

MEDIC HEALS AND TOURNIQUETS IN BUILDINGS

Drag rules still apply, players must present dead rag or Tourniquet to opposing player. Then proceed to medic rules procedures.

SEARCHES

To search a "hit" player place you hand on their shoulder and state "I search you" they must hand over any game items they have, but only 1/2 their currency. You may not search ghosts.

IN-GAME ITEMS

In-game items are the property of Titan Milsim and they include, but are not limited to, props, intel packets, and currency. They must be handed over when searched. If you bleed out, they must be left on the ground (except for currency) and become capable of being looted by other players. In some cases there are mission-specific items that will not be dropped as well as cases where staff will instruct you not to drop items.

CURRENCY

Some events use in game currency to drive the story line such as paying off the locals. You may take home any that that you have left at the end of a game and reuse it at the next one.

MASH SITES

Individual re-spawns are NOT permitted. When a unit becomes combat ineffective they are to go to a MASH flag (red cross) point as a unit that is under there factions control. Individual players are not permitted spawn without their squad. Once a squad has reached the MASH unit they may take off. Any used bandages, and Tourniquets and place the bandages back in their IFAC for reuse. MASH units are captured-able (depending on the event). There are green and tan flags attached to the MASH units. To capture, remove the opposing flag and hoist yours. Players shot within 25 yards of a Mash are NOT ALLOWED to spawn back at that point, that means their whole squad can't either. They all must re-spawn at their FOB or Alternate MASH.

CONTESTING A MASH

There is no contesting a MASH. Whatever color flag is flying owns the point, if you want it, shoot them and raise your flag.

FOBS

FOBs are also a MASH/resupply point and are not capture-able. All players shot within 150' of their FOB instant respawn on their FOB with no bleed out time.

ROAD BLOCKS

Road blocks are not allowed! Do not hinder vehicles with structures, persons, or materials on the field.

SUICIDE DEVICES & IEDS

Suicide devices are an in-game item and must be triggered prior to being shot or captured. IEDs have a 30' kill radius on players and vehicles.

RICOCHETS

Ricochets from standard airsoft guns do not count as a hit. Ricochets from grenades and 40mm shower shells do count.

VERBAL COMMANDS

GOGGLES ON

Repeat goggles on loudly when you hear it and put on your goggles. You are not allowed to remove your goggles till the goggles off call.

END OF EXERCISE

End of Exercise, everyone repeat so it travels across the field, remove your magazine, fire 3 shots in the ground to clear your gun, put on your dead flag and head to staging or FOB.

BLIND MAN

Someone has lost their goggles. **EVERYONE** needs to immediately remove the magazine from their weapon, set the weapon on safe, and set their weapon either on the-ground or keep it pointed at the ground. Stay in your location and do not move until the "ALL CLEAR" and "GAME ON" is given.

REAL WORLD

A player is injured and requires immediate Admin/Medical attention. Everyone repeat, players with a radio should contact command to relay the message and players should point in the direction of the injury to direct staff to it.

GOGGLES OFF

Repeat and you may now remove your goggles.

VEHICLES

Any Vehicle to be used in our game, must be registered and approved through game staff. A hole punch will be required on your Player punch card to use a vehicle. Drivers window is up at all times for safety. Vehicles follow a specific set of rules, see full rule set on website.

Lastly, the two most important rules are be safe and have fun!

www.titanmilsim.com

Phone: 1 (720)-63-HOPUP

Hours: Tues-Sat 7:00 AM to 6:30 PM

Email: ross@titanmilsim.com



PREGAME OPERATIONS

WAIVER

A signed waiver is required for all events. Please print it out from the web site and arrive with it filled out. Minors are required to have a parent or guardian signature.

PLAYER PUNCH CARD

When you arrive at field registration to turn in your waiver, you will receive a punch card which serves as your event ticket and raffle number. You will receive a punch at each station check-in (waiver, crono, etc). Once you have all holes punched, go back to field reg for your event patch and swag.

AGE:

Most of our venues have a minimum age of 13. Players 13 to 15 years must have a waiver signed and legal guardian present in game or off the field in a camping area. Ages 16 to 17 only need to have a waiver signed by legal guardian.

FACE AND EYE PROTECTION

All players are required to wear eye protection. Players aged 13 to 15 are required to have a lower mask or mesh.

CHRONO

Show up at the chrono station with empty magazine(s) for your gun(s) and your goggles on. AEG guns will chrono using .20g BBs. Hop-up to be turned off. Sniper and HPA systems will chrono with .30g bbs. Weapons using external gas source must have a locked regulator to prevent field adjustment.

ALCOHOL & FIREARMS

Real Firearms are not allowed on site. Alcohol and Drug Use is prohibited before and during all Titan Milsim Events.

STAGING AREA

While in the staging area weapons MUST have the magazine removed AND the chamber cleared until "Goggles on" is called. All airsoft guns coming off and on any field must be in a gun bag and/or box.

RADIOS

Each faction has assigned CO to RTO Squad channels and each squad has an assigned channel. Only squad RTOs may receive and transmit comms to CO. See website for channel assignments and additional rules.

EQUIPMENT STANDARDS

All players must have: Full seal eye protection rated to ANSI Z87.1 High impact goggle standards or higher, a red "Dead Rag", water, a copy of this trifold, a wrist watch to track game time, a blue or green/light stick (LED or chem) and flashlight is required for night ops, all players under the age of 15 must wear full face protection, mesh, or paintball mask.

RIFLE REQUIREMENTS

Standard Rifle: Semi Auto Only, no minimum engagement distance, 1.48 J.

DMR: SEMI AUTO only, 50" Minimum Engagement Distance, 1.87J, must be physically incapable of firing in full auto.

Bolt/Single Action "Sniper" Rifle: 2.81 J, 75" Minimum Engagement Distance.

Squad Support Weapon: Full Auto, 50" Minimum Engagement Distance, 1.87 J.

SITUATIONAL REQUIREMENTS

NO DMR/SSW/Sniper rifles may be used in the clearing of rooms or hallways whatsoever inside a building and or structure, may shoot outside a building from within, however the barrel MUST break the plane of the doorway or window from with the operator is shooting.

PROHIBITED RIFLE PLATFORMS AND RESTRICTIONS

M27 IAR is prohibited as a SSW but may be used as a standard rifle in semi auto. RPK platforms must have tri pod and drum mag. Standard rifles with drum mag attached are prohibited.

BBS AND MAGAZINES

BBS should be bio only. A maximum of two High Cap magazines, containing no more than 400 rounds each. 8 mid-caps total. Support weapon gunners will be allowed a maximum of 2 box magazine. Max 7000 rounds on person.

OTHER EQUIPMENT AND RULES RESTRICTIONS

No Blind firing. Players must be able to see down the sights of their weapon when firing. **Rubber Knives:** When a player is touched/tapped they are silently "hit" and may not yell hit or medic. Approved rubber training weapons only. Hornemede weapons and ballistic shields are not allowed. Lasers must be "eye safe" and have a maximum power output that is under 5mw for a visible laser & 0.7mw for IR lasers. Players are never to aim any laser system directly at the eyes of another player.

FOAM ROCKETS

Have a kill radius of 20 feet from initial impact. They may not be fired into, or inside of a structure. One hit is mobility kill on a vehicle. 40J limit. Only Engineers may use a standalone launcher, Riflemen may use a mounted under barrel launcher.

PYRO DEVICES

NO explosives, open flame or hot burning smoke are allowed. Sport smoke and Enola Gaye may be approved on a per game basis. Smoke in buildings and/or Tunnels are prohibited. The use of blank firing devices is restricted to staff only.

PYRO GRENADES

TSLFX PEA Grenades/thermobaric and Tagging Rb2 db grenades approved. Aerial Taginn grenades (40mm) are prohibited (but on a per event basis).

BB GRENADES & THUNDER BS

Call "FRAG OUT" to notify participants of an incoming grenade. Players may use any commercially produced airsoft grenade (Escort, AI, etc...). No modified or homemade grenades are allowed. Ricochets from grenades and 40mm Thunder Bs are NOISE distraction only. Do not use inside tunnels or vehicles.

ANTI-TANK GRENADES

Missilabz RKG3 is approved for anti-vehicle use. It is treated the same as a foam rocket, but has no blast radius effect on players who are not in contact with the vehicle. May be used by all classes of players.

GAME OPERATIONS

NO BANG BANG KILLS!

Players in ghillie suits should never lay near vehicle roads, trails, or in the driving path of any vehicle.

CHEATING

Falling to follow rules or other dishonorable actions will result in expulsion from the event. There will be no bullying, rough housing, malicious foul language, or physical/mental intimidation anywhere at any time at any JTAC event. Failure to follow these rules will result in expulsion from the event and A.O. NO refunds will be given.

NIGHT OPS

Clear eye pro only. No sniper rifles, DMR, or SAWs. A blue or green light stick (led or chem) to signal you are hit and flashlight is required. Night Vision is allowed.

SPORTSMANSHIP AND CALL YOUR OWN HITS

Sportsmanship is expected! **DO NOT** CALL ANOTHER PLAYER'S HITS. If you suspect a player is not calling their hits, do not take matters into your own hands. Please use the chain of command by bringing this to the attention of your Squad Leader and/or the Event Staff. If you call another player's hit you are also calling yourself out as well. You must take a knee and pull out a dead rag and follow medic procedures.

ELECTRONIC WARFARE

Jamming or listening in the opposition's radio frequency is strictly prohibited (unless cleared by the administration).

DEAD MEN TELL NO TALES

Hit players may only call for a medic and may not try to influence gameplay in any way.

RESUPPLY

You may only refill magazines at your FOB or MASH points.

HITS

If a BB strikes you or any gear worn by you, you are "Hit". Strikes to any gear carried by your hands do not count (i.e. gun hits). Once a player is hit they are to yell "hit" 3 times and display their dead flag or light and start timing their 5 minute bleed out. They must sit, kneel, or lie down; NO STANDING!

CARRY / DRAGS

To move a player that has been hit, grasp their wrist and they may then stand up and put there arm over your shoulder. You then place your arm around their waist as if you are moving with person with a sprained ankle. 1 or 2 players on 1 drag player you must walk regardless. Physically dragging their body to cover is the preferred way at our games. Wrist carry or walking/running to cover is strictly prohibited.

BLEED OUT

This is mandatory. If you do not receive treatment from a medic or a Tourniquet before the 5 minutes is up you are now dead and are a ghost.

GHOSTS

Ghosting is done to maintain squad cohesion (no individual respawns). Remove your magazine from your gun, inform your squad leader you are dead, keep dead rag visible, and stay with your squad. You MAY NOT call out enemy threats, medic others or drag others to be a meat shield, engage enemies or objectives in any way. As a ghost stay to the back or out of the action as much as possible. If you start taking fire sit down and indicate you are dead. Players may return to a combatant roll once the entire squad returns to a MASH or FOB.

MEDIC PROCEDURES

Place hemostats on arm (clamps). Medic Must pull out ace bandage from your teammates marked fak or medical pouch. Wrap arm with bandage (wrap and tuck under wrap. No knot tying!). Inject medication (with provided empty syringe). Remove hemostat. Medic pulls dead rag and gives it back to player. Leave bandage on until resupplied/retasked at medical resupply point or by CO. No individual respawns permitted. Medic heals and tourniquets inside vehicles are prohibited.