable to attend any team functions for an excessive amount of time, the active status is dropped to reserve membership status. Any reserve member that is inactive for 90 days forfeits their membership and may be removed from the team. An officer moving to reserve status forfeits their officer rank and is returned to the appropriate rank they held before taking on a leadership rank.

1.07 Recruiting - The Nightstalkers Airsoft Team members are expected to help recruit new members. An applicant must not be a member of any other airsoft group. Experience isn't necessary.

1.08 Guests – Members may bring a guest only with prior approval and the guest must sign the required waiver. Additionally;

- A. Guests will not carry airsoft firearms unless approved by team commander.
- B. Members who bring guests shall assume responsibility for that guest.
- C. Persons attending as a guest will follow instructions given by Nightstalkers team members.
- D. On-lookers such as mommy, daddy, girlfriends, wives, etc. are a distraction to the military simulations, and the AO (area of operation) is not suitable for observers, for that reason we have a no visitors policy.

1.09 Rank - Rank is earned for all Nightstalkers team members; all members shall exhibit a respect for the chain-of-command and be a team player. This was established to help us stay cohesive as a team. Remember there is no "I" in the word team.

1.10 Waiver - Every attendee must have a signed waiver in order to participate. Anyone under the age of 18 must have a parent or guardian co-sign the waiver. Our waiver, among other things, states that a participant knows and understands the rules and regulations.

1.11 Membership Fee - There is a nominal membership fee of \$25 per year. This fee helps defray the cost of maintenance materials for the milsim area.

2. VICTORIA MILSIM AIRSOFT - Field Rules

2.01 Firearms safety is strictly enforced. Participants should be aware of the following:

- A. Possessing real firearms at the milsim area is strictly prohibited.
- B. Treat all airsoft firearms as if they are loaded and ready to fire.
- C. Keep weapon on safe until you intend to fire.
- D. Keep fingers away from the trigger and OUTSIDE the trigger guard until ready to shoot.
- E. Always point the gun away from anything and everything that is not intended to be shot.
- F. Weapons will be kept in the low ready/alert position (muzzle down) at all times.
- G. All replica weapons in transit must be kept in cases or appropriate bag and remain there until arriving at the designated milsim airsoft staging area.
- H. No blind firing. Never shoot until you see your target. Aim below the head and neck.
- I. Do not shoot at anyone who appears neutral or any non-participant.
- J. No one may shoot at any person, object or animal outside the perimeter of the active milsim airsoft area of operation.
- K. Do not shoot at anyone that is not wearing proper eye protection. Always wear eye protection during scenarios and NEVER remove your eye protection while on the milsim airsoft battle area. Regular prescription glasses should never be used as safety eye-wear.
- L. The firing of any weapon at any non-combatant, or at anyone not involved in a scenario, or anyone without proper eye protection in place is not allowed and will be cause for the offender to be removed from Victoria MilSim airsoft.
- M. Participants shall observe all boundaries in the milsim AO as established prior to commencement of activities.
- N. Never shoot across neutral or staging areas.
- O. Heavy Support Weapons and Sniper Rifles are limited to a 50 FOOT minimum engagement distance due to their higher FPS limits.

2.02 Hits and Kills: (Remember, the BB's are like bullets and shrapnel.)

- A. When you are hit fall to the ground and by all means act it out, scream and moan. It all adds to the realism of the simulation.
- B. If you shoot someone and they don't react in the appropriate way, shoot them again assuming they did not feel the first hit.
- C. If you find yourself in a situation where you have been hit, and you call yourself hit, but are still getting shot at, remember that in the heat of battle it is often difficult to hear someone call them self hit over the distance and over the noise on a battlefield. Call out louder, but protect yourself as quickly as possible.
- D. If you think you are hit, chances are that you have been. Go ahead and take the hit.
- E. A hit anywhere on the body or gear attached to the body is considered a HIT. Grazes don't count. Hits on an AEG, pistol and ricochets do not count as a hit.

2.03 Wound Zones - As part of the role-play, anyone shot, or wounded by some other means, i.e. knife, IED, should be treated for such injury. There are 3 types of wounds; light, critical, fatal.

A. **Light Wounds** – Any arm/hand or leg/foot that is shot is a light wound.

- 1. Lightly wounded may still shoot.
- 2. Light wounds can be treated by other team members (including the wounded themselves).
- 3. Lightly wounded operators may SLOWLY try to crawl to safety.

B. **Critical Wounds** – Anybody shot from the waist to the bottom of the neck is considered critical.

- 1. Critically wounded cannot treat themselves.
- 2. A team member must treat the critically wounded by dressing the wound before the wounded team member can move about.

Participants that receive light or critical wounds should receive medical attention which is simulated in a way that actually causes a handicap. The injured must "act out" his incapacitation throughout the remainder of the scenario. (Examples: arm wound - bandaged and in a sling; leg or foot wound - bandaged and walk with a limp; etc.)

All Nightstalkers are trained in combat casualty care simulation and can administer treatment to a team member who has been wounded or self aid may be used for light wounds if a team member is not close by.

C. **Fatal Wounds** - Anybody receiving a hit to the face, head, or neck:

- 1. Never EVER aim for the neck, face, or head; however should it accidentally occur it is considered an instant kill. No action by a medic is needed.
- 2. Fall to the ground in place safely and place your red death rag on your person so that it is easily seen by other participants. DO NOT SHOOT AT ANYONE WITH A RED DEATH RAG. Lie in place and do not move from your location. Remember, dead soldiers don't talk and don't move! Do not talk to other participants in the battlefield area.

(EXCEPTION: If the battle and all other participants are out of the area it would then be acceptable to quietly communicate with another dead teammate in close proximity.)

2.04 BANG! Rule - No point blank shooting or engagements of less than 12 feet.

Inside of 12 feet, a player should say "BANG" AND simultaneously fire his weapon into the air in order to replicate a gunshot. Bang!" is a safety call ONLY. It is NOT a way of killing someone tactically. It's important to remember that we are not in it for the kill count. It's not an elimination game, it's a military simulation.

2.05 Rubber Knife – The use of rubber training knives are permitted, but they must be approved by team command. Use caution when using these rubber knives; do not use excessive force as they can still cause injury.

A. Knife wounds are the same as the above wounds for AEG's.

B. If a participant is already wounded by another means, i.e. shot by AEG, and is additionally stabbed in the same wound, that would upgrade the seriousness of the wound.

2.06 Rules Of Engagement - The Nightstalkers basic rule; engage persons who commit hostile intent. R.O.E. varies by scenario and can be altered to fit changing circumstances prior to commencement of the night's scenario.

2.07 Detaining - As part of the military simulations, the Nightstalkers may detain any person from the opposition force for questioning, incarceration and intelligence value. This is part of the Nightstalkers SOP. The detainee will not be roughly handled - this is part of military simulation!

2.08 Make sure you drink plenty of water for the environment. Watch yourself and your fellow teammates for signs of heat stress and dehydration.

2.09 Smoking is allowed at Camp Onion ONLY. Discard cigarettes in the provided ashtray.

2.10 On occasion, pre-approved camping inside Camp Onion is permitted. There are rules for this as well. Camp fires will be permitted only if the fire ring is used AND if a local burn-ban is NOT in effect. There will be no cutting down of live trees! There is ample amount of dead limbs on the ground for firewood use. No bonfires. No glass bottles in camp. Whatever you bring in, you take out when you leave.

VICTORIA MILSIM AIRSOFT – Code of Conduct

The hobby of milsim airsoft is a hobby of honor and integrity. All members of Victoria MilSim airsoft are required to follow the Code of Conduct, both on and off the field. If we have no honor, we have nothing. All members will always make an effort to behave in a reasonable and responsible manner. Public opinion is essential to our continued ability to enjoy the hobby of milsim airsoft without undue governmental or legal restrictions and regulations.

All members will conduct themselves at all times in a fair and honorable manner that is consistent with the ideals of Victoria MilSim airsoft. Anyone who participates in Victoria MilSim airsoft as the opposition force, hostage, or any non-combatant, must adhere to the rules for Hits, Safety, and MilSim role-play and should follow the Code of Conduct. Aggressive behavior of any kind is not allowed. There are no exceptions to this rule. Violation of this rule is grounds for immediate dismissal from Victoria MilSim airsoft events.

MilSim airsoft is an event where honesty plays a very important role. This is not paintball; there are no markers or any verifiable way to insure that a participant has actually been hit other than the honesty and integrity of the players themselves. You are responsible for calling your own hits. Because of this, any and all incidences of participants intentionally not taking their HIT will be defined as cheating. Any participants that witness events of cheating, whether by their teammates or by their opponents, should bring it to the attention of the Victoria MilSim airsoft team command.

The use of drugs or alcohol is not permitted prior to or during any Victoria MilSim airsoft event. Any member who shows signs of intoxication will not be allowed to participate in future events.

Most local area law enforcement are aware of our presence, however if law enforcement does enter the milsim area it could be a potentially dangerous situation, and is treated as if they don't know we are in a simulation event. All participants are expected to place his/her replica weapon onto the ground and slowly step away from it. This is to provide safety by reassuring the law enforcement official by removing any gear that appears threatening to them. Make sure AT ALL TIMES that you completely comply with all commands issued by any law enforcement official.

* All rules are subject to change without notice. Review the rules often.

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