ATLAS MILSIM GROUND RULES

I. **If you are unsure how to approach a particular situation that is not explicitly described in the ATLAS MILSIM Ground Rules, use your common sense and stick to the spirit of the event. Don't try to take advantage of the lack of instruction in a particular situation, don't spoil the satisfaction of others, and be sure to make everyone's experience cinematic - including your own.**

II. **Open disrespect to other participants and organizers will not be tolerated. Participants who violate the Rules and/or Standard Operating Procedures or who demonstrate a lack of respect for other participants and organizers will be penalized and may be removed from the event without a refund of their ticket. The formation/team to which the offending participant belongs is also subject to sanctions - these range between a reprimand and non-admission to a subsequent event, depending on the severity of the offence and will be determined by a representative of the organizing team.**

III. **Participants who attempt to unlawfully acquire property, cause bodily harm, or break the law in any way will be promptly turned over to law enforcement.**

IV. **Players are obliged to know the rules described in this document before coming to the event.**

V. **Ignorance of the rules is no excuse for breaking them.**

VI. **Participants must be 18 years of age or older to attend the event.**

VII. **The use of alcohol and any type of drugs before and during the game is absolutely prohibited.**

VIII. **The organizers reserve the right to refuse a participant entry to the event prior to the commencement of the Event at their sole discretion and undertake to refund the ticket within 5 working days after the end of the Event.**

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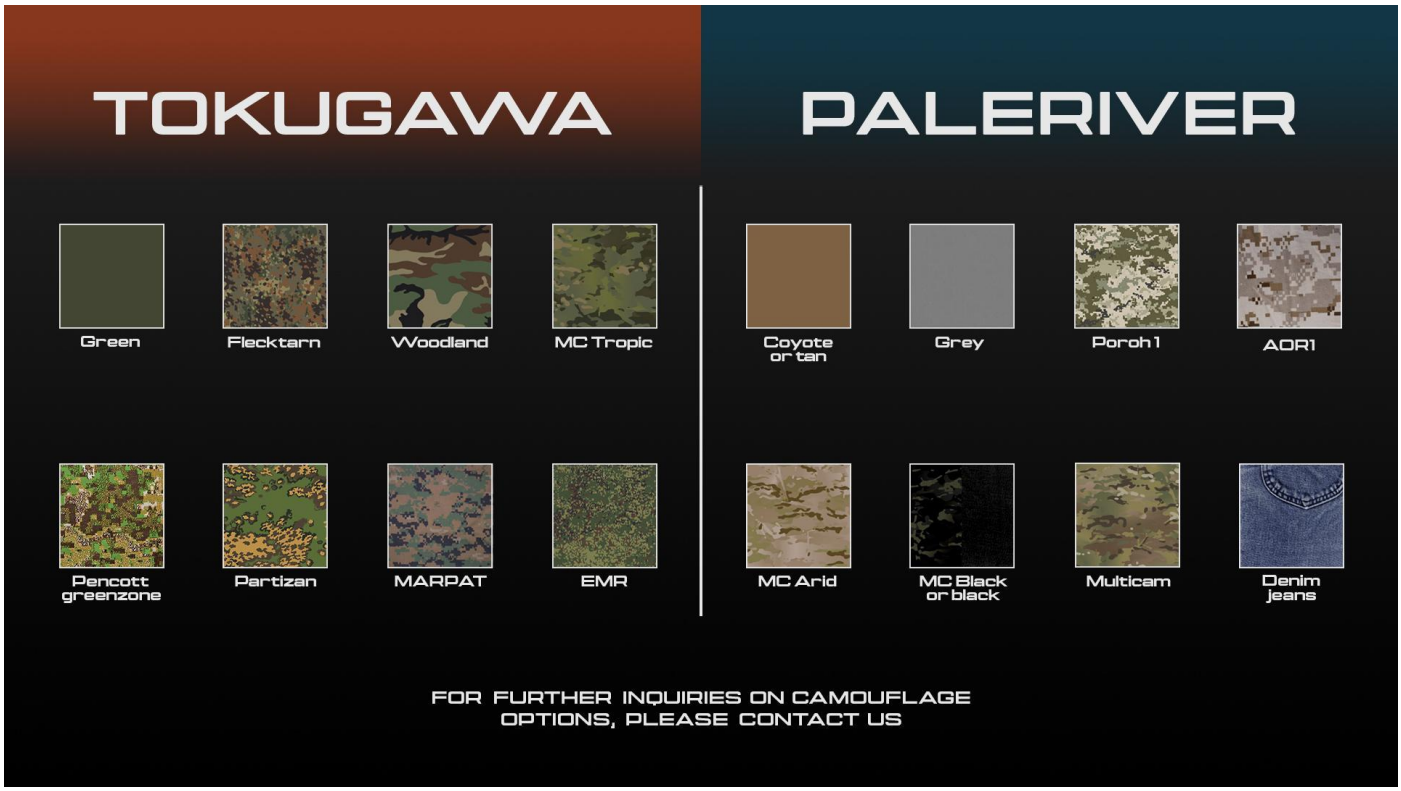
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Section 1: Uniform and equipment rules

Uniform and equipment standard:



1. The camouflage of the uniform is what separates the game factions and a player's affiliation to one of them.

2. It is recommended that the color of the gear matches that of the faction, although this is not mandatory.

3. Players using ghillie suits need to wear their faction's uniform under the disguise. Scout players may wear full or half ghillies regardless of their role. Players in assault squads equipped with DMRs and bolt snipers may wear a ghillie suit’s top.

Required gear list:

Necessary gear is marked in red

Personal protective gear:

1. Eye protection - Eye protection standard must meet EN 166 / ANSI Z87.1. Mesh eye pro is not allowed.
2. Red blinking light for marking at night
3. Headlamp
4. Orange reflective vest
5. Helmet
6. Protective face mask
7. Gloves
8. Kneepads

Ruck:

1. Sleeping bag
2. Mat
3. Food and water for two days
4. Hygiene accessories
5. Clothes for cold weather
6. Clothes for wet weather
7. Spare clothes and socks
8. Trash bags
9. Spare eye protection
10. Poncho
11. Replica batteries, flashlight, red light, headlamp, etc.
12. External power bank for phone and other devices
13. Knife (**off - game**), marked with red tape
14. Paracord

Carried equipment

1. Tourniquet and bandage for in-game healing, worn in the manner prescribed by the rules
2. Map of the game's terrain, provided by the organizers upon check-in
3. Two or more liters of water
4. Watch
5. Compass
6. Notebook and writing instruments
7. Individual first aid kit (**Off - game**)
   - Disinfectants, sterile gauze, plasters, elastic bandage
   - Nitrile gloves
   - Emergency blanket
   - Israeli bandage
   - Medication taken by the player at their discretion
   - Triangular cloth

It is mandatory for each player or pre-organized group to be able to carry their gear themselves in case of road conditions that do not allow vehicles to pass!

Section 2: Replica rules

1. Procedures for securing replicas

A. Electropneumatic replicas (AEG)

- Point the replica in a safe direction.
- Set the selector switch to "SAFE."
- Remove the magazine from the replica.
- Move selector to "FIRE" or "SEMI."
- Keeping the replica pointed in the safe direction, pull the trigger five times to clear any remaining BBs in the hop-up chamber.

B. Gas blow-back replicas (GBB)

- Point the replica in a safe direction.
- Remove the magazine from the replica.
- Keeping the replica pointed in a safe direction, pull the bolt to the rear position; remove any remaining BBs inside.
- Return the bolt to the closed position.
- Keeping the replica pointed in a safe direction, pull the trigger.
- Pull the bolt back to the rear position and make sure there is nothing in the chamber.
- Return the bolt back to the closed position.

2. Replica and magazines limits

A. To emphasize the need for replica fire support systems (small and medium caliber machine guns, or so-called light/medium machine guns), only **mid-cap/real-cap** magazines are permitted at the event for all replica pistols, carbines, machine pistols, SPR and DMR platforms, and bolt-action snipers, with a capacity no greater than 200 BBs;

B. Only machine guns and fire support weapons replicas (LMG and MMG) may use "box" magazines. A box magazine is one that has a capacity of more than 600 BBs and/or has the capability of being electrically fed;

C. If a replica exceeds the permitted muzzle energy for indoor engagement and is fired from inside a building toward the outside from ground level, the barrel must be fully exposed through the door or window from which it is being fired.

3. Muzzle energy limitations

The muzzle energy of AEG replicas is measured after check-in using commercially available chronographs, with the hop-up off and 6 mm BBs weighing 0.30 grams, provided by the organizers. The muzzle energy of GBB, HPA replicas and bolt-action snipers is measured with the BBs that will be used during the game! Based on the result, the minimal safe distance is determined at which the participant is allowed to use the replica. The limit for it is as follows:

- **Pistol and shotgun replicas:**
  - ✓ Only up to 1.2 J - no minimum engagement distance;

- **GBB, HPA and AEG carbine and machine pistols replicas:**
  - ✓ Up to 1.2 J - no minimum engagement distance.
  - ✓ Between 1.2 J and 1.7 J - minimum engagement distance of 10 meters, no shooting allowed in buildings and confined spaces;

- **LMG replicas:**
  - ✓ Up to 2.0 J – minimum engagement distance of 15 meters, no shooting allowed in buildings and confined spaces

- **MMG replicas:**
  - ✓ Up to 2.5 J – minimum engagement distance of 25 meters, no shooting allowed in buildings and confined spaces

- **SPR platform replicas:**
  - ✓ Up to 2.0 J - minimum engagement distance of 15 meters, no shooting allowed in buildings; **no full-automatic fire allowed**, only one BB may be in flight at a time.

- **DMR platforms and semi-automatic snipers:**
  - ✓ Up to 2.5 J – minimum engagement distance of 25 meters, no shooting allowed in buildings; **no full-automatic fire allowed**, only one BB may be in flight at a time.

- **Bolt-action sniper rifles:**
  - ✓ Up to 4.0 J - minimum engagement distance of 40 meters, no shooting allowed in buildings.

MUZZLE ENERGY GUIDE



PISTOLS

0 m

1.2 J

SEMI



SHOTGUNS

0 m

1.2 J

SEMI



CARBINES

0 m

1.2 J

10 m

1.7 J

SEMI | AUTO



LMG

15 m

2.0 J

AUTO



MMG

25 m

2.5 J

AUTO



SPR

15 m

2.0 J

SEMI



DMR

25 m

2.5 J

SEMI



BOLT ACTION SNIPERS

40 m

4.0 J

MANUAL

BLCKTHRN

4. Daytime and nighttime mode of fire

- Daytime shooting mode:

  - ✓ carried out according to the muzzle energy chart above

- Nighttime shooting mode:

  - ✓ Automatic fire is prohibited for all replicas except LMGs and MMGs. Only semi-automatic fire is permitted.

  - ✓ LMG and MMG replicas can fire in short automatic bursts with the use of a tracer unit and tracer BBs or with the use of white light;

  - ✓ The use of white light and tracer units for all other replicas are not mandatory but are encouraged.

5. Grenades, underbarrel and portable grenade launchers

- Anti-tank grenade launchers will be provided by the organizers.

- Replicas of 40mm underbarrel/portable grenade launchers are allowed with:
  - Projectiles that disperse BBs in the shape of a "cloud".
  - Projectiles with chalk dust (TAGinn Fate / Pecker);

- Permitted hand grenades:
  - Spring grenades.
  - CO2/Green Gas Grenades (Thunder-B);

- Grenades neutralize any player within a 5-meter radius of detonation

- If the grenade is used in a room or confined space, anyone with a direct line of sight to the grenade is neutralized.

Due to fire hazards, pyrotechnics of any kind (grenades, grenade launchers) are strictly FORBIDDEN!

Section 3: Elimination rules, wounding, healing and searching

1. Hits and callouts

- A hit to any part of the body and gear is considered a wound.
- Any hit to the replica renders it unusable until the next respawn or base pass.
- Upon being hit, the player must loudly call “HIT”, immediately after which the participant **falls to the ground and must begin simulating a real injury** from a gunshot wound or other wound at their discretion. The callout must be loud enough to be clearly heard over replica fire.
- During the day players must use orange reflective vests to mark themselves as wounded. During the night players must use blinking red lights.
- Verbal calling-out of an opposing player is strictly prohibited and will be penalized regardless of the situation.
- Friendly fire applies - check your targets before firing!

2. Armored plates and ballistic helmets

- Ballistic protection is defined as a pair of SAPI/ESAPI ballistic plates or other equivalent, which may also be training plates. The minimum weight is 1.75 kg each. Soft armor alone does not qualify as ballistic protection. Side plates are separate and do not add to the weight of the main plates.
- Ballistic helmets are defined as combat ballistic helmets or replicas of such.
- Participants wearing a helmet and body armor meeting the above standards may be injured again (and then treated) if a spare tourniquet and bandage are available. Having only body armor or only a helmet does not allow this option.

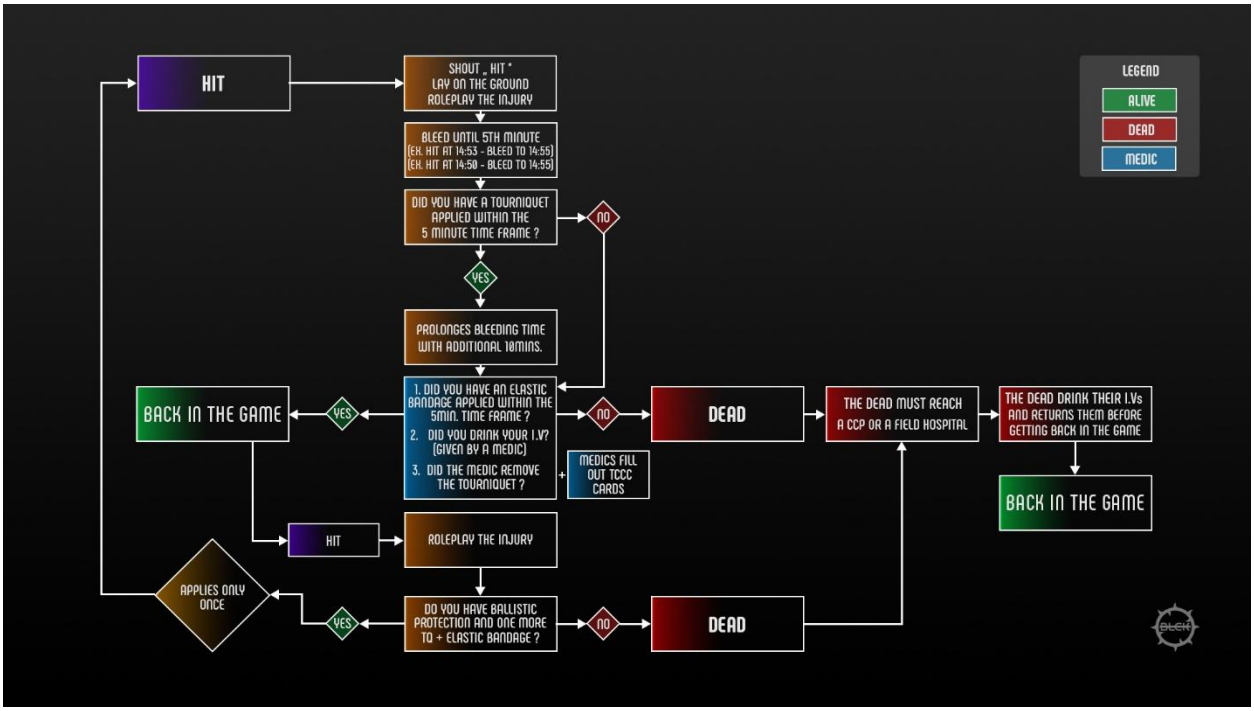
3. “Wounded” and “Dead”

- Wounded players cannot heal themselves. They can only apply a tourniquet, which will extend the time that allows them to be healed by a teammate/enemy. They may not assist in their own treatment or provide items to facilitate healing;
- While wounded, the players may not reload magazines, grenades, fire their replica, or actively communicate - they may only call for a medic and simulate an injury;
- Similar to the wounded, the dead **cannot talk** and need to head to CCP / Field Hospital / Base.

Upon respawn, players are considered to have no knowledge of events that occurred prior to their elimination.

4. Hit and healing rules

- **Each player is required to have a tourniquet and a bandage** (preferably Israeli bandage / replica of such / ordinary elastic bandage) for healing purposes. The tourniquet should be located on a visible spot on the gear or be stored in a pocket marked as containing a tourniquet. The bandage must be located in a pocket marked as an IFAK with a red cross patch or similar. Healing is done by following the procedures described in the chart. The chart can be found and downloaded from our website: https://atlas-milsim.com/rules



5. Mobile spawn points and field hospitals

- **Casualty Collection Point (CCP) -** Mobile spawn. It is a marked chest that holds a limited number of I.V. kits that can be refilled. It can be moved by players and captured by the opponent. I.V. kits are only recovered when the chest is returned to the main base or field hospital;

- **Field hospitals** – A static spawn point, other than the main base. A designated chest or an area that holds a certain number of I.V. sets that can be refilled as

well. Once positioned, it cannot be moved by players. I.V. kits are only recovered when delivered via CCP.

WARNING: To protect the environment, used I.V. kits are to be disposed of in a designated area in the respective faction bases.

6. Carrying the "wounded"

- Physical carrying of a wounded person shall be done only after his/her explicit verbal consent. **Players must proceed with caution when performing the carry on a wounded player;**

- Acceptable techniques for carrying injured:

  ✓ Pulling via the shoulder straps of the plate carrier;
  ✓ Carrying over the shoulder;
  ✓ Carrying over the shoulders performed by two people;

- The wounded are not allowed to help their teammates by giving them a hand or partially standing up. The wounded must always behave as such for the purposes of the simulation.

7. Searching (frisking)

- Searching (frisking) the wounded is permitted and encouraged. It shall be carried out by one of two means after first obtaining the express verbal consent of the injured/victim:

  ✓ If there is explicit verbal consent, a player may begin searching a wounded/captured player, being respectful to them and not attempting to harm them in any way. If the person being searched says "STOP" during the search, physical contact ceases. Violation of this rule will be penalized!
  ✓ If the wounded/captured person says "STOP" or does not consent to a search, then the searcher must ask specifically which items the wounded person should give them - radio, map, notebook, etc. The wounded person must hand them over. The searcher may take notes on the items seized or photograph them.

- All items seized/relinquished during a search shall be returned to the player. Confiscation of items or removal from the player's sight is strictly prohibited! In-game or off-game elastic bandages or tourniquets cannot be looted. Personal items such as phones, wallets, keys, personal documents, etc. cannot be taken away from the searched player.

- Under no circumstances may a player be restrained using rope, zip ties, or similar devices! Violations of all the above rules will result in severe sanctions!

8. Lootable and non-lootable items

- During the event players will encounter items that may be in interest to them and MAY be taken or removed. These items will be marked with a green sticker labeled “LOOT”;

- Other game items of interest to players cannot be taken or moved and will be marked with a red sticker labeled “NO LOOT”.

Section 4: Motor vehicle rules (MVs) and specialized equipment

1. **Motor vehicles (MVs)**
   - Motor vehicles are four (or more) wheeled machines powered by ICE (internal combustion engine) or electric motors.
   - Vehicles are subject to pre-registration for the specific event and should have valid documents, including registration certificate, third party insurance and have passed a valid Annual Technical Inspection by the date of the event. Players registering vehicles for the event agree to provide the described documents on site, no later than one hour before the start of the event. Failure to comply with this rule will result in denial of vehicle participation, with no refund of the vehicle ticket (players themselves will be admitted);
   - A permanent pair of players is assigned to a vehicle, whose names are announced in advance when the respective ticket is purchased - one Driver Mechanic and one Crew Commander. The two players cannot switch roles.
   - The driver is a competent person with a valid license for the relevant category, at least 21 years of age, responsible for driving the vehicle assigned to them. His/her primary duty being to drive that vehicle in a manner that is safe for the crew, passengers and people around him/her.
   - The Vehicle Commander is responsible for in-game decisions, assisting the Driver with situational awareness around the vehicle and navigating it;
   - It is strictly forbidden for the Driver to conduct radio and other communication by technical means! The Vehicle Commander should take over these tasks.
   - The Driver and the Crew Commander are entitled to park the vehicle in a place that does not interfere with the movement of other vehicles, and the Driver is obliged to lock it. The two players may continue the game like all other players.

2. **Knocking out vehicles**
   - Each vehicle registered and admitted to the game will be equipped with a technical gadget, intended to be used for damage detection, which will be provided by the organizers;
   - In the case of the gadget being hit by an "anti-tank system" (provided by the organizers), the Driver will be automatically alerted. Immediately thereafter, the Driver should switch on the emergency lights of the vehicle.

3. **Returning of vehicles to the game after being knocked out**
   - A knocked-out vehicle may be repaired by a participant with the role of an "engineer" - detailed instructions will be given to participants performing the role.
   - A knocked-out vehicle can be brought back into play after a one-hour stay at the main base.

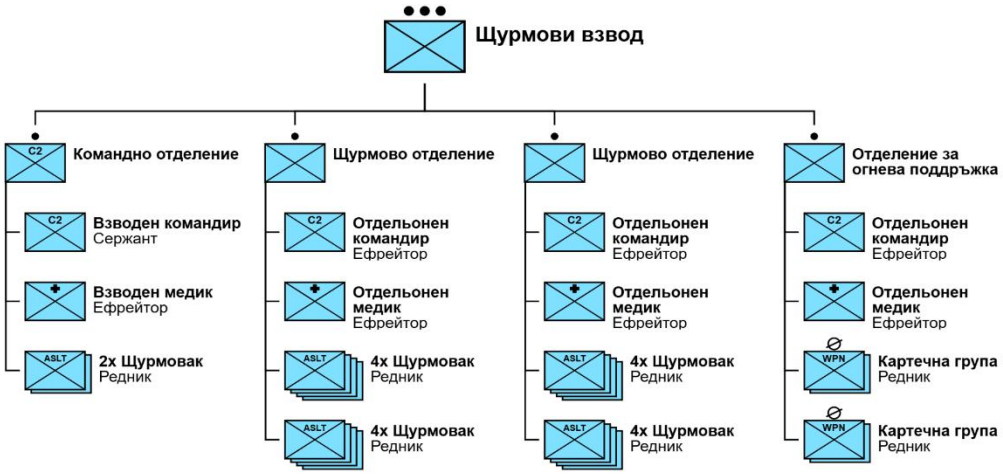
4. **Shields**
   - Replicas of ballistic, non-transparent shields are allowed (a visor is permissible) and must be no larger than 120 by 60 cm and weigh no less than 6 kg.
   - The player carrying the shield can only fire a pistol replica while carrying the shield.
   - The player wearing the shield must always have full ballistic protection according to the rules (helmet, body armor)
   - If the shield is under active fire and only the shield is being hit, the player may not continue advancing or remain stationary and must begin to retreat.
   - Only 1 shield per platoon is allowed.
   - If a hand grenade falls BEFORE the shield, it does not affect the players behind the shield.

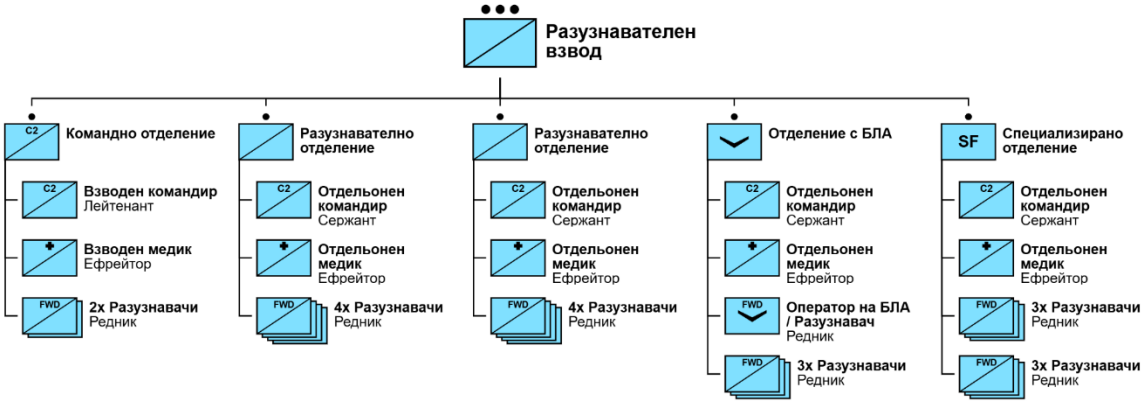
5. **Neutralization of shields**
   - If the shield is hit by a staining projectile from an underbarrel grenade launcher, the player carrying the shield and everyone within 1 meter around the shield are neutralized.
   - Grenades striking the player with the shield neutralize him and anyone within the grenade's radius.
   - If only the player carrying the shield is neutralized, no other player may take the shield and use it;
   - If a shield is neutralized, it must stay at least 1 hour in base (no mobile spawn point or field hospital);

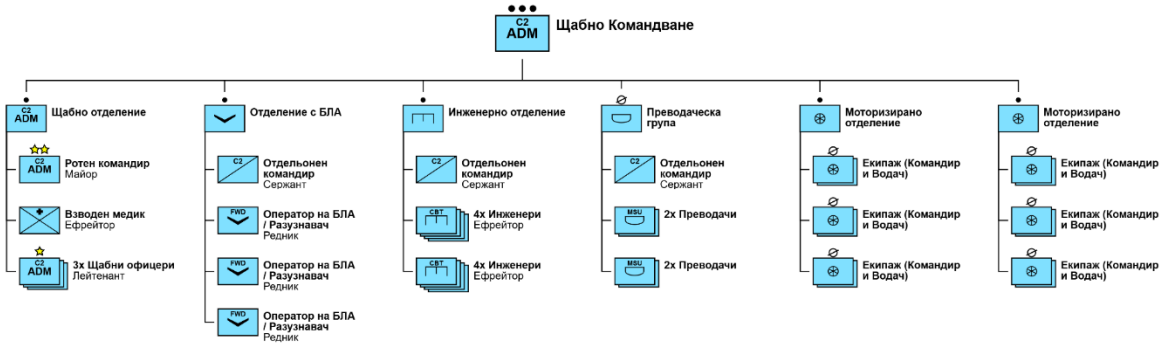
6. **Drones**
   - The use of drones is only allowed for players who have selected the "Drone Operator" option for their faction and after coordinating the specific drone and its associated equipment with an organizer. As a reminder, according to DG CAA regulation, drones weighing more than 249 grams require specialized certification. For more information: https://www.caa.bg/bg/category/633/16502
   - Shooting at drones is prohibited! Violation of this rule will result in immediate removal from the event, prohibition from further participation and liability for any financial damage caused to the drone.
   - When taking off and landing, drones should only be lifted vertically until the safe height is reached.
   - Drone operators are not allowed to operate the aircraft more than 250 meters away from the take-off point. Allowed drones replicate UAVs at the tactical level, not at the operational or strategic level.

Section 5: Faction organizational rules

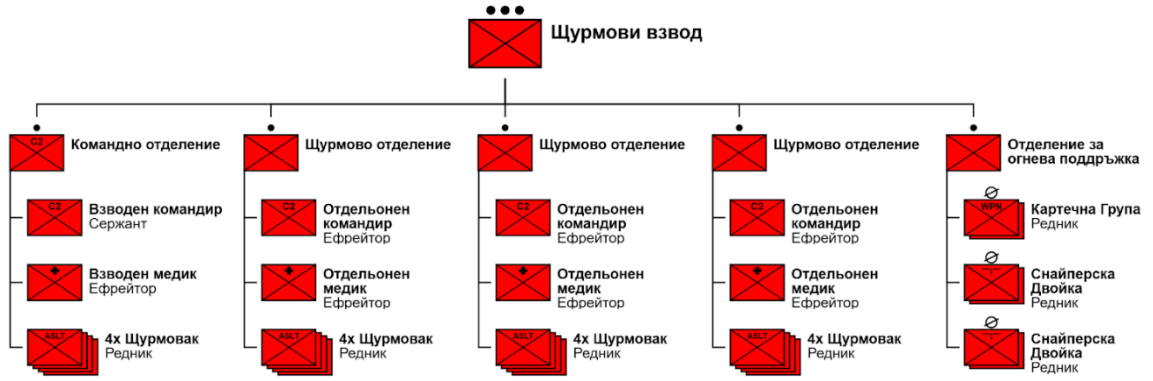
1. **Exemplary platoon structure for Paleriver Security:**

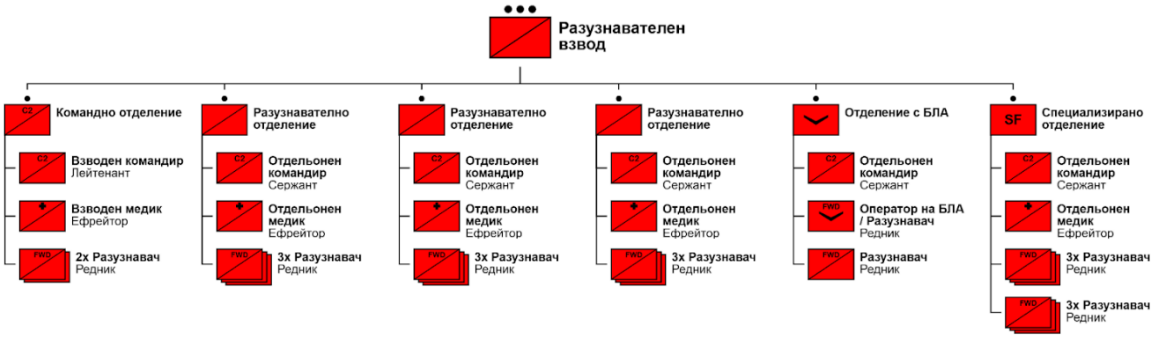


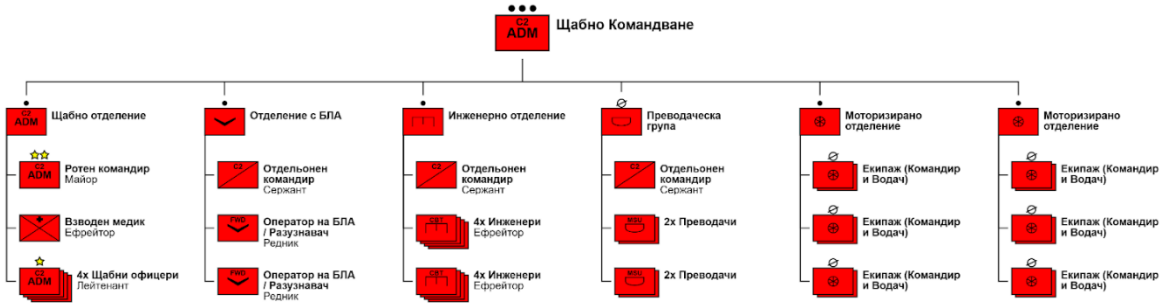




2. Exemplary platoon structure for Tokugawa Corp.:







3. **Roles**
    - **Company commander (faction commander)**
    - **Staff officer (assistant to faction commander)**
    - **Platoon leader (platoon commander)**
    - **Squad leader (leader of a squad)**

    - **Platoon medic (medic assigned to platoon commander)**
    - **Squad medic (medic assigned to the squad leader)**

    - **Mechanic-driver (a player driving a vehicle)**
    - **Crew commander (a player assigned to the driver)**
    - **Drone operator (player controlling a UAV)**

    - **Engineer (can repair vehicles and interact with game industrial equipment)**
    - **Interpreter (can interact with civilian faction representatives)**

    - **Scout (regular player assigned to a scout platoon)**
    - **Assault trooper (regular player assigned to assault platoon)**

    - **Al-Kufra resident (a player belonging to the civilian faction)**

4. **The internal faction organization may be conducted via the Discord application. It is recommended that each player join their faction's group on the event server so that they can be assigned appropriately by the organizers, considering their best interests as much as possible.**

   Link to Discord:
   https://discord.gg/sBKNZ5eFmB

Section 6: Civilian faction rules

1. **General rules**

- The Civilian faction is a non-combat, LARP faction in the game.
- Civilian faction members (referred to as "Civilians") create one or more characters to play as the game progresses.
- The playable character should obey the game's setting, the development of relationships within the faction, and the development of relationships with the combat factions.
- Characters that are unreasonably aggressive or unreasonably supportive of any faction, or that ruin game interaction are not allowed.
- Civilians perform the tasks given to them by the organizers in whatever way they see fit, unless they need to perform them in a specific way specified by the organizers.

2. **Dress code and gear**

- Given the game's setting, the dress code for the game is North African. Any civilian clothing is acceptable, including but not limited to:
  - ✓ "Arab" clothes
  - ✓ Working clothes of all kinds
  - ✓ "European" clothes
  - ✓ construction equipment, including helmets
  - ✓ camouflage and monochrome hats
  - ✓ any costumes appropriate to the story of the chosen character

  It is strictly forbidden to wear:
  - ✓ camouflage clothing
  - ✓ military helmets
  - ✓ plate carriers, load-bearing systems and all other military accessories
  - ✓ night/thermal vision devices

3. **Weapon replicas**

- it is permissible for civilians to carry pistol replicas and hunting replicas, smooth-bore or rifled weapons (pump-action or bolt-action sniper rifles);
- Each replica must comply with the rules in Section 2 of these Rules.
- Only replicas of bolt-action rifled weapons may have optical sights; all other replicas shall be without optical and/or electronic sights, and lasers and flashlights attached.
- In order to be used to engage targets, the replica must be in the “OPERATIONAL” condition, as evidenced by the absence of an orange cable tie inserted in the trigger guard of the replica and/or the absence of orange markings on the barrel of the replica.
- "SECURED" means any replica that has an orange cable tie in the trigger guard of the replica and/or an orange mark on the barrel of the replica. Any member of a combat faction may affix such a marking, as may a member of a civilian law enforcement faction, and a gunsmith.

- A safety marking placed on a weapon may be removed by a gunsmith or when purchasing/receiving a new weapon with game interaction.
- Civilians may freely carry melee weapon replicas, which are also subject to securing as described above. Recovery of melee weapon replicas is automatic, with a visit to the faction base or after escaping captivity.

4. <u>In-game behavior</u>

- civilians obey all the rules of the game;
- Civilians may disobey the rules for elimination if they think that doing so will enrich the game. They may play a hit on a specific body part without regard to bleed time, means of healing, and standing still when hit;
- A civilian may, if they see fit, heal themselves, or be healed by any other civilian, after playing the heal;
- It is forbidden to shoot players of combat factions immediately after getting hit;
- Upon capture, the civilian may be interrogated. Five questions may be asked during interrogation. At the civilian's option, he may lie in answering only two of them without being required to do so;
- The captivity may not last more than two (2) hours. It shall immediately terminate upon the civilian stating “STOP.” Civilians may attempt to escape while in captivity.
- The civilian may be searched under the general rules.

Section 7: Safety procedures

1. **General safety provisions:**

- Participation in the game is completely voluntary;
- Each participant is personally responsible for his/her health during the game;
- Participants who have a health problem that may affect their participation in the game must notify the organizers;
- Safety is the responsibility of each and every participant;
- EVERY participant is required to wear eye protection from the time they arrive on the field until they leave, even while sleeping in the base/ off-game area;
- Eye protection must comply with the European standard EN166/ ANSI Z87.1 or higher;
- Shoes that go above the ankle are highly recommended to avoid unwanted accidents;
- It is ABSOLUTELY FORBIDDEN to use metal or glass BBs in airsoft replicas and to carry any other type of pneumatic gun or firearm during the event;
- Organizers are not responsible for accidents or damage to equipment due to violation of rules and/or failure to follow instructions.

2. **General risk assessment:**

- Most common injuries are of two types:
  - ❖ Sprains, fractures and other sports-related injuries;
  - ❖ Heat or cold damage resulting from dehydration, inappropriate cold or hot weather gear;

- These risks are reduced by:
  - ✓ The rules for in-game healing during the event, obliging players to drink water;
  - ✓ Wearing appropriate shoes or boots;
  - ✓ Wearing gear for hot, cold and wet weather;

3. **"STOP GAME"**

- When one of the following situations occurs on the field, each participant is required to yell "STOP GAME" and then announce the reason:
  - ❖ Civilians on the field;
  - ❖ Fire on the field;
  - ❖ Bodily injury to a participant (broken or dislocated limb, etc.);
  - ❖ Health problem (nausea, fainting, etc.);
  - ❖ Other reasons endangering the health and/or life of a participant or others.

- Any player who hears someone shouting "STOP GAME" must repeat it loud and clear and announce it over the radio, staying put until instructions are given by the organizers;

4. <u>Reflective vests:</u>

- Each participant must carry an orange reflective vest;
- Orange reflective vests are used to mark wounded, dead or off-game players;
- Green reflective vests may ONLY be worn by organizers;