

*** NEPA - Combat Honor Core ***

The purpose of The Combat Honor Core is to advance realistic combat simulation, promote honorable participation in realistic combat simulation, and recognize and acknowledge player ethics within the scope of realistic combat simulation.

Health Point System

Battle Simulators will start every mission with 10 health points. Health points are deducted as hits are taken.

Headshot: automatic 10 health points deduction

Shoot: no

Move: no

Communicate: no

Torso shot: 8 health points deduction

Shoot: Normal

Move: slow crawl only or with Help

Communicate: quietly only

All other hits: 4 health points deduction

Shoot: with non-wounded hand/arm only

Move: with non-wounded foot/leg only

Communicate: yes

Movement when wounded:

One may be incapacitated to walk or run (Chest wound or both legs wounded).

Slow movement: Some one can help you get up and move by draping the wounded soldier's arm over the shoulders of the helper and slowly walk away.

Fast movement In order to move quickly, there must be 2 others helping the wounded by going on each side of the wounded soldier and draping the arms of the wounded soldier over each helper's shoulders.

Every hit, within a burst of hits, must be counted. One burst of hits does not equal one hit.

Friendly fire counts as a "hit". A bb has no friend. Ricochets are not considered "hits".

No Blind Firing – Firing while not looking down ones sights

WEAPON HITS

Any weapon is considered destroyed if it is hit and may not be used for the duration of the operation.

MEDICS

Each team including one or more troops will have the option to designate one individual as the medic for each operation. A White Cross will be taped on their sleeve to designate them as a Medic.

For every 6 men on a squad, 1 medic will be assigned. 1 for 6, 2 for 12, etc, etc. (Note: limited to 1 Medic if Squad size is under 12, 11 Members = 1 Medic Only)

The medic will carry a medical kit containing wound dressings and apply them to wounded troops. The medic will carry up to 8 white bandages per battle. These bandages will restore usage of the wounded body part, but will not regain any original hit points back. The man down may not help the medic in administering medical help. Once the white bandage is on the wounded, he may get up and continue the fight.

One bandage treats one body part.. (E.g. One may be wounded in both arms. One must have both arms treated to regain use of both extremities.)

Dressings must be properly tied to the victims wounded extremity.

Body shots will be treated with a dressing around the shoulder and underarm

Only the designated medic may carry the medical kit and administer medical attention.

Player Wounds that are dressed by the medic **regain their full use, but not their hit points**. Head wounds are not treatable.

Medics treating themselves. Medics can treat minor wounds (Arms and legs), but cannot treat a chest wound.

***Attention team leaders.**

Please acknowledge the member(s) of your team as a medic before an event and provide the necessities for the medic to his/her job. Medical supplies will not be handed out.

CLOSE QUARTERS COMBAT (CQC)

Knife kills are allowed. Knife kills are when a player can engage another player close enough to use a rubber knife only, or their hands to “tag” another player. This is the only physical contact allowed between players. Because of the strategic value of a knife kill, silent elimination is allowed. In this case, a player is to proceed as indicated under “elimination acknowledgment” with the exception of loud verbal announcements of “hit”. You are not allowed to dispute a knife kill.

Troops may “CQC kill” other troops with replica knives or with their bare hands.

CQC kill with replica knife: gently touch the knife to the victim’s body.

One touch kills any victim instantly.

CQC kill with bare hands: gently touch both hands to the victim’s Body.

One touch kills any victim instantly.

***** Rules of Engagement, Elimination, & Ethics *****

The following are the standard rules of engagement for NEPA Airsoft’s sanctioned events. These are standard rules, and as such, are subject to modification by the event organizer. In the absence of any modifications or announcements of any modifications prior to the commencement of an event, the standard rules will apply. Modifications to the standard rules should be made at the scenario briefing. All modifications before an event must be clearly listed and explained to all event participants by the event organizers. All players are expected to fully understand all rules of engagement before beginning an event

KIA - Elimination Acknowledgment

Once dead, lay prone with a red "dead rag" to indicate you are KIA.

Remember, "Dead men tell no tales"...

Once eliminated, you are a “dead man”, and as such, you are not allowed to communicate anything to anyone, except that you are hit, You are not allowed to communicate on the radio any information at all except in case of an emergency.

If you die in an undesirable area, wait until the fire fight diminishes. Make sure to put your dead rag above your head when moving. Once you find a spot that you deemed fit to die in, lay prone with dead rag laid over you.

Surrender and the minimum safe firing distance:

The following is fps with 25.g BBs:

275 - 300 fps. Within 10 feet must be semi auto

300 - 350 fps. Within 20 feet must be semi auto

350 - 375 fps. Within 45 feet must be semi auto

375 - 400 fps. Within 60 feet must be semi auto

400 + is considered "Hot" and the player will not be able to participate with that particular weapon.

*(*Note: Individual Field Rules may differ slightly on this.)*

If a player is cornered, the opposing team may order a surrender by yelling "Surrender or Die!". The opponent can now either surrender or continue the fight. If the opponent continues the fight, all engagement distances are voided in this circumstance. This is highly suggested to avoid any panic fire situations. In case of a surrender, the POW must disarm his weapons, and must be escorted to the designated area. If enemy relinquishes the surrender request, he waives the minimum safe firing distance rule.

**** All weapons used in an event will need to be chronographed before being allowed on the field. ****

Grenades and Explosions

For a grenade to be accepted under the CHC it must have a point of impact or simulated explosion. The kill radius of a grenade is 15 feet. If you are within 15 feet, a player is to proceed as indicated under "elimination acknowledgment".

Reincarnation

Missions, Evolutions or Events that will use a respawn rule will be announced at briefing or before individual game start.

Scenario briefings

All events will be preceded with a scenario briefing to be conducted by the event organizers. The purpose of this briefing is to fully explain to the event participants all of the objectives, rule modifications and any special rules for the event. Scenario time limits and start and end times and special objectives are also explained. Boundaries and special areas, including respawn areas and staging and other no-fire zones are established. Communication requirements, radio frequencies and call signs and signals are assigned. A safety briefing is also to be given at this time. It is the responsibility of all event participants to make sure that they are fully aware of all event rules and modifications to the rules before the beginning of an event. After the completion of an event, an after action de-briefing is to be given, in which any and all disputes can be resolved, and announcements of winning teams and completed objectives can be made.

No fire Zones

No-fire zones are areas set aside by event organizers in which no weapons shall be fired. These areas are usually game staging areas, briefing areas, first-aid areas, respawn areas and any other area so designated by the event organizers. No weapons shall be fired within a no-fire zone, at any time, for any reason. There shall be no exceptions to this rule. Firing into a no fire zone, or across the zone from outside the zone is also forbidden. Any discharge of any airsoft weapon outside of designated live fire areas is reason for immediate removal from the game. There are no exceptions to this rule. Failure to abide by these rules will be grounds for immediate dismissal from the event.

Time outs and game stoppages

If at any time there is a problem that the game must be stopped, Yell out the safe words "Marshal". If the safe word has been called the game will immediately cease, announcements will be called over the radio frequencies and Field Marshals will sound their whistles. The game will not resume till the Napa Marshals announce "resume game" and sound their whistles.

Smoke and other pyrotechnics

Any devices/ordnance using a flame or igniter to 'burn' will not allowed. Only Smoke/Pyrotechnics allowed will be used by Field Organizers or Designated Representative of the Event.

Pull pin or "Cold Smokes" are allowed for use.

Disputes

All disputes between players are to be resolved in a fair, honorable, sportsman-like and non-violent manner. Any player that can't maintain their composure may be asked to leave the event. Under no circumstances are players to resort to violence or intimidation. There will be no exceptions to this rule. If players on the field can't easily resolve a dispute, both players should remove themselves from the game and return to

the respawn or staging area for resolution or mediation. If mediation is requested or required to resolve a dispute, seek out an event official or organizer. A mediator's verdict is to be considered final and without appeal.

If a member of a Team has a concern about another player on the opposing side NOT calling hits, they should take it to their CO and then HE can address it with the REF on duty. If there is more than one Ref during gameplay, they must be all made aware of the Complaint, either by the CO of the Team making the complaint or the Ref that was originally contacted about the issue. The Ref(s) can then 'tactfully' approach the player in question and mention about calling hits and it being by the Honor System. The Ref(s) can then observe the Player in Question and see if he/she is in deed not calling shots. That Player then can be addressed a second time about not calling hits. If it happens a 3rd time, ask them to sit out the scenario and tell them why.

Equipment liability

The NEPA Airsoft Association assumes no liability for any player's equipment or other gear used in an event. In addition, the NEPA Airsoft Association assumes no liability for the safety of any player during an event. All players are required to sign a waiver absolving the NEPA Airsoft Association of any liability prior to any event.

Trash

Players are required to remove any trash or refuse they bring to an event, including all food items, packaging, and any other type of garbage. If you bring it in, make sure you bring it back out! Damaging property in any manner or fashion is not allowed at any event. Players should always show the utmost courtesy and respect for any land and/or persons property that hosts an event.

-Keeper 03/07/2016